

Design Brief

Find a problem worth solving

engineering

What you need: clipboard · pencil · Investigation Journal page · ruler

Words to use

Empathy · User · User need · Success criteria

The problem

A real small school problem your group spotted for a real user

Who is it for?

The person or group you watched on the empathy walk

Their one real need

What it must do, and must NOT do

The problem must be real and small enough for a classroom prototype later • The design must be safe for a busy school space • Use everyday materials you could gather later • One clear user and one clear need

Risks and limits we noticed

My first ideas – draw and label them

Check your drawing shows

Write the user (Our user is...). • Write the awkward part and the user need (The awkward part is... They need...). • Sketch one first idea and label the main parts. • List what success would look like (one or two plain checks).



Lesson 34

What I will use

Investigation Journal page · pencils · rulers · clipboard notes from the walk



We will know it works when...

Names a real user · States the user need in plain words · Lists clear success checks for a later test · Shows a labelled first-idea sketch linked to the need

