

Test, improve and re-test

engineering

What you need: group bird-feeder prototype from earlier in this project • watering can or large jug with water (pour station) • shallow plastic tray • metre stick • bird seed • tablespoon • paper towels • spare improvement kit (bottle tops, string, lollipop or garden sticks, tape, card offcuts) • scissors

Words to use

Success criteria • Fair test of a prototype • Iteration

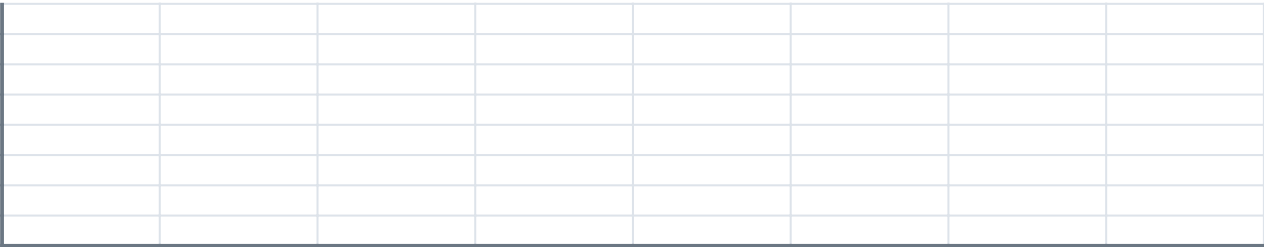
The problem

Our feeder did not fully meet one or more success criteria on the first fair test.

First-test feeder scores (in score out of 6)

Group	First-test total (out of 6)

Draw a bar chart of our results



What we promised it would do

The chosen change is linked to first-test evidence • The feeder is re-tested on all three criteria • New scores are recorded beside the first-test scores • The group can say whether the total improved and why



Lesson 31

How it did against each one

What we promised	What happened

The one thing we changed

How it worked before, and after

