

Design Brief

Find a problem worth solving

engineering

Words to use

Empathy · User · User need · Success criteria

The problem

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

Our user is...**The awkward part is...****They 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****Success looks like...(one or two checks we can test later)****What I will use**

pencils · rulers · clipboard notes from the walk

