

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

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

