



# A Design Process

A way to solve technology problems



## Clarify the Problem

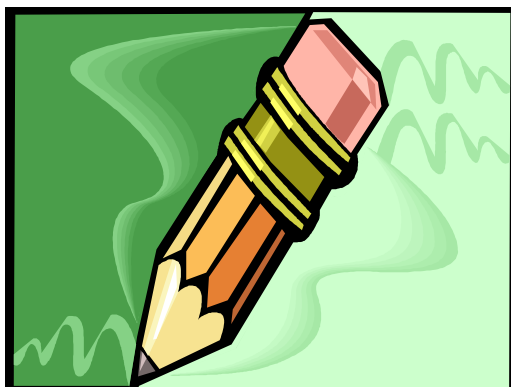
**Make it clear**

What can I do?  
What can't I do?  
What can we use?  
What do we **HAVE** to do?



## Explore Ideas

Think about real world examples  
Let ideas pop into your head  
What Science concepts will help?

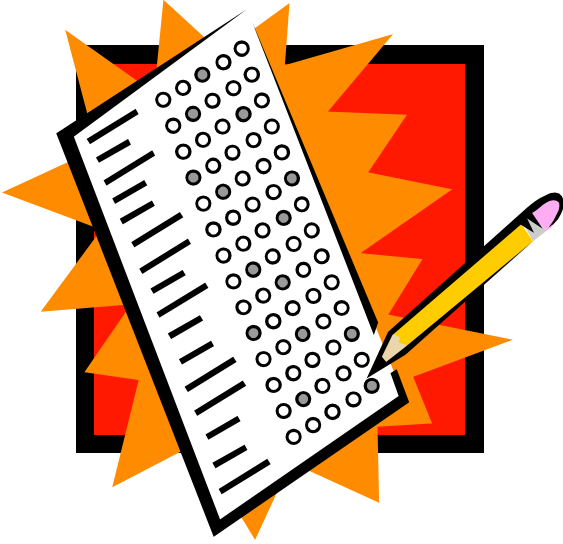


## Do a Design Drawing

Sketch, write and use arrows.  
It must be easily understood.



## Make It



# Test It

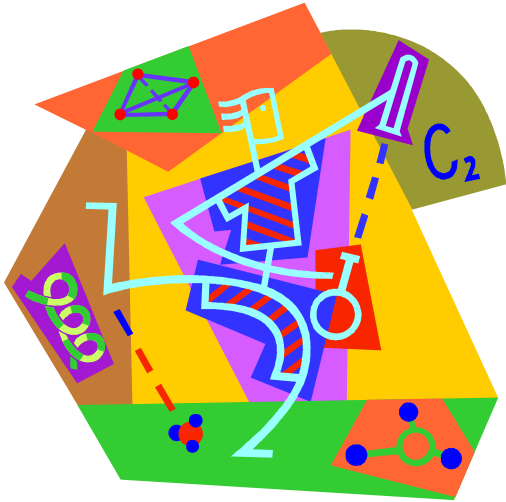
Does it solve the problem?

**No!**



# Modify It

Change bits to make it better



# Test It

Does it solve the problem?

**Yes!**



**Problem  
Solved**

