Lesson Topic:	#8_Iterative Design Process
Inquiry:	What is the Iterative Design Process?
CCSS:	4-6.CT.10
Objective:	Students will explore the Iterative Design process in this class. On the first day, they will work to solve a problem in their table group – construct a boat out of aluminum foil that should float and hold the weight of nickels. Students will use tests and revise their boats twice. Then, students will be introduced to the IDP, examine the process used to build and test the boat and explore how it relates to the IDP.
Resources:	- 6 containers filled with water - 24 pre-cut sheets of Aluminum Foil - 6 rolls of pennies (50) - 8_Worksheet
Agenda	
Starter:	➔ How do we solve problems? What are the steps to solving a problem you've encountered?
Guided Practice:	➔ Review starter as a class. **Aluminum Boats Activity** ➔ Introduce the activity. ➔ Instruct students to follow directions on the *8_Worksheet*.
Work Period:	➔ Set a timer, and have students work for 10 minutes to plan, build and test how many pennies their boats can hold without sinking. ➔ When the timer goes off, instruct students to review the plan for their boats and elements to improve. ➔ Reset the timer, and have students build a new boat or improve their first one based on its performance.

	Iterative Desing Process **➔ Go over the IDP with the students** **◆ Elaborate on what each step does and how it works.** **◆ Use the activity to illustrate how to implement the IDP.**
Closing:	➔ Revisit the Starter; How did we solve the problem with the boats?
Assessment:	➔ Review *8_Worksheet*