

Expected deliverables for this review:

1. A design goal highlighting the primary stakeholder needs you are focusing on, and a list of design requirements associated with those needs connected back to their values.
2. An image of your animal, and a one-page illustration depicting three or more key positions for one of your animal's behaviors.
3. Deliverables, such as sketches or sketch models, that communicate your conceptual design work to be determined by your team. Teams typically create 4 to 8 more-complete ideas, captured as gallery sketches or sketch models.
4. A project schedule that outlines your design process and includes your individual learning goals.
5. An update on team health, such as the results of a Plus Delta session.

As you prepare these materials, post each of them in your studio space.

Ideas

- TRUNKS: pick up objects (through wrapping and suction), pick up their children, eating, mud baths, trumpeting at each other/producing sound, interlocking with the trunks of other elephants, communicate, breathe, smell, locate food, suck water then squirt it into their mouth to drink, shower, create different 'water pressures', play in the water and squirt each other
- Simple trunk challenges ex. relay challenge
- Something with water?
- Non-verbal communication - elephant feet stomping, ear flapping, hearing long distances?

Others' ideas:

Loren's original idea:

- Elephants have a great deal of dexterity when it comes to their trunks. They use them to pick up different objects, and even their small children. They are also used for eating, mud baths, and trumpeting at each other. A game where kids are given a mechanical elephant trunk, and have to **move around a baby (stuffed doll) to a "mud pile"**, cover it, then take it out again. The game allows kids to care for a cute stuffed animal, and feel how fun it is to have an elephant trunk.

Nicola's idea:

- Elephants are one of the smartest mammals and can be very playful. They use their trunks to suck water which they then squirt it into their mouth to drink. Elephants also use their trunk to shower and can create different 'water pressures' out of their trunks. Elephants also have been found to play in the water and squirt each other.
- I loved playing with hoses, siphons, and water as a kid so I see the potential for some sort of elephant-inspired, **water-based play experience**. Elephants have other fascinating characteristics

like their ears and things they do with their trunks so there are many options for directions to go while taking inspiration from them.

Rohil's idea:

- Elephants have one of the most versatile appendages in the animal kingdom: their trunks. Elephant trunks are used for various purposes, including picking things up (through wrapping and suction), producing sound, and interlocking with the trunks of other elephants. This variety of purposes lends itself well to many unique play experiences, including **abstract experiences where the fourth graders can exercise their own creativity**, which often make for a great play experience.

Anna's idea:

- An elephant's trunk is a unique feature that allows the animal to communicate, breathe, smell, drink, and locate food. Its many functions provide numerous opportunities to engage children in a play experience. In particular, mimicking an elephant's ability to blast food with air from its trunk to make it more accessible would help children to appreciate the complexity of such a practical physiological tool. I propose creating an experience that would use **air to push small beads within grabbing distance of the "trunk;"** children could compete in a fun game to see who could grab the beads with the fewest number of blows.

Jules' idea:

- "Learn to use a trunk"
- Fourth graders would wear elephant costumes/masks with trunks controlled from the inside, all while standing on a trampoline. By experimentation, they would **learn to control the trunk, pick up objects, and complete simple challenges all while communicating silently by stomping on the trampoline**. Along with the learning-curve all animals experience, the fourth graders would also gain an understanding of basic elephant anatomy and one of the many ways elephants interact – by listening and expressing through their feet!
- Trunk control is the primary aspect of this play experience, but the stomping would be a cool (and hopefully less complicated) secondary aspect.