Activity Plan

The Muscle Car Camp

Title of Activity: Duration:

Design Thinking Challenge

4 hours

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Objective: ­

Introduce students to the general engineering design process by solving a real-world problem within civil, mechanical, electrical, or biomedical engineering.

Description: Materials:

1. Poster paper
2. Markers
3. Miscellaneous materials for prototyping (i.e. popsicle sticks, rubber bands, scratch paper, string, etc).
4. Divide students up into their area of interest (civil, mechanical, electrical, or biomedical) and provide them a problem within that area to solve.
5. Students will follow the design thinking steps: Empathize, Define, Ideate, Prototype, and Test.
6. Create a poster outlining all the ideas for each step and present with prototype.

Relevant pictures of materials and final set up