# Lesson 4: Problem-Solving Design Challenge

3D Printing Center - Elementary Curriculum

3D Printing Center

45 minutes

### Welcome Problem Solvers!

#### What We've Learned So Far

- What 3D printing is
- How to use Tinkercad
- **How** printing works
- How to make containers

Today: Use your skills to solve real problems!

## Today's Big Challenge

### Design Something to Solve a Problem

Your Mission: Think of a problem at school or home and design something to solve it!

#### What Makes a Good Problem?

#### Think About These

- Something that bothers you
- Something that could work better
- Something people need help with
- Something you can actually print

## Problem Examples

### Get Your Brain Thinking

- Pencil holder that doesn't tip over
- Hook for your backpack
- Phone stand for watching videos
- Organizer for small toys or supplies
- Bookmark that stays in place
- Cord organizer for headphones

## The Design Process

### How Real Designers Work

- **1 Think** What problem will you solve? (5 min)
- **Sketch** Draw your idea on paper (5 min)
- 3 Build Create in Tinkercad (20 min)

Follow this process like a real designer!

## Step 1: Think (5 minutes)

#### Problem Identification

**Ask yourself:** - What **frustrates** me at school or home? - What **falls over** or gets lost? - What would make my life **easier**? - What would help my **family** or **friends**? Write down your problem on paper

## Step 2: Sketch (5 minutes)

#### Draw Your Solution

On paper, sketch: - What your solution looks like - How it solves the problem - Where the important parts are - How big it should be Don't worry about perfect drawing!

## Step 3: Build (20 minutes)

### Bring Your Idea to Life

**In Tinkercad:** - **Start simple** - basic shapes first - **Add details** as you go - **Test** if it makes sense - **Adjust** if needed

## Design Guidelines

### Keep It Printable

- Size fits on printer bed
- Walls at least 2mm thick
- Overhangs avoid if possible
- Holes at least 3mm diameter

## Teacher Support Available

### Get Help When Needed

- Stuck on a problem? Ask for brainstorming help
- Tinkercad trouble? Raise your hand
- Not sure if it will print? Check with teacher
- Want to try something new? Go for it!

## Problem-Solving Tips

### Think Like an Engineer

- Start simple you can always add more
- Think about the user who will use this?
- Consider materials will plastic work?
- Test your logic does the solution make sense?

### Real-World Inspiration

### How 3D Printing Helps

- Prosthetics help people walk and grab things
- Tools make work easier
- Organizers keep things tidy
- Replacement parts fix broken items
- Custom solutions for unique problems

## Halfway Check-In

### How's It Going?

After 15 minutes of building

- Share your problem with a neighbor
- **Show** your progress
- Get a fresh perspective
- Help each other if stuck

## Advanced Challenges

#### For Fast Finishers

- Add moving parts (if you know how)
- Create multiple versions of your solution
- Think about manufacturing could this be mass-produced?
- Design for different users kids vs adults

## Testing Your Design

#### Does It Solve the Problem?

Ask yourself: - Would this actually work? - Is it the right size? - Would people want to use it? - What could make it better?

### Save and Document

#### Preserve Your Work

- Save your Tinkercad design
- Write down your problem statement
- Note how your design solves it
- Think about what you'd change

## Sharing Circle

#### Present Your Solution

Quick 30-second shares: - "My problem is..." - "My solution is..." - "It works because..."

No formal presentations - just quick sharing!

#### What We Learned

### Design Thinking Process

- Identify real problems
- Sketch before building
- Iterate and improve
- Think about users
- Create practical solutions

## Coming Up Next

#### Lesson 5 Preview

#### "Improve Your Design + Print Prep"

- See your containers printed
- Make your problem-solver even better
- Prepare files for final printing

## Cleanup Time!

### 5 Minutes to Pack Up

- Save your problem-solving design
- Put away sketching materials
- Close Tinkercad properly
- Clean your workspace

**Excellent problem-solving work today!**