Design Project Planner

Step 1: Identify a Problem

Use this planner to help you create a quality gadget.

1. What problem did you identify that could be solved with a simple machine?

2. Make a rough sketch of your gadget in the space below.

3. Create a prototype (a first draft) of your gadget.

Materials We Need	Where We Will Get Them

Step 2: Collect Data

Machine Trait	How We Will Test	What Tools We Will Use
Usefulness: Does the machine accomplish something interesting or important that saves human effort?		
Usability: Is the machine easy to use? Can people figure out how to use it without a lot of help?		
Dependability: Does the machine work the same way every time it is used?		
Durability: Does the machine last?		
Efficiency: What kind of work does the machine do? With how much effort?		
Aesthetics: Is it neat? Do colors, shapes, or graphics add to its appearance?		

Step 3: Analyze Data

1. What are some ways you can sort your data to help you see patterns?

2. What charts or graphs will you make from your data to help you see patterns?

Data Subject	Patterns We See
Usefulness	
Usability	
Dependability	
Durability	
Efficiency	
Aesthetics	

Step 4: Draw Conclusions

1. What do your patterns tell you about your gadget?

Patterns We Found	Conclusions We Drew

2. What adjustments can you make to your gadget to improve it? What data will you collect to see how well you did?

| Adjustments to Gadget	Data We Will Collect to Test

Step 5: Share Findings

1. Carefully read the project rubric and discuss any terms or descriptions you need help understanding.

2. What format will you use for your advertisement?

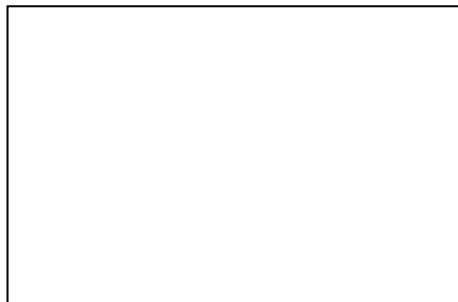| Our Format	Benefits	Challenges

3. Brainstorm some ideas for your advertisement.

4. Create a storyboard, to plan your advertisement. Think about what will go on each slide of a presentation, each page of a wiki, or each scene of a video. Add or cross out boxes if you need to.

Opening Slide, Wiki Home
Page, or Video Introduction
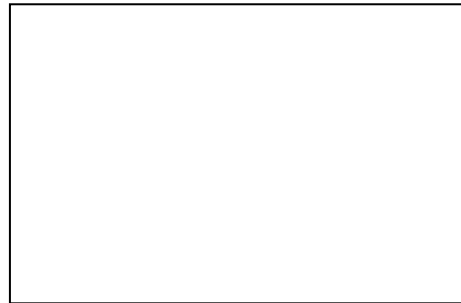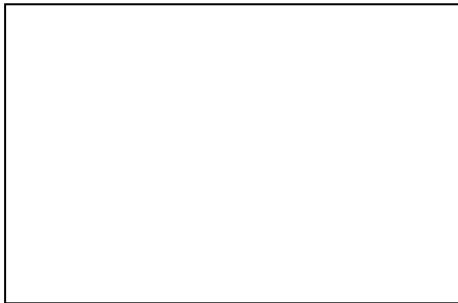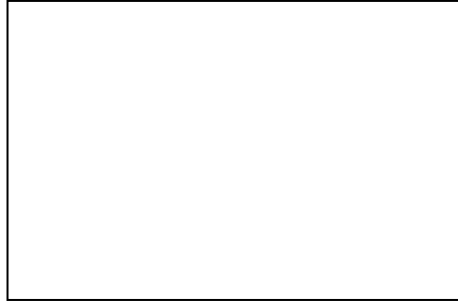
Concluding Slide or Final Scene

5. Create a project plan for completing your advertisement.

Tasks	Who Is Responsible?	Date Completed

6. When a draft of your advertisement is completed, get some feedback from another group. Decide what you want the other group to look for in your project.

Group _____

What to Look For	Comments