

PROJECT STEPS	WAYS OF PROBLEM SOLVING AND SHARING YOUR PROJECT		
Dream It!	<b>SOLOIST</b> We/I had no need for brainstorming ideas, we only listened to one person who had a pretty good idea	<b>COLLABORATOR</b> We/I took turns brainstorming and discussed various solutions according to our constraints and time and different perspectives	<b>INNOVATOR</b> We/I studied other ideas for inspiration, brainstormed and discussed multiple options, then came up with a unique solution
Draw It!	<b>DOODLER</b> A basic line drawing can say so much, I prefer simple and clean design to complicated diagrams	<b>PICASSO</b> The more complex the better! In fact if you can understand my drawing, you might be gifted	<b>MATISSE</b> The beginning of any prototype starts with color, lots of color!
Build It!	<b>EXPLORING</b> This is all new for me, I am trying new tools or materials and I am not sure what will happen	<b>EVOLVING</b> I am experienced with the tools and materials, I am able to make several iterations of my idea with ease	<b>EXPANDING</b> I am experienced with the tools and materials, I am able to make several meaningful iterations of my idea based on testing and feedback
Share It!	<b>PEER CRITIQUE</b> Share your project with someone who did not make it, ask them for their feedback and suggestions on how to improve the design	<b>COMMUNITY SHOWCASE</b> Share your project in a school wide or online family share showcase where you can explain the process of how you made your design	<b>DIGITAL CITIZEN</b> Why not share things you have made that you are proud of, like your latest project, slime recipes or invention? TikTok, Instagram, Tumblr and Twitter are good places to start if you are over 13
Expand It!	<b>SOLOIST</b> I took my design and tried various changes to its design based on my testing	<b>COLLABORATOR</b> After documenting, testing, and listening to the feedback of others, I changed my design and it is better with the help of others	<b>INNOVATOR</b> I created something that we have never seen or mashed together different crazy Ideas to make something new.
<b>Makers Choice</b> Is there a criteria that you feel your project or efforts should be evaluated on that is not listed yet? If so, write it here:			

## RATE THIS PROBLEM:

How hard was this project over all? (Check appropriate box)

1	2	3	4	5	6	7	8
EASY							HARD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## REFLECT ON YOUR PROBLEM:

What made it hard (lack of ideas, knowledge, time, materials, help, tools, etc.)?

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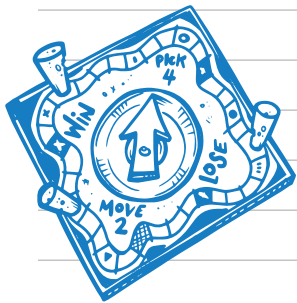
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All designers and engineers get stuck when making something for the first time. When I got stuck or needed inspiration what did I do?

- ☐ Did I use a tutorial? (listen and watch to learn)
- ☐ Did I discuss my ideas with others in person or online? (discuss to learn)
- ☐ Did I start to build even before I totally knew what I was doing? (tinker to learn)

1. More and more games are being designed for online use. Do you think all games should be digital? If no, why not. If yes, why yes?

2. The best games create building suspense as the game gets closer to having a winner. What topic(s) or theories in Mathematics model this same idea?

3. Where was the first board-like game made? What materials were used to make these games? Who played these early games?