

Day 3 - Facilitator's Tips

1. Students may have multiple solutions to a problem and sometimes can get confused in choosing a solution that works. Tell students that they do not need to worry about knowing the “right” answer since there are countless possibilities. All solutions could be right, as long as they solve problems for the users. Encourage students to use drawing paper or write notes about the solutions.
2. Ask students to choose one solution that can be prototyped using materials and tools from their own invention box (students could add new materials and tools that are available into the invention box, if needed).
3. Lot of times, students will experience failure and may get frustrated. Ask them to think about why their idea failed (is there something wrong with the solution, or their actions in building the prototype?). If their solution is problematic, suggest that they revise the solution. If the problem is not their invention solution, what can they do to prevent having the failure happen again?
4. Tell students that experiencing failure is part of the invention process. When a design fails, it is important for the inventor to learn from it so that they can try to avoid similar mistakes in their future iterations!
5. If they run out of time, assure them that they will have more time to work on it on Day 4.