

Your name: \_\_\_\_\_ Partner's Name: \_\_\_\_\_

### STEM Design Challenge

**Challenge:** Design a more “student friendly” desk.

**Goal:** Determine six problems with the desk you sit at right now, and design six solutions that solve your \_\_\_\_\_ problems with the desk.

**Materials:**

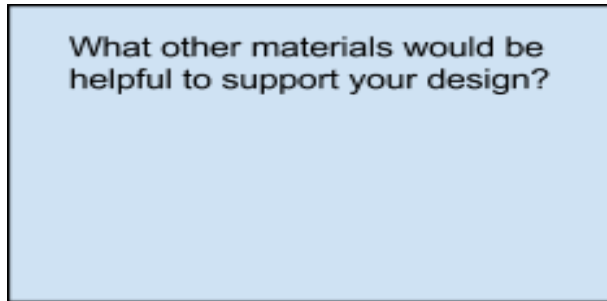
One box

Cups

Coloring Tools

Paper

String



**Steps:**

1. Begin the design process. See the back of this outline for a reminder of the steps in the process.
2. Use a T-Chart to determine the problems you see with the desk you currently have, and the possible solutions to fix those problems.
3. Use original desk photo to identify the problems that you have with your desk. Design a prototype and identify the changes you made to the desk as improvements.
4. Submit your outline for approval.
5. Begin constructing prototype using available materials.

**\*Box needs to be completely covered\***

**Timeline/Checklist:**

- T-Chart \_\_\_\_\_
- Photo/Prototype Design \_\_\_\_\_
- Prototype due on \_\_\_\_\_

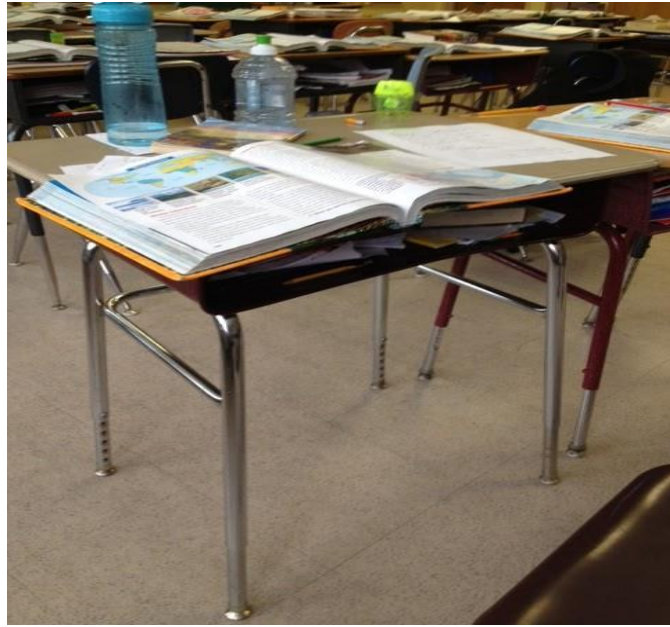
**Original**



**Desk**

**New Design**

**Original**



**Desk**

**New Design**