SILO 6.2 Ideation - Design challenge

(https://silo.edu.au/62lp.html)

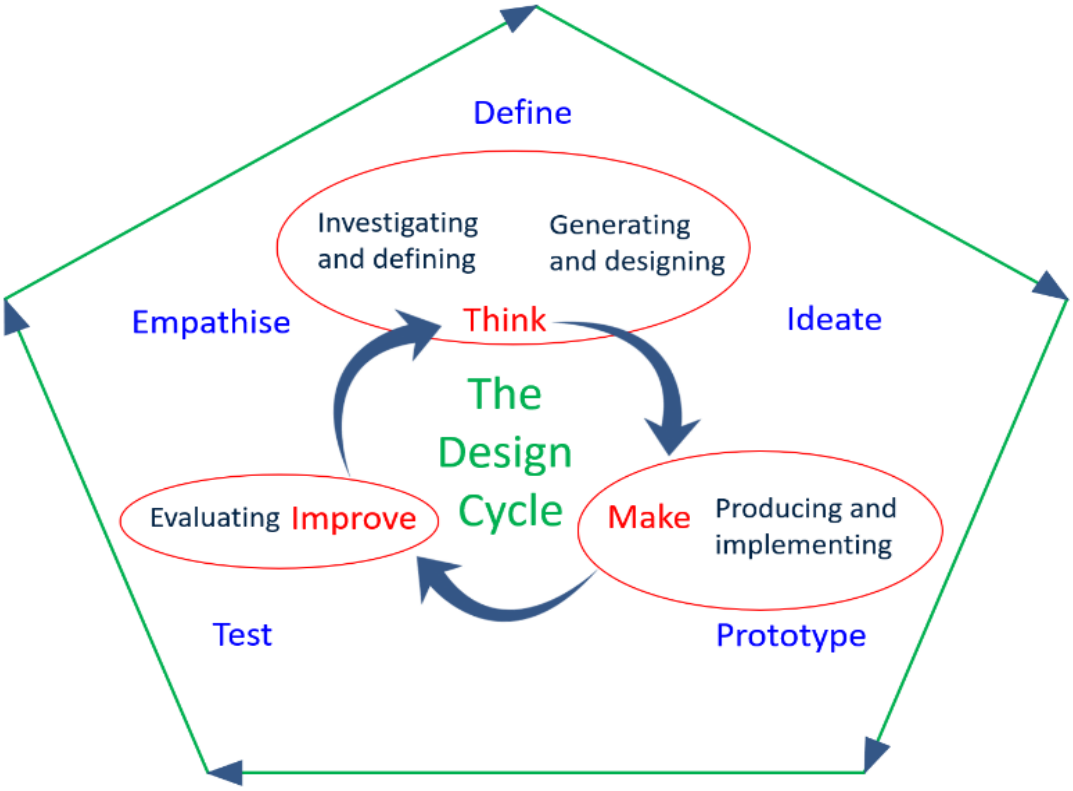
Activity instructions

Step 1: Start building something using whatever resources that you have available (such as Lego, auto shapes on Microsoft PowerPoint, or even random objects from around the classroom).

Step 2: Draw this in Box 1 before you get too far into it.

Step 3: Keep designing and drawing as you make progress. It might help you to look at the **Think Make Improve** diagram below if you get stuck.

Step 4: Draw the final design in Box 6 on this page and also in Box 6 on the back page.



Chronology of development		
Box 1 (Early on)	Box 2	Box 3
Box 4	Box 5	Box 6 (Final design)

Construction instructions (Draw the construction instructions in the boxes below starting with Box 1)		
Box 1	Box 2	Box 3
Box 4	Box 5	Box 6

Extension activity 1: Develop a marketing plan for your design.		
What is the best thing about your design?	Is it just for looks or is it also functional?	List words or phrases to promote your design.

Extension activity 2: Develop a business plan for your design.		
Quality of product	**Cost** of production	**Speed** of production