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|  | **Activity 3**  **Design Challenge: Part A (draft)** |

This activity invites you to create or adapt a design challenge for the grade level(s) you teach, your curricular area and your current classroom context. Create your own design challenge or use one provided here in Section 12 of the [Taking Making into Classrooms toolkit](http://www.mytrainingbc.ca/maker/en/toolkit/Taking_Making_into_Classrooms.pdf#page=66).

Here are some questions to help guide your review and edit cycle.

* Does the **Problem Scenario** provide sufficient information about the problem and require students to problem-find?  It should be multifaceted and complex enough that two different groups may see a unique set of problems embedded in the challenge.
* Have you defined the **parameters for success**?These parameters focus on the skills that students are expected to develop. For example, you may ask students to push their limits in new ways by using a tool they have never used before.
* Do the **success determinants** relate to the students’ ability to problem-find, as well as their problem-solving skills? This is demonstrated by design prototypes that address real human needs.