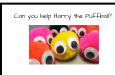
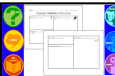


UTK Unit 4 We Are Engineers!

Lesson 20

 Phenomenon: Engineers create things to solve problems.	 Question to Investigate: How can your team work together to solve the problem?	 Lesson Objective: Groups of students use a Design Thinking Process to engineer a solution to a problem.
 Success Criteria: I can work with a team to design a solution to a problem. 		

Launch	
	When we work in a team, we have to make choices as a team. Sometimes it is difficult to make decisions. In this book, we have to make choices as a team. Let's practice making choices together as we read, before we begin our engineering work.
	What would it look like to work as a team helping Harry the Puffball? Reference other times students work in partnerships throughout the day to generate a list of teamwork norms or refer to teamwork norms your class has already created. Which teams can model great teamwork and what our challenge will look like? Highlight how the teams discusses and shares, how they stay together to work as a team, and how they continue to stay on task.
	In our last lesson, you met Harry the Puffball and we thought about some problems he might have. You were curious about one of those problems, and today we are going to use a Design Thinking Process as a group to solve that problem. Put students into groups of 2-3 to work on a problem they are all curious about.
Explore	
	You are experts in a <u>Design Thinking Process</u>. We will use our Design Thinking Process to solve Harry the Puffball's problem. Are you ready to IMAGINE, PLAN and CREATE?
	Now we are going to have a chance to discover as we practice our Habit of Mind of Thinking Interdependently (Teamwork). Show HOM #15 I can work with a team and learn from others! Note: Students may need 20-40 minutes to create their designs.
Reflect	
	How did you work together as a team to solve the problem?