Engineering and Design Process – The Box Project

Learning Target:

In this introduction to project based learning, students will use 21st century skills to create innovative uses for a cardboard box. They will use creativity and collaboration to brainstorm, plan, and build a box creation with a partner. Students will learn to use the critique process to give and receive feedback in order to revise their end product. Finally, pairs will exhibit their creations to an audience of their choosing. Throughout the project students will use the common core speaking, listening and writing standards to clearly communicate their ideas to their group and a real world audience.

Driving Question:

How can work together as a team create a new and useful product from a box.

COS/NCSS Objectives:

3-5-ETS1-1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.