



















Design Step 3: Brainstorm Possible Solutions

TeachEngineering

Team Project

Participate in a group brainstorming activity to imagine possible solutions to their engineering design challenge.

Suggested Learning					
Time	1 : 00	Cost	0.00		
PreRequisites					
Requirements					
			 Directed	 Computer	 Standards Based
Skills		Focus	Level	Standard	Points
	Team Building				2
	Creative Thinking				2
	Applied Science			NGSS	1
	Written Communication			CC	1
	Mathematics			CC	1
Total Skill Points					7
Knowledge Gain					
Describe and apply the "rules" of brainstorming. Use brainstorming as a technique to generate a large number of ideas.					
Resource Link					
https://www.teachengineering.org/activities/view/cub_creative_activity3					