













## Design Step 2: Research the Problem

TeachEngineering

Problem Set

Use a body of knowledge about the problem to generate product design ideas.

Suggested Learning					
Time	1 : 00	Cost	0.00		
PreRequisites					
Requirements					
Skills					
		Focus	Level	Standard	Points
	Applied Science			<a href="#">NGSS</a>	3
	Research				1
	Written Communication			<a href="#">CC</a>	1
	Teamwork				1
<b>Total Skill Points</b>					<b>6</b>
Knowledge Gain					
Gather and organize background information related to a design challenge. Conduct an information search to find existing solutions or products related to a problem.					
Resource Link					
<a href="https://www.teachengineering.org/activities/view/cub_creative_activity2">https://www.teachengineering.org/activities/view/cub_creative_activity2</a>					

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