



Planning Meeting 2: Materials, Constraints & Resources

1. The teacher & engineer discuss low-cost materials students can use for their designs.

Materials:

2. What Design Constraints? (*ex. The game will be played outside in a grassy field*) How will you introduce these constraints?

Constraints:



3. List 3-5 age-appropriate resources to support students in their understanding of the identified social problems and ways in which others have gone about addressing similar problems.

1.
2.
3.
4.
5.