

Name: _____

Learning Target: I can use the engineering design process to construct a testable prototype.

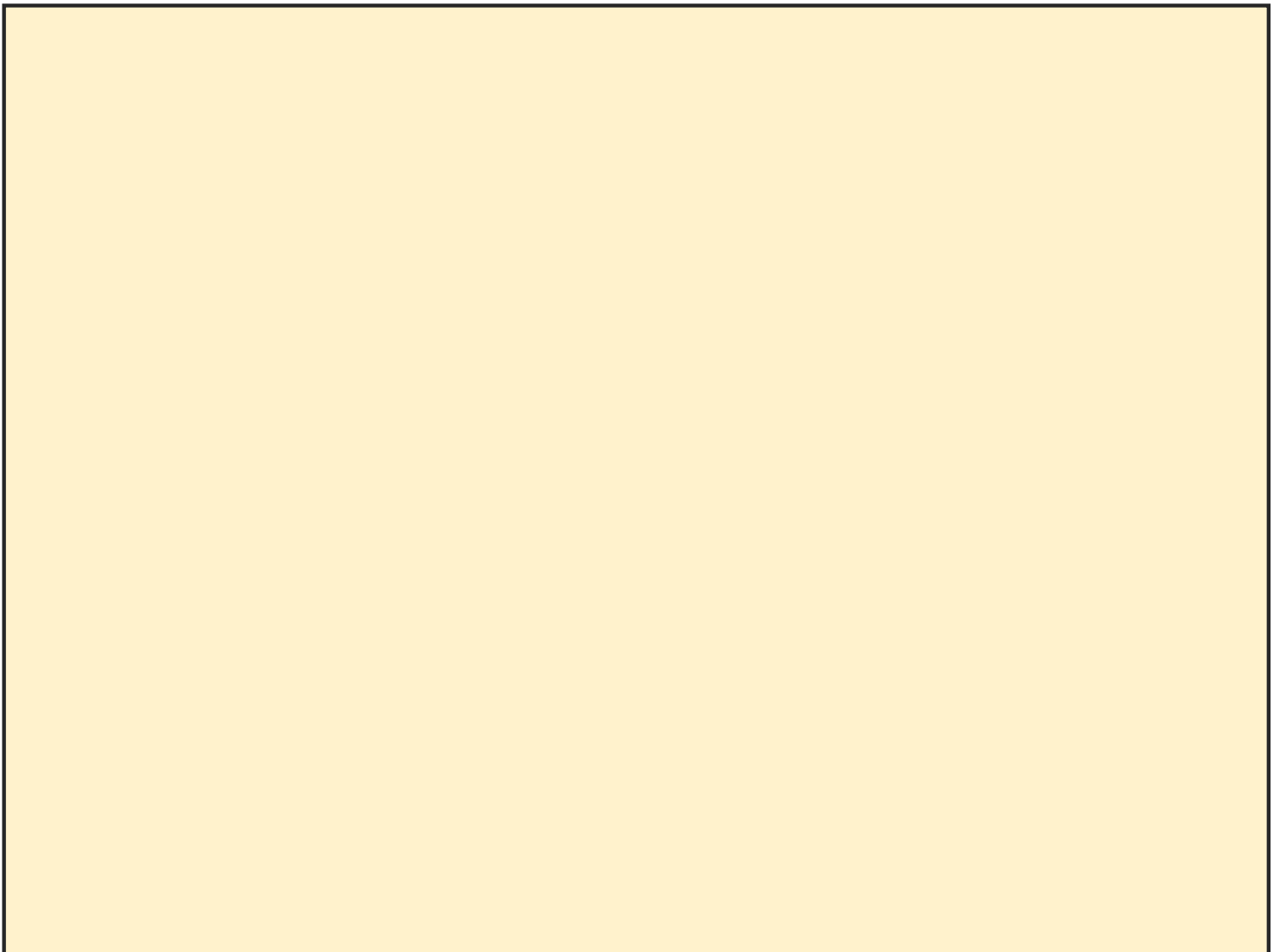
Date: _____

Marble Rollercoaster

1. Ask: How can I design, build, and test a marble run that causes the marble to change directions a minimum of three times?

2. Imagine: Brainstorm Solutions (5 minutes)

3. Plan: Draw a plan (5 minutes)



4. Create: Make and test it!

5. Improve: Make it better (5 minutes)

