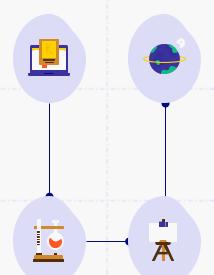


Design Thinking for Invention



1. Empathize

Develop a deep understanding of the challenge



4. Prototype

Design a prototype for your solution

2. Define

Clearly articulate the problem you want to solve



Brainstorm potential solutions Select and develop your solution



Design Thinking for Invention

Observe the dragonboat. What do you see? What makes See them move?

Manual vs mechanical. What are the advantages of using mechanical engineering to move the dragonboat?

Wonder How else can you improve the dragonboat?

Think

Share your observations and insights with the class. Discuss



1. Empathize



Discuss and map out what are the issues when rowing a dragonboat? Who are rowing the dragonboat? How are they making the dragonboat move?



2. Define



Formulate a problem statement, e.g., "How might we make it easier to row the dragonboat and make it go faster?"



3. Ideate/Brainstorm





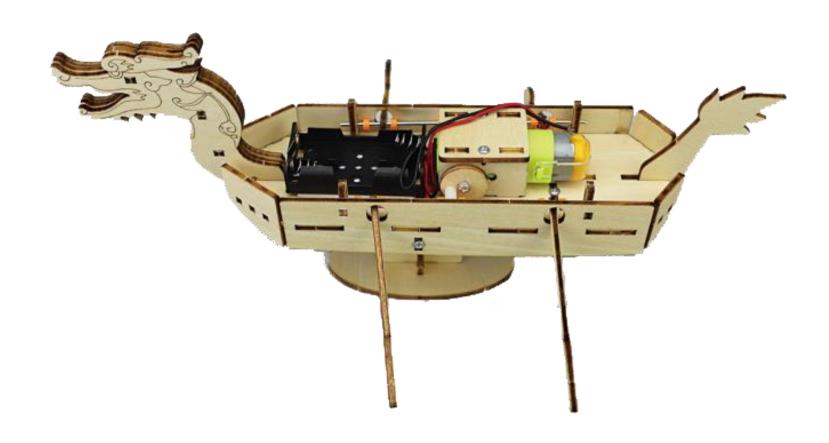
4. Prototype

Build and test your DIY Battery Powered Dragonboat.



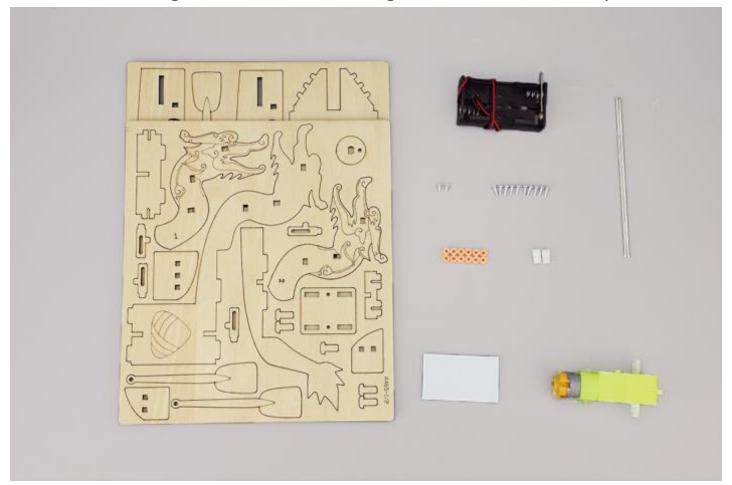


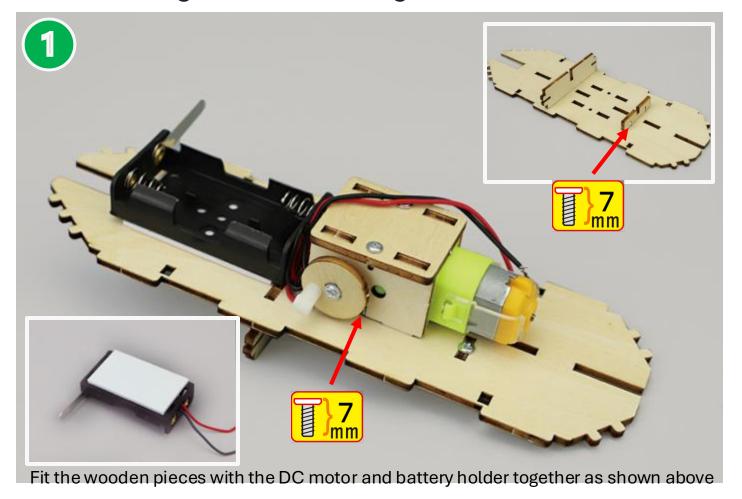
DIY Battery Powered Dragonboat





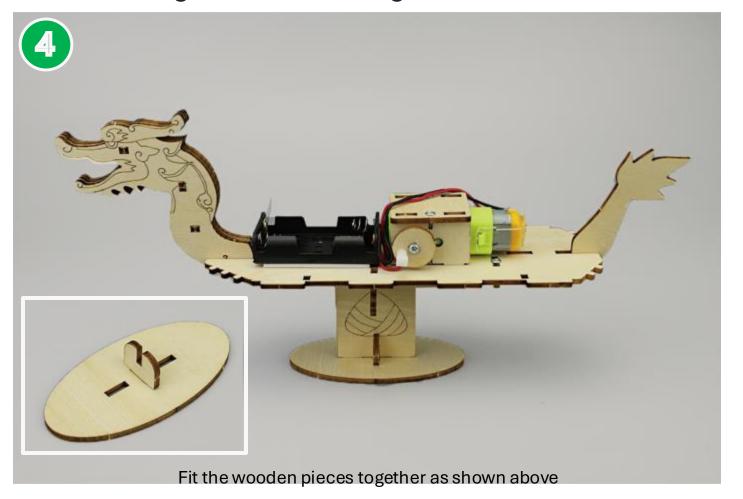
DIY Battery Powered Dragonboat - Components

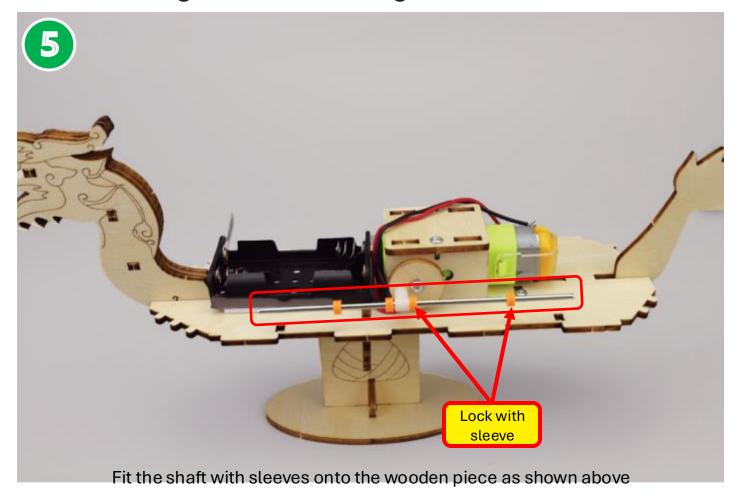


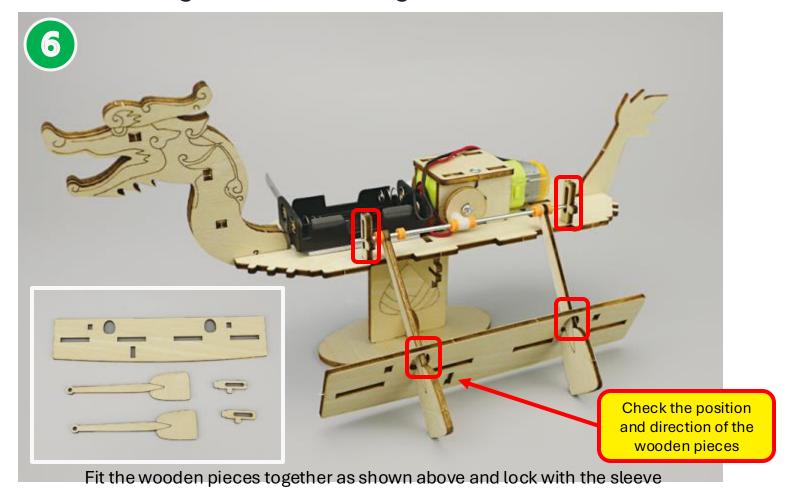


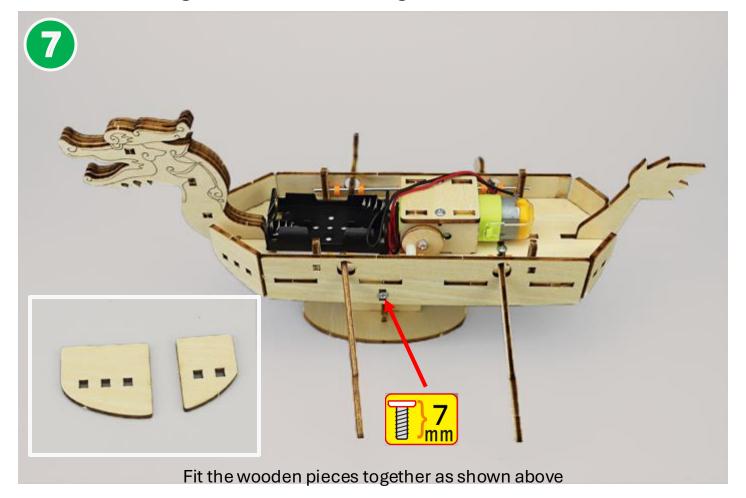




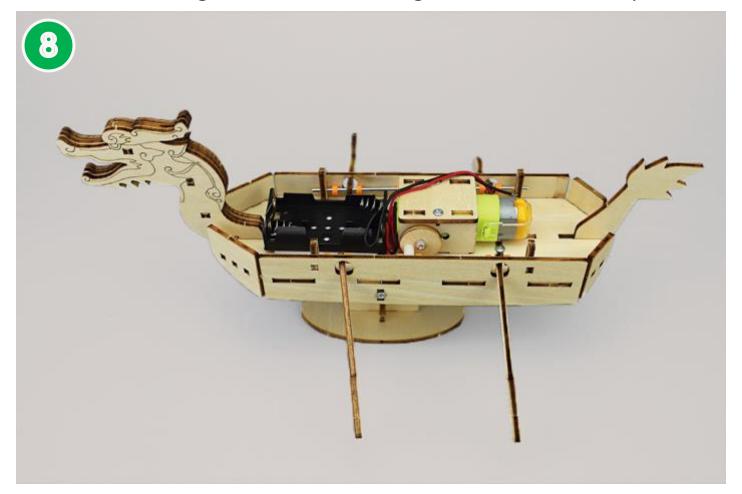








DIY Battery Powered Dragonboat - Complete





5. Test

Test the DIY Battery Powered Dragonboat. What works and what doesn't? Is it fun? Is it easy to play? Let your friends try and collect their feedback.



6. Rework

Make the necessary adjustments based on the feedback collected.

Add colours to your DIY Battery Powered Dragonboat to make it more appealing.





