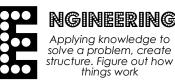


Knowledge to invent a device, tool or method that solves a problem





equations, shapes, measurement, time, & amounts and how they

REFLECT Of all of the possible solutions you brainstormed, why did you choose the one you did?	
REAL	Consider how this relates to the real world. Where do we see something similar to the problem. What about the solution, is there another problem this solution could resolve?
Relate the p	problem:
Relate the so	olution:
Which ca	ategories of STEAM does this experiment fall into? <u>Color the letters in the header to represent which were</u> used. Explain your answer and give examples to support your answer.
Bo	
7 A	
₩ %	
Share o	and reflect on your efforts. Did you find success? What would you try if you were given another attempt?

Based on your original plan/ design, what changed as you continued. Any scientific reasoning to back up your changes?