HUMMINGBIRD ROBOTICS

DESIGN NOTEBOOK

THIS NOTEBOOK BELONGS TO:

DATE:

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DESIGN PROCESS

ASK
What's the problem?

IMPROVE
Make it better!

UNDERSTAND
Define the problem.

CREATE
Make it!

PLAN
Brainstorm!

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ASK
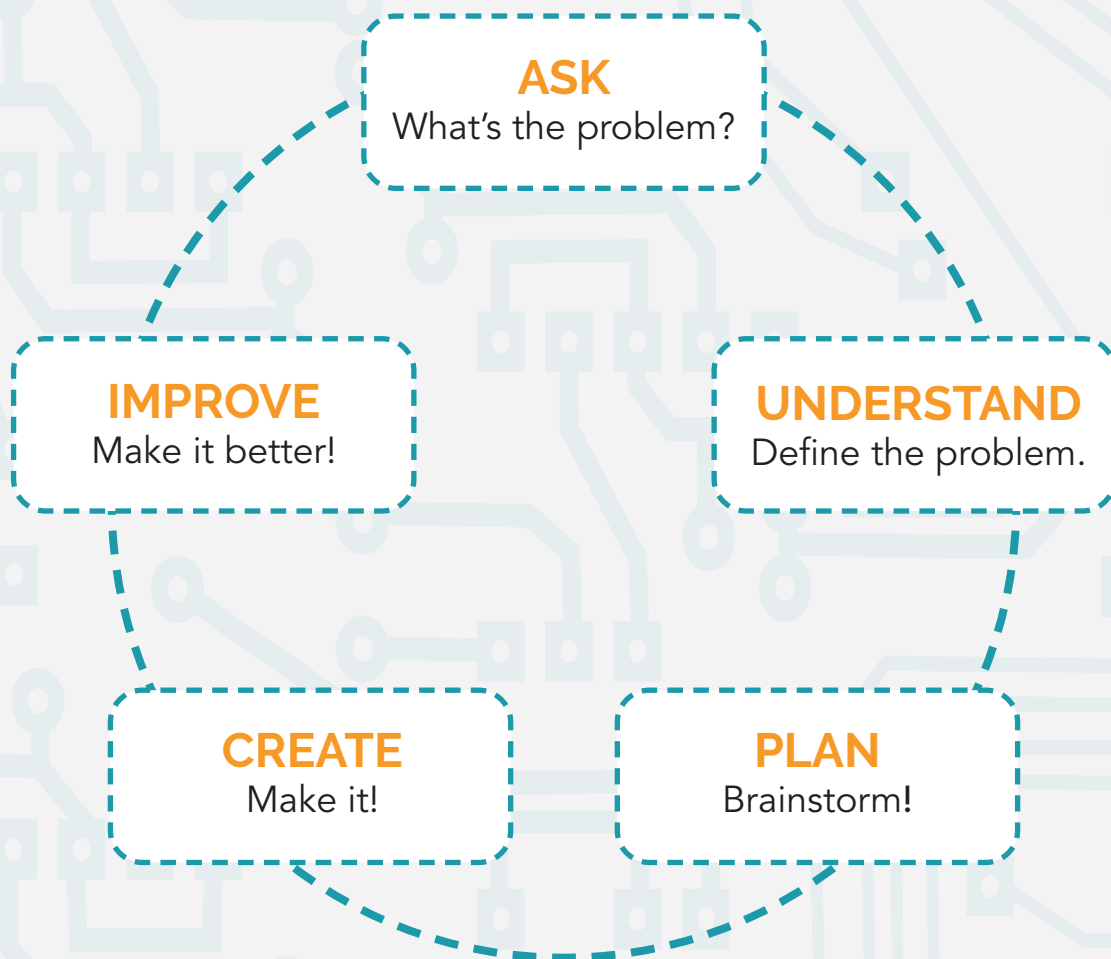
What do you want your robot to look like?

What do you want your robot to be able to do?

Do you have any other goals for your robot?

UNDERSTAND

What are your criteria for success?
How will you decide if the robot meets your goals?

What constraints limit your design?

Assignment Requirements:

Materials:

Time:

Other:

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PLAN

Brainstorm, sketch, and/or list your ideas for making a robot to meet these goals:

CREATE

What will your robot look like?
What materials will you need?

IMPROVE

How can you improve your design?