What do we know….

Brainstorm in words or drawings about what makes a mini-golf course interesting/fun/challenging/different….

What do we need….

What are the criteria that need to be met in order to fulfill the assignment….

Functionality Aesthetics Materials

What does it need to do… How should it look, feel, entice What materials could we use

Thumbnail Sketches

Think widely and wildly then sketch at least 3 possible solutions to the challenge of designing a mini-golf course hole….

Share solutions and gather feedback

Share your initial thoughts with a partner – what did they respond positively too? Where did they suggest changes?

Take notes here:

Group Proposal +/-

Choose one of the thumbnail sketches from your group, use your

feedback to help refine and improve the idea and everyone sketch

+ What works…

it in more detail.

Epiphanies…

- What could be improved…

Class Prototype Design

Draft your finished version of the class design

Reflection

Now that we have completed and tested our prototyped design – what changes or refinements should we make before scaling up and building our mini golf course hole?

What worked well What needs improvement Refinements

Specialized Design Plan

Draw your group assigned view/task (ie, side view, obstacle, etc)

Team Skills Materials

What do we know how to do? What do we have and/or what can we acquire in

What do we need to know how to do to build this? order to build this structure?

Action Plan Task Delegation

Steps for creating, testing, refining and finishing the structure Who will do what