



Design and Discovery

Thinking Creatively

Students now delve into their own projects as they learn to identify problems and come up with innovative solutions. In *Session 7: The 3 R's of Problem Identification*, students gather information about the problems they have identified through market research, narrow down their problem, and begin to develop a solution using brainstorming techniques. *Session 8: A Brief Focus on Your Design Problem*, helps students look at their design ideas from the perspective of the user as they continue to develop their projects. They then gather all of their ideas into one document, a Design Brief, which is used as a blueprint throughout their project development. In *Session 9: A Solution Taking Shape*, students have an opportunity to go on the Internet to explore other innovators and to search the patent Web site to see what ideas may be similar to theirs.