Design and Discovery
Prototyping

Now that students have developed a model, they are ready to move towards creating a working prototype of their idea. In *Session 14: Prototype Practicalities!*, students create project specifications, consider materials, and prepare a budget. *Session 15: Develop It!* is a working sessions for prototype development. In *Session 16: Test It!* students conduct user testing to collect feedback from users and plan revisions to their prototype.