

# 8th Grade Mr. Naso - Automated Pull Toy Engineer Report

Friday, March 13, 2020 9:18 AM

**Description:** Create a report that summarizes your Automated Pull Toy experience. Your engineer report must follow the Design Process (Use the table below and previous assignments as a reference).

In each step of the design process go into detail and share your thoughts and experiences.

**Example:**

- Step 1 - Define the Problem
  - Refer to the Design Brief and summarize the problem statement, design statement, criteria and constraints into a well written paragraph
- Step 2 - Generate Concepts
  - In this portion of the report, I expect you to share your research, sketches, your design thoughts, conversations that you had and your how your group handled the Decision Matrix assignment with your group. A picture of your Decision Matrix completed should be included if possible.
- Step 3 - Design a Solution
  - Please write about your design thoughts. You different design and possible changes that you had while generating your ideas. A picture of your sketches should be included if possible.
- Step 4 - Build & Test
  - During this portion of the report I would like you to provide insight to your build experience. Please include problems you ran into and how you and your team arrived at a solution. If you have pictures of these design changes that would be help to communicate the issues and the solutions.
  - A common experience in engineer is that sometimes things don't go according to plan. So if you were unable to finish your project due to unforeseen circumstances please share what you would have done if you had more time to work on the project.

**Accepted Formats:**

- Handwritten
- Digital
  - Microsoft (Word, PowerPoint, Sway, Publisher)

Step	Name	Resources
1	Define Problem	Design Brief
2	Generate Concepts	Decision Matrix
3	Design a Solution	Sketch
4	Build & Test	Actual Project
5	Evaluate Solution	Check to make sure your project meets the criteria and constraints listed in the Design Brief
6	Present Solution	Informally share your experience with the class