

Innovations That Solve Problems

Creative Moments



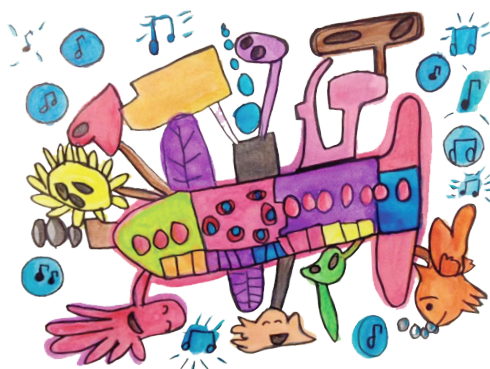
RESPOND to the situations that Coyote experiences with Acme products in *Coyote vs. Acme* by thinking about innovations you want to use. Every invention (a totally new product) or innovation (an improvement to an existing product) starts with solving a problem or meeting a need. Think of a problem that an invention or innovation could solve.



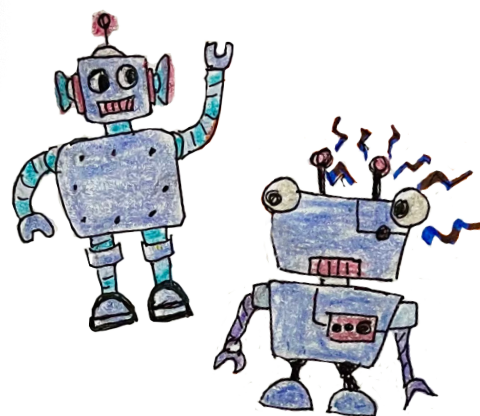
CREATE a STEAM team to design your innovation. Team members should think like scientists, technology experts, engineers, artists, and mathematicians. These different perspectives will be important in product development and testing. After the team decides on the need and product, each person will sketch a design for the product.



PRESENT your design to the STEAM team. Explain how the product works. After all team members have presented their designs, ask each other questions using the STEAM lenses to explore what works well and what might fail. Work together to combine the strongest parts of the designs into one shared prototype.



CONNECT your design decisions to quality, safety, and testing. How will the product prototype be tested to make sure it works? What improvements will be made before launching the product?



Note for teachers and parents:
Share children's artwork on social media using [#CrayolaStayCreative](https://twitter.com/CrayolaStayCreative)



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Learning

THINKING SHEET

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