**Portfolio for Tinkering Toyshop Grade: 1**

**Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **ASK: What is the problem?**

State the problem in your own words.

1. **IMAGINE & PLAN: Brainstorm solutions.**

Draw 2 possible solutions.

1. **CREATE the solution you think is best.**

**4. Test your solution.**

|  |  |  |
| --- | --- | --- |
| **Criteria – Circle all that apply.** | **YES** | **NO** |
| *The toy moves by being pushed, pulled or spun.* |  |  |
| *The toy’s motion is straight, circular or back and forth.* |  |  |

**5. Keep notes of your progress.**

What problems did you encounter? How did you solve them?

|  |  |
| --- | --- |
| **Problem** | **Solution** |
|  |  |
|  |  |
|  |  |

**6. Evaluate and IMPROVE your solution.**

Did your solution work? YES NO KIND OF

How do you know?

What changes would you make if you did this challenge again?

**7. Draw a picture of your final product.**