





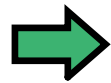
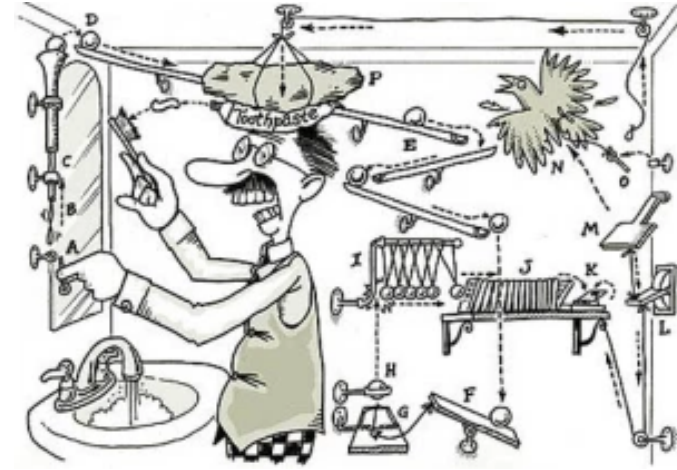
Watch the following clip and guess the learning objective.

 <https://www.youtube.com/watch?v=e8Voc1RynSs>

 <https://www.youtube.com/watch?v=mMfAx7kvF3Y>

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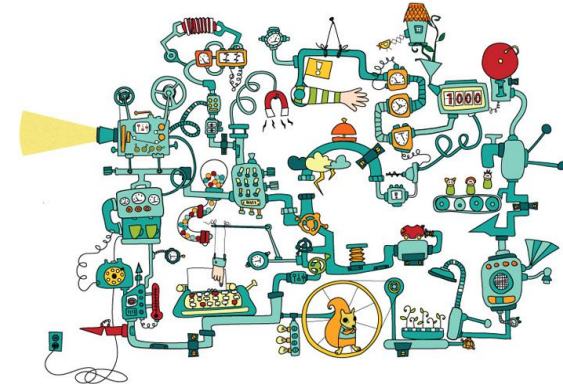
Good guess! Yes, I would like you to design a contraption, but first of all ...



Use a dictionary to find out the definition of "contraption".

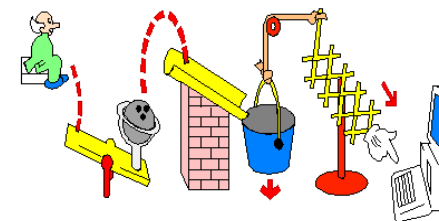
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Well done. Indeed, a contraption is an overly complicated machine or device that is often badly made.



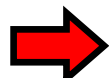
Based on your own creativity and Joseph's incredibly strange contraption, collect ideas of what your contraption could do.

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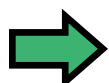
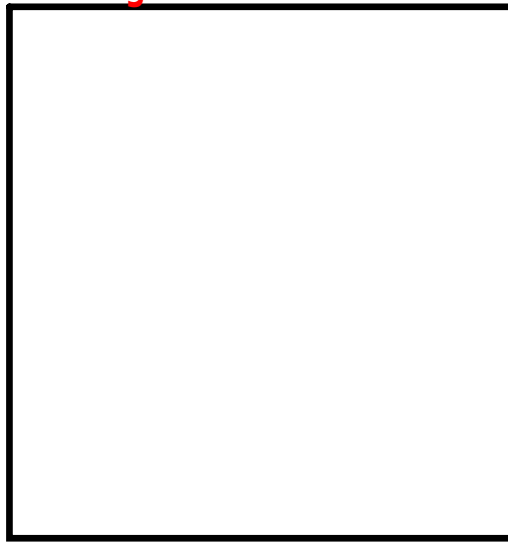
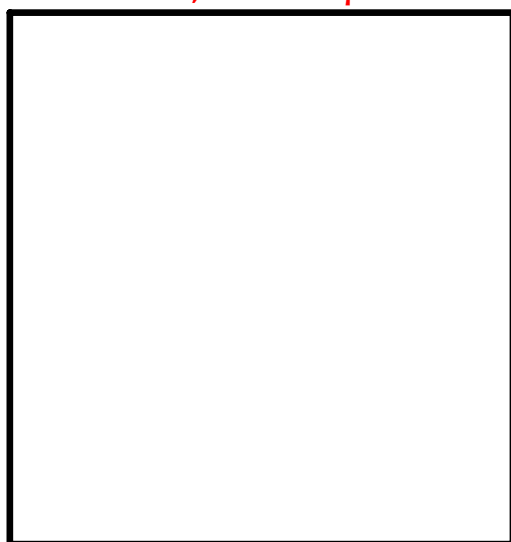


Looking at your ideas, choose 1 thing that you want your contraption be able to do.

Then, include at least 3 steps that your machine has before it does what you want it to do.



Now, develop 3 different designs - all do the same thing, but use different steps.

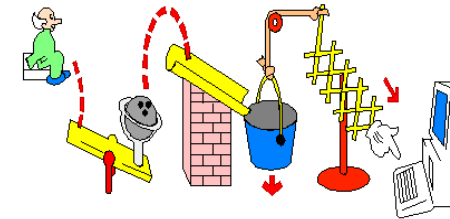


Then take your designs to somebody else and ask them for feedback.

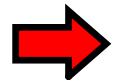
Strengths: ...

Weaknesses: ...

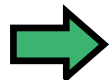
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As we are nearing the end of the lesson/activity,
decide which design is your favourite.



Sketch out your final design, improving it based on
the feedback you received before.



Reflect on your work and design:



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