



Activity 6



Design thinking



2. Define

What is the problem you are trying to solve?

Ahmed and Mariam are completing the **second stage** of the design thinking process.

Help them to answer the questions below.

1. We will create
- A. Rover character
- B. An AI Robotic vending machine
- C. Sprite

2. We will create the robot using
- A. Makers Empire
- B. Scratch
- C. Kodu

3. The design process contains steps.
- A. 6
- B. 5
- C. 4

LIVEWORKSHEETS