



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