



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

4. The project brief is where _____.

- A. you will also talk about what was good and what could be better.
- B. you will create the objects terrain and add commands to make the game work
- C. you will describe what you have been asked to do

5. The second phase of the design process is where y _____.

- A. create 2D drawings of our idea
- B. test and improve the design
- C. understand the problem or think about the idea

