



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

