



Colegio Anglo Americano | Engineering Design Process (Stage 2 & 3) – 2026

TECHNOLOGY | 5TH | CYCLE 2 | 2026

We imagine and plan solutions

"Engineers don't settle for the first idea... they explore several options and then choose the best one"



WARM UP:

What was the problem?

What were the components of the system?



FOLLOW UP:

Brainstorm solutions: (Ways to solve a problem)

Examples:

Does the sunflower turn based on a light sensor?

Does it move based on a timer?

Is it moved manually?

Does it use two sensors to compare light levels?

Now, you...



"Many ideas, not just one"

Brainstorm solutions:

(Ways to solve a problem)

Working in pairs, you should come up with at least three different ways to solve the problem. Your ideas won't be judged in this section.

1. _____

2. _____

3. _____



Sketch of possible solutions

Choose two ideas and quickly sketch them on a piece of paper.

Conditions:

They don't have to be perfect drawings, but rather:



Overall shape

Movement

Basic parts

"An engineer's drawing, not an artist's!" 😊

Identify the necessary elements:

Now you're going to connect ideas with reality.

For each idea, you should write:

What would we need?

Example:

Light sensor
Motor (servo)
Solar panel
LED
Arduino

IDEA 1:

IDEA 2:

IDEA 3:

Blueprint (final plan)

Now, you need to create your final design. Use the back of the sheet from the first drawing.

It must include:

System components.

Motion arrows.

Component names.

What each part does.

It must be visually appealing.

WRAP UP:

Final question:

Why don't we go with the first idea that comes to mind?

