



## Final Design Challenge - Lesson 5.4 Formative Assessment

- 1) What is the definition of a Prototype?
  - a) A product that is available for customers to buy
  - b) A model you build to test and improve your ideas before making the final version.
  - c) Something that flies through the air to test speed.
  - d) A sketch of an idea on paper
  
- 2) How many times should you iterate a new product?
  - a) 1-2 times
  - b) 5 times
  - c) 10 times
  - d) As many times as it takes!
  
- 3) When developing a sales pitch, what are some of the key parts to include?
  - a) Price, Design, and Prototype
  - b) Exciting music
  - c) Snacks
  - d) Lots of information about your background as a creator.
  
- 4) In the Engineering Design Process, how many solutions should you identify in step 3: Imagine, Develop Possible Solutions?
  - a) 1-2 times
  - b) 5 times
  - c) 10 times
  - d) As many as you can!
  
- 5) In step 6 of the Design Process, what do you think you should test for?
  - a) If the solution will be pretty
  - b) If the solution will go fast / slow / move
  - c) Safety, durability, does it solve the problem
  - d) If your brother or sister likes the solution
  
- 6) If you were designing a new product, why would you want to follow a process?