Time: 40 minutes; or what is needed for students to complete changes.

Overview:

Students found issues/errors/problems with their Process or Prototype. This phase asks students to apply what they learned from the testing and imagine all ways to make improvements or complete changes.

Objective:

Students will be able to fix their process or prototype issues.

Materials & Setup:

Optional Post-Test Changes

Notes about this:

- Students in class will be in different phases at this point, even if they are in the same phase, will encounter varying issues, but they are really all fixing the prior Process/Product model. This is highly critical thinking work for each group and this is where it is critical to remind yourself that you are guiding the teams to ultimately help themselves think about "what's next" rather than telling them what's next.
- In stressful parts of the unit it can be tempting to tell teams what to do next but encourage them to continue to grow through the challenge they face. By telling them what's next, they lost their learning opportunity to learn how to critically think and problem-solve.

Activity:

Overview	Details
Make Changes Question: How can your process or prototype improve?	 If teams need scaffolding to troubleshoot, we provide the <u>Post-Test</u> <u>Changes</u>. If teams are self-sufficient, we discourage using this support document. Ask students to go through each item in their testing log and work as a team to come up with solutions to the issues. Have students go through each issue to provide solutions one-by-one. Since each process or product is different, each method of fixing the issues will be different. Once each issue has a solution, they will complete this cycle to move on to re-test the Process/Product. Remind students to test their solutions as they go. If they test each concept at the end, they may miss a portion and have to redo their process or product over again.