

Lesson 3: Puzzling Problems



Activity 1 – Finding a problem

Problem Statement:

Find a problem to solve in the classroom.

OR

Design a seating device for your classroom.

To find a problem (or when given a problem) you must:

- Explore the world around you
- Find issues
- Find what is needed to make life better
- Define the problem



Create a mind-map with keywords summarising possible problems from your exploration of the world around you.

Create a list of all the issues:

Detail what is needed to make life better

Define the problem