

Lesson plan, Prototypes to Products, Day 1

Props

Camera

Prototypes

- Mars foam core cage
- Pick prods
- Cardboard rocket
- TacShot rocket
- Flail head

On board:

Class name, number

Team outline

Individuals' outline

Handouts:

Syllabus

IP policy

Grading Policy

Contact info

Sign in list

Team Selection cards (attached at end...)

Intro (10 min)

Agenda

Goals

- Get products into the field
- Teach product design
- All projects at different phases, no one plan, self motivation

Student introductions

Explain team selection (5 min)

- Get to know projects
- Select appropriate projects for this class
- Match students w/o projects to teams

Write outline on board

Teams

- Name of project
- Brief description
- Who is the target community / community partners

- History of project, what has been done? (classes, contests, prototypes, previous work etc.)
- Long term goals
- How many people on team, are you recruiting new team members?

Students w/o teams

- Name, year, major (write on board)
- Previous project experience / other experience
- Why you are taking this class

10 minutes to prepare

Student presentations (2-3 minutes each)

Prototypes presentation

- Looks like
- Works like
- Made like
- Alpha
- Beta
- Manufacturing Prototype
- Bad idea

Optional discussion: What level of prototyping are you at?

Team selection cards (with emails)

- "I will email everyone with a list of which teams will be in the class and who will be on which teams."
- Drop date is today, please talk to me after class if you do not want to be on a team

Homework

Optional: photos of students

Team Selection Cards

<p>Team Name:</p> <p>Current members of team (in this class)</p>	<p>Students w/o projects</p> <p>Name:</p>												
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<p>How many new team members are you looking for?</p> <p>List any new people you would like to join team (in order of preference)</p>													
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