## Think, Make, Try Evaluation Tool

Make	Try
When students "Make a prototype," they should	When students "Try and retry," they should
Experiment with materials.	Observe how their design works.
Look around for new materials.	Share challenges and success.
Gather new ideas from the environment.	Decide what to change.
Make changes to their	Get help from others.
design as they go.	
Notes:	Notes:
	<ul> <li>When students "Make a prototype," they should</li> <li>Experiment with materials.</li> <li>Look around for new materials.</li> <li>Gather new ideas from the environment.</li> <li>Make changes to their design as they go.</li> </ul>

