



Apollo 13:Launcher Unit -- Draft 5 Learning by Design™ Project © Georgia Inst. of Technology, 2002

Design Diary Pages

	Problem Understanding	Design Diary
Name	Date	

My Statement of the Challenge

What I Must Produce	Criteria to Meet and Constraints
to Meet The Challenge	to Satisfy
What I Know That Will Help	What I Still Need to Know
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Messing Abo	ut Observatio	ons Design Diary
Name	Date	
<u>Top View</u>	Str	Description ucture, Behavior, Mechanisms
<u>Side View</u>		What Happened?
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nt <i>Design</i> Diary
Data and Sketches
Hint: Think about what you need to display.
Data Summary
Hint: Look for trends and patterns you see in your data.
What Did You Learn
• •



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Design Diary Pages

Testing My Design			Desi	ign Diary	······
Name	Date	······································			<u>.</u>
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Each time you have a design idea, you need to test it in a fair way and accurate way. Sketch and describe your idea, and describe what and how you are testing it. Tell what you observe and learn. Display the data you collect in ways so that others can understand and learn from your work.

Test for Design i	#
Data	Sketch of Design Being Tested
· · · · · · · · · · · · · · · · · · ·	
	Modifications Since Last Time
	Next Steps
Data Summary (What Happened?)	What Did You Learn
© Georgia Tech, 2000 1	 Hints Do you have rules of thumb for the class?
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Name Da	Date Design	Design Iteration What I Learned and Useful Ideas Construction Ideas