



The goal of this challenge is for you to build a better mouse trap. Using tools from the makerspace and home, you will work on your creation that can help a building that is dealing with a mice problem. Document your work on your blog. Feedback will come from both your peers and your COL Digital Literacies teacher.

Instructions

- 1) Consider how a mouse problem can be solved by technology.
- 2) Brainstorm possible solutions to the problem.
- 3) Create a device in response to the problem. Include drawings, images, and an explanation
- 4) Debrief the quality of the process you went through
- 5) Post your solution fluency process on your blog

Share your Solution Fluency Process on your blog

- 1) DEFINE: Explain the challenge that you have been given in your own words.
- 2) DREAM: Brainstorm ideas and possible solutions on your blog post.
- 3) DELIVER: Share the designs and pictures of your idea explaining how it works
- 4) DEBRIEF the quality of the process you went through
- 5) Each of you post your DEFINE, DREAM, DELIVER, and DEBRIEF on your Edublogs account in the Science 9 category tagging it ADL24solution. Screenshots, pictures and videos coupled with your text can make a clearer picture of your proposal.

Your response is due _____ and must be uploaded to your Edublogs account. We expect that the tone of this assignment will be considerate and respectful, and use language that is inclusive, appropriate, and appealing to the Riverside community. Your response will be reviewed and if there are concerns or questions with your response you may be contacted by Mr. Robinson, your COL teacher. Feedback will come in the form of a self-evaluation and a comment on your blog.



Define
Discover
Dream
Design
Deliver
Debrief

What your Applications of Digital Literacy 10 teacher is looking for:

	Missing - 0	Not Meeting – 1-2	Minimal - 3	Meeting – 4	Exceeding - 5
<u>Define</u> (What is the challenge you've been given?)	Missing.	The problem is not defined.	A single sentence about the problem shared.	A complete statement about the problem is shared.	States the problem completely with all its nuances.
<u>Dream</u> (What innovative ideas do have about how this problem could be solved)	Missing	No possibilities shared.	Typical possibilities are shared.	Shares some interesting dreams about the solution.	Shares creative, even wacky, dreams about the solution that go beyond the norm.
<u>Deliver</u> (How will you package and publish your information?)	Missing.	Innovation explanation is not published.	Uses typical format to share; the innovation explanation is short.	Uses a logical format to share the innovation; the explanation is complete.	Uses the most appropriate format to share; risks taken; the explanation is clear and thorough.
<u>Debrief</u> (How did the process go)	Missing.	No reflection on the plan or the process of completing the innovation	Examines the product but limited or no improvements shared. Simply a reflection on what did or did not work well.	Simple reflection on the process of the project. No insight into examining the plan or the final outcome of the assignment.	Honestly and critically examines the product and process and can demonstrate where improvements could have been made.

S. Robinson