

## **EM 103 Introduction to Design**

### On the Spot Design

Or first team activity is to design and build a clay "boat" that will hold the largest number of pennies.

Each group gets the same quantity of clay and has 20 minutes of design/build/test time before the competition. During testing, you can use ten pennies.

1. Brainstorm 5 minutes
2. Sketch at least two alternative designs that will work
3. Show acceptable engineering sketch to instructor to get clay
4. Build/test with 10 pennies to select best design features
5. Build final version.