Name:	Date:

## Improving a Play Dough Process Engineering Design Process: Create!



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Directions: Score your play dough process designs using the Texture Test and the Usage Test the class decided on. Then, add those two scores to find the total score for each process.

	High-Quality Play Dough	Low-Quality Play Dough	Play Dough Process #1	Play Dough Process #2
Texture Test	3	1		
Usage Test	3	1		
TOTAL (Add your Texture Score and your Usage Score together)	6	2		

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Design #

## Designing a Plant Package Engineering Design Process: Create!

Directions: Complete the chart below by circling the scores your package received for each of the criteria. Write your scores in the "Score" column. Then, add them all together to get the total score for your plant package design.

Criteria					
Contain: To hold	Give yourself a <b>0</b> if your package does not contain the plant.  Give yourself a <b>1</b> if your package does contain the plant.				
Communicate: How to care for plant	Does not communicate the need for air, sunlight, and water	Partially communicates how to care for the plant	Clearly communicates how to care for the plant		
Carry: Product is carried upright	O  Does not tell the consumer how to carry the package	Shows or tells the consumer how to carry the package, but it is confusing	2 Clearly shows or tells the consumer how to carry the package		
<b>Display:</b> To show the plant	Give yourself a <b>0</b> if consumers cannot see the plant.  Give yourself a <b>1</b> if consumers can see the plant.				
Protect: Shake Test	<b>O</b> Damaged, tipped over	Somewhat protected, partially tipped over	2 Entirely protected, not tipped over		
Preserve: Air, light, moisture	1 2 3 Use the plant health rubric you created to decide the health of your plant. Then circle the level above.				
Cost of Materials	<b>1</b> \$6.00 or more	<b>2</b> \$2.01 to \$5.99	<b>3</b> \$2.00		
			Total Score		