

## **STEM@Home: Session 3**

Today you solved an important problem for your hero by designing and building his or her secret lair. Can you keep thinking like an engineer?

Talk to your family members. What are some important problems that you can help them solve? Are there things that frustrate them? Is there something they wish were different?

For example:

- Do you ever not know if the dishes in the dishwasher are dirty or clean?
- Do you or your parents have a hard time keeping track of important notices from school?
- Do you wish you had a way to know if your younger sibling went into your room while you were at school?
- At dinner, have you and your family members ever all wanted different things to eat?
- Have you ever been really, really hot on a summer's day and wanted to invent a way to cool off?
- Have you ever misplaced an important item, like the keys to your house, and needed a way to keep track of it?

Brainstorm a list of possible problems you could engineer a solution to, then get down to work and design a solution. Test your design, and after getting feedback from your family, refine or revise it.