

Engineering Design Challenge – Drawing Shapes



Engineering Design Process:

- Identify or Define the Problem
- Generate Ideas
- Identify Best Idea Based on Constraints
- Design and Build a Prototype
- Evaluate Tests
- Iterate and Redesign
- Explain Results

Need Inspiration? Consider exploring the [Going the Distance](#) or [Training Camp](#) lessons to start the discussion, encourage reflective brainstorming, and get inspiration for model building.

Use each step of the Engineering Design Process to complete this challenge.

Challenge – Can you design a model, using the LEGO® Education SPIKE™ Prime set, that can draw a geometric figure? Design a way to attach a pencil or marker to the front of your robot that can draw when placed on paper. Then, program your robot to draw different shapes. Try to draw a square, a triangle, or a circle! Iterate and redesign to improve your model and code.

