

# Let's Vote!

## 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?

Explore the LEGO® Education SPIKE™ Essential [The Fast Lane](#) lesson to practice using the Color Sensor. Use the model as inspiration for your own voting process.

Explore the LEGO® Education SPIKE™ Prime [Place Your Order](#) lesson. Think about the engineering design process and how to invent your own voting mechanism.

Design your own way of voting using LEGO® bricks or whatever materials you have available to you.



## Challenge

**Design a model that can track your classmates' votes and display data.**

- Voting is an important right and responsibility. It gives us a voice for issues in our community, both big and small.
- What will you vote on as a class? Which pizza topping is the best? What field trip should we go on this year? Create your own question and poll your classmates.
- In this Engineering Challenge, your task is to develop a model that can track votes and display the voting data.
- Consider using the Color Sensor to track votes or sort physical materials.

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