

Name: _____

Substitute

Combine

Adapt

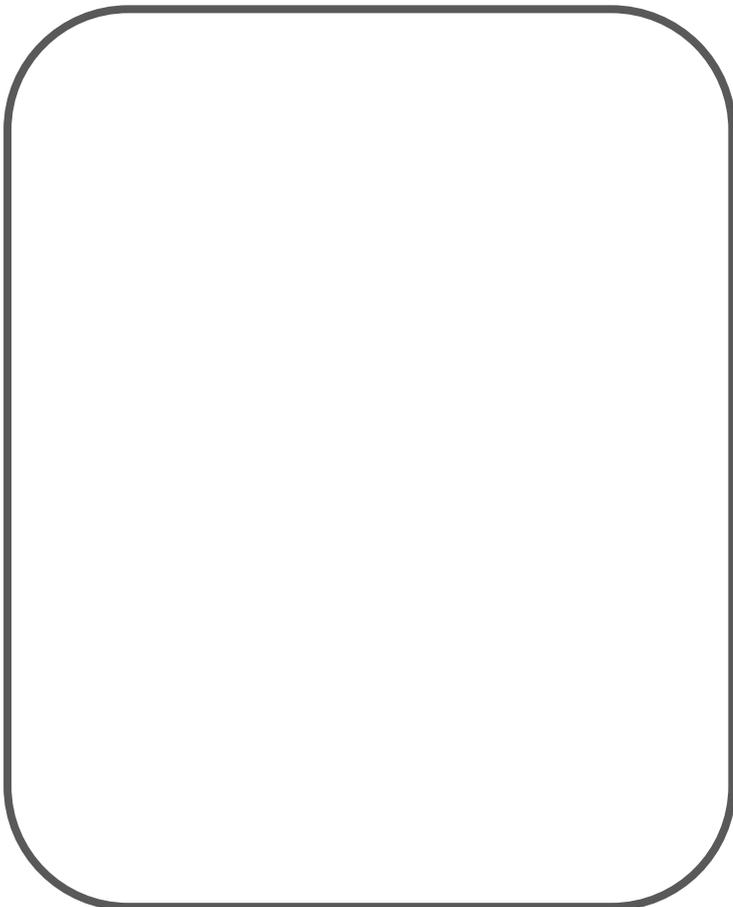
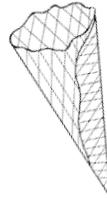
Modify

Put to other uses

Eliminate

Rearrange or reverse

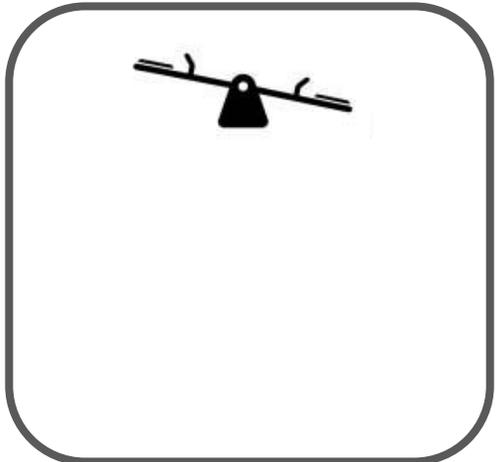
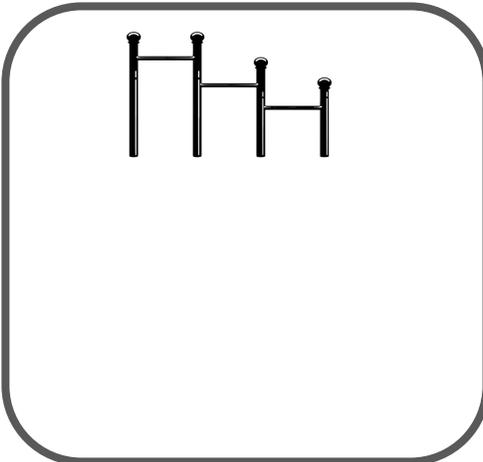
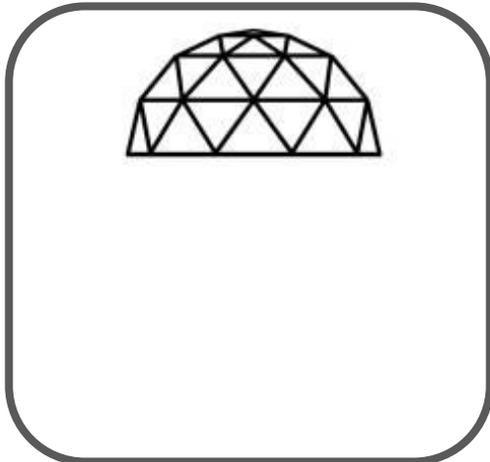
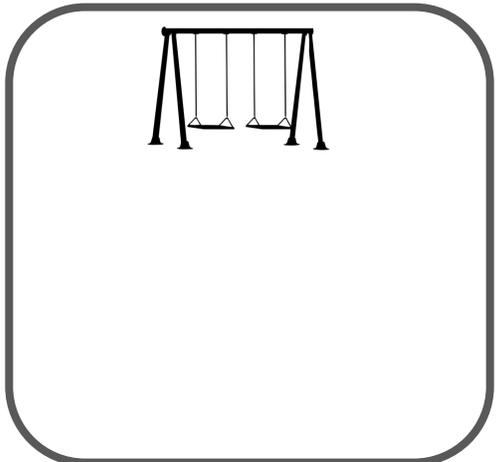
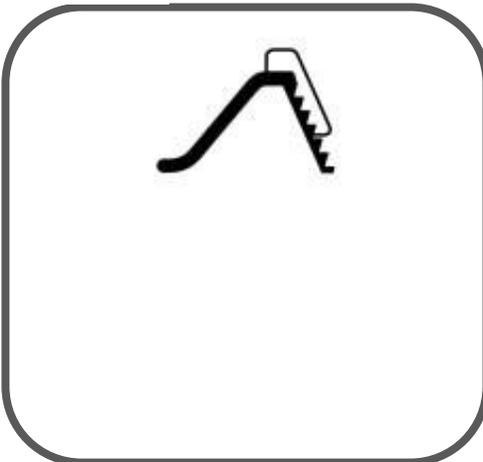
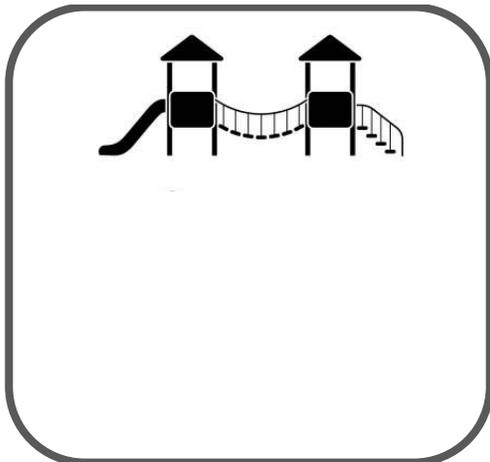
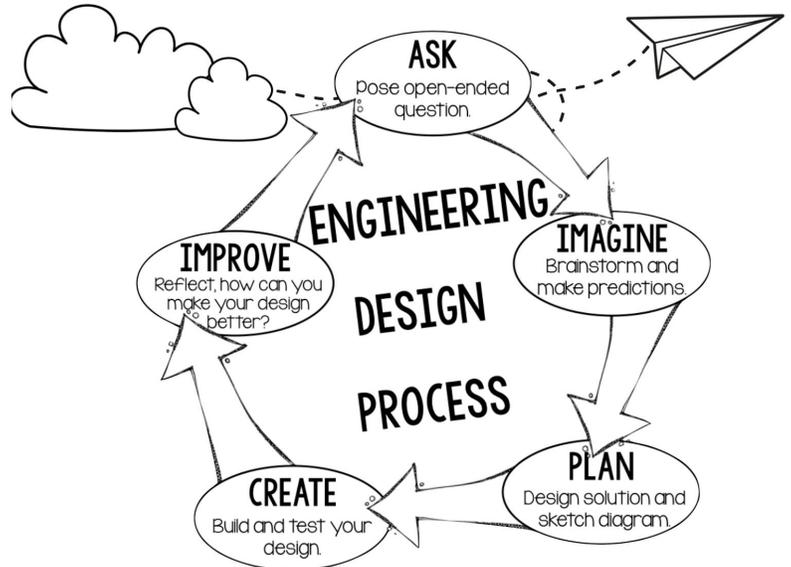
Use the S.C.A.M.P.E.R. creative thinking technique to change one of the items below into a brand new idea. Remember that you DO NOT have to change it in each of the ways. Choose the way that helps you come up with an idea you are proud of. Circle the item you scampered. Draw a picture of your new idea in the space below. Write about your idea on the lines below.



Playground Design Plan

Now we will use the SCAMPER creative thinking technique to design a dream playground. Remember that you DO NOT have to use every single part of the S.C.A.M.P.E.R. process. Choose the ways that help your group come up with a playground design that you are proud of. In the boxes are some suggestions of playground equipment that you could scamper. Use this paper to plan out ideas with your group. Use the back of the paper if you need more room to draw or write..

- S**ubstitute
- C**ombine
- A**dapt
- M**odify
- P**ut to other uses
- E**liminate
- R**earrange or reverse



Name: _____

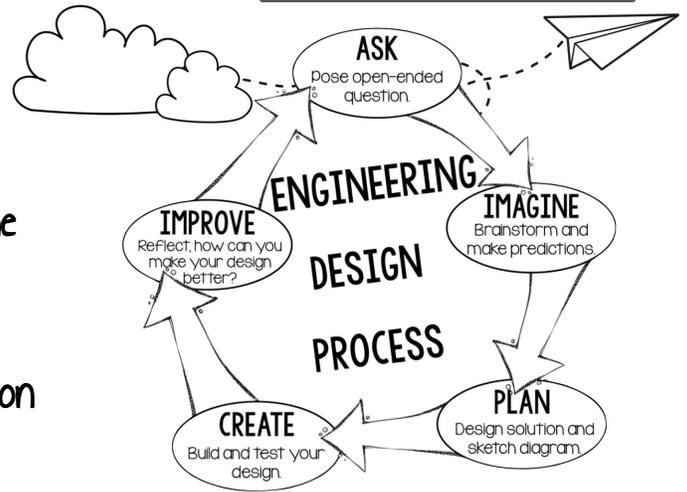
Playground Design Model

Today's project will be an engineering design challenge. You will get into a group and it will be your group's job to design a dream playground. You will use the engineering design process to create a paper model of your dream playground.

- G**et along
- R**espect others
- O**n task
- U**se quiet voices
- P**articipate

Directions:

1. Build your playground on top of your cardboard base.
2. Imagine that the equipment is the perfect size for a lego minifigure to play on.
3. Make your playground equipment out of the paper and recyclable material your teacher provides.
4. When you finish building the model, reflect on your work in the space below.



Reflection: Answer each of the following questions in a complete sentence.

1. What are you most proud of about your playground?

2. What was the most difficult part of this project?

3. What was the best part of working with your group?

4. What was the hardest part about working with your group?

5. What would you change about your playground if you had more time to work on it?
