

MOS DESIGN CHALLENGES OBSERVATION INSTRUMENT

Visitor Information

Adult F ___ # Adult M ___ # Child F ___ # Child M ___ Focus Child: _____

Group type: Kids only Adults only Adults and kids Other: _____

Ask/Imagine/Plan	Focus child	Other child	Adult
Reads or listens to information provided			
Looks at model and building station.			
Watch other people test			
Chooses specific sub-challenge (e.g. low vs. high bounce)			
Discusses questions/ideas about the process with staff			
Relates content to prior experience			
Brainstorms ideas			
Decides on one best possible solution			
Explores/compares materials and tools to use			
Discusses/plans design other than materials			

Create	Focus child	Other child	Adult
Builds prototype			
Gives instructions on how/what to build			
Start on new design without testing			

Test	Focus child	Other child	Adult
Tests prototype			
Observes testing			
Identifies what happened			
Identifies pros/cons of design			
Compares to own past performance or record			

Improve	Focus child	Other child	Adult
Makes needed improvements to help prototype reach goal			
Brainstorms ways to make successful prototype better (small changes to improve working design)			
Makes aesthetic improvements			
Reevaluates the goal			

Number of designs tested: _____

Total time at activity: _____