**Preflight Challenge: Student Research Guide**

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Thinking ahead: What words come to mind when you hear (name of professional’s job)?

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Conduct some brief online research about the job of a (professional’s job).

What are five things a (job name) does? What experience and skills do you need?

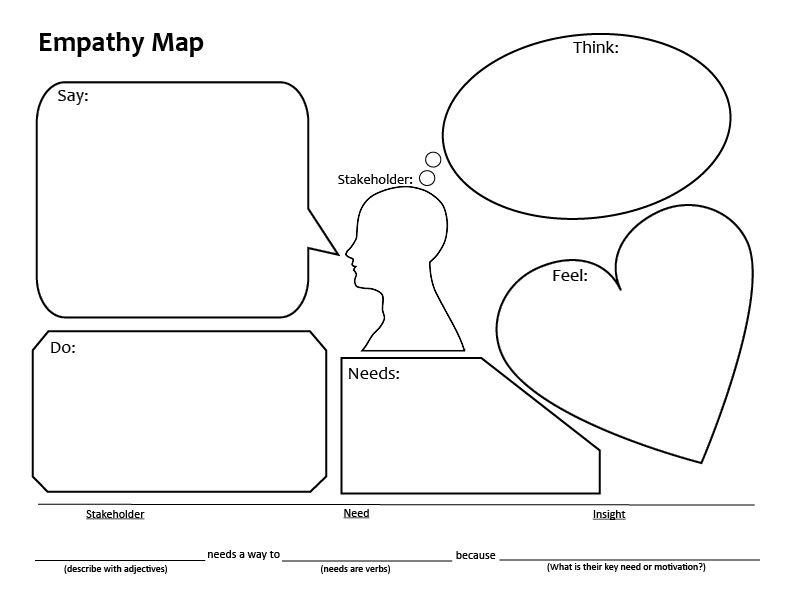
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What seem like the best parts of the job? The worst parts?

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What are three questions you have for our speaker?

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**Student Prototyping Guide**

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| Describe your idea: |
| Who is the user for your idea? Describe them in detail: |
| What medium will you use to show your idea? *(e.g. poster, physical model, skit, slideshow)* |
| How will you test your idea? When? With whom? |
| What are you unsure about? What questions do you still need to answer? |

*How can you break up your project into smaller tasks?*

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| --- | --- | --- |
| Task | Materials | Due Date |
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***Remember***: Prototyping is a cycle. Your goal is to model your idea, then get it out into the world.

**Failure = Learning**