**Preflight Challenge: Student Research Guide**

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

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

|  |
| --- |
|  |

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?

|  |  |
| --- | --- |
| *
*
*
*
 |  |

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

|  |  |
| --- | --- |
|  |  |

What are three questions you have for our speaker?

|  |
| --- |
| 1.
2.
3.
 |



**Student Prototyping Guide**

|  |
| --- |
| 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?*

|  |  |  |
| --- | --- | --- |
| Task | Materials | Due Date |
| 1.
 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

***Remember***: Prototyping is a cycle. Your goal is to model your idea, then get it out into the world.

**Failure = Learning**