

Engineers: Problem Solvers

Consignes à l'élève

If you like solving problems, and designing and building things, you might be a potential candidate to become an engineer. Engineers are the great minds behind bridges, computers, roller coasters, robots and so many more awesome inventions. Today, you will discover the different fields in which engineers may work, fill the shoes of an engineer and reflect upon a solution to a problem.

- Make a list of ten objects you could not live without. For each object, think of at least one reason why it was invented. Was it to solve a problem? If so, which problem does this invention solve?
- For each element from the appendix, indicate if the invention is essential (E), helpful (H) or useless (U).
- Watch the video, answer the questions.
- Write down two things you have learned today.
- Take the quiz to know which type of engineer you could be.
- Analyze the results: Is the suggested option good for you? Why or why not?
- Make a short list of problems you think need to be solved and reflect on the possible solutions to these problems.
- Answer the three typical engineering questions (see the appendix).
- Draw a design of a new product that would solve the problem and write a short description of the product. Include at least one reason why this product would solve the problem.
- Share your design with your friends.

Matériel requis

- Click [here](#) to watch the video.
- Click [here](#) to take the quiz.

Information à l'intention des parents

À propos de l'activité

Votre enfant réfléchira à l'utilité des inventions dans son environnement et visionnera une vidéo portant sur le domaine de l'ingénierie. Puis, il répondra à un jeu-questionnaire, imaginera une invention de son cru et écrira un texte pour la décrire.

Annexe – Engineers: Problem Solvers

Inventions

Inventions	(E), (H) or (U)
Bridges	
Computers	
Rockets	
Shoe umbrellas	
Potato peeler	
Flip-Flops	
Reusable straws	
Freezers	
Cars	

Three typical engineering questions

1. What is the problem?
2. Who has the problem?
3. Why is this problem important?