

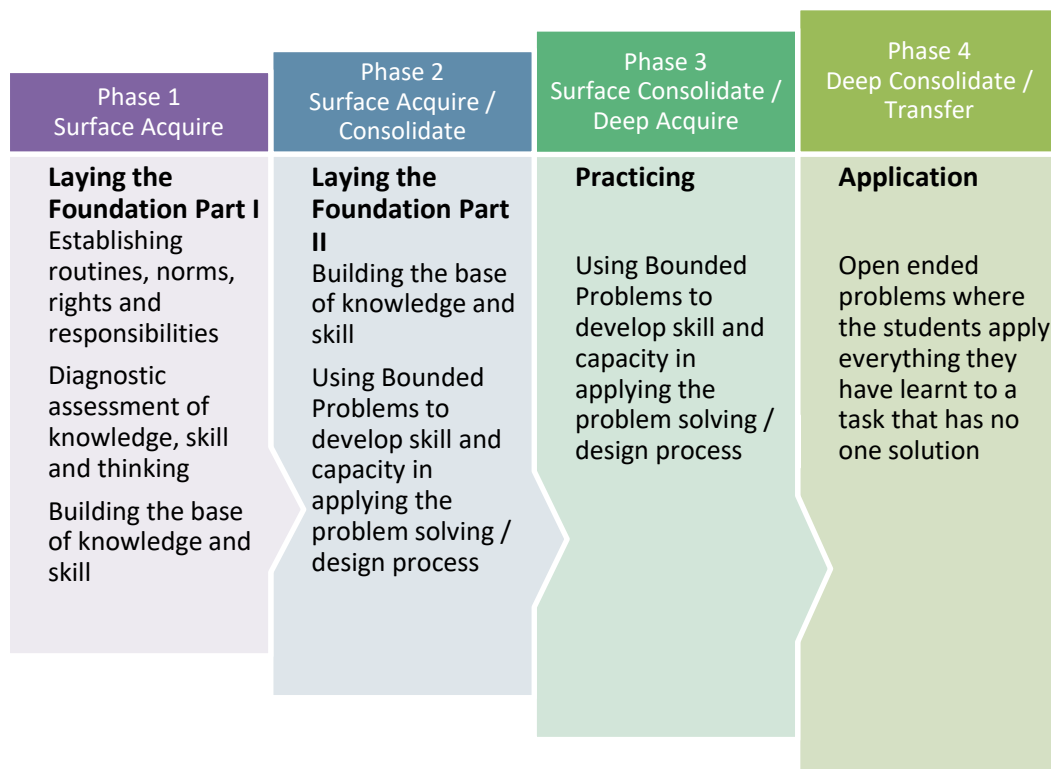
## GRASP and Design Checklist Planning

Use the GRASP model to define the culminating STEM rich task

<p><b>Goal and Driving Question</b></p> <p style="color: red;">Establish the goal, problem, challenge, or obstacle in the task</p>	
<p><b>Role</b></p> <p style="color: red;">Define the role of the students</p>	
<p><b>Audience</b></p> <p style="color: red;">Identify the target audience</p>	
<p><b>Situation</b></p> <p style="color: red;">Explain the situation, the background</p>	
<p><b>Product / Performance</b></p> <p style="color: red;">Clarify what the students will create and why</p>	
<p><b>Standards</b></p> <p style="color: red;">What are the specific standards for success that must be met</p>	

Unpack the checklist of steps using the design thinking framework

Design Phase	Approx Time to Complete	Checklist Steps
<b>Empathise</b> Includes Research		1. 2. 3. 4.
<b>Define</b> Includes Mind-mapping		5. 6. 7. 8.
<b>Ideate-Prototype-Test</b> Iterative Improvement Cycle		9. 10. 11. 12. 13.
<b>Communicating</b> Preparing for and delivering presentation		14. 15. 16. 17.



Flow of STEAM learning and unit planning across the year