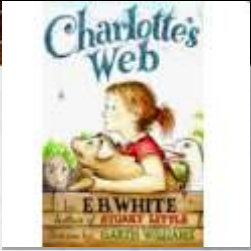# Examples of finding design challenges in a story and then looking for solutions.

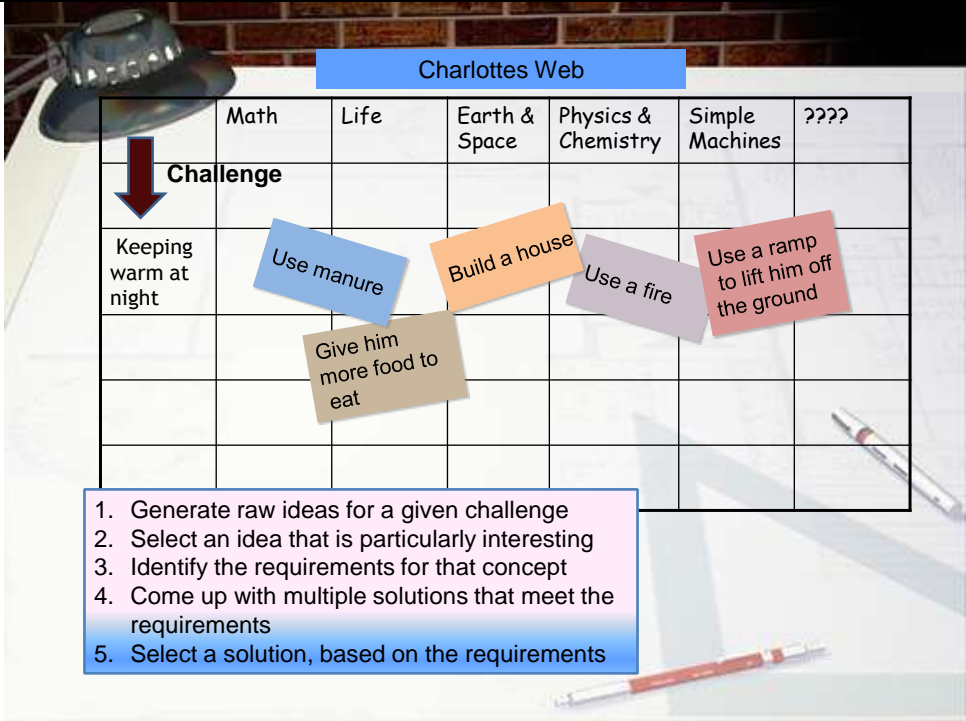|	
	We can use a "Story Map" to find design challenges in the story. The same story map we use now to understand the story.
Just within the first 39 pages of the book, Charlotte's Web there are many challenges the students can find. The children can select one of the challenges and then brain storm looking for ideas to solve the challenge.	Charlotte's Web by E.B. White Design Challenges: • Killing of the runt P1 • Keeping warm at night in the yard. P9 • Mr. Zuckerman knew that a manure pile is a good place to keep a young pig P14 • Wilber was lonely, he wanted love P27 • Have you ever tried to sleep while sitting on eight eggs asked the goose. P33 • "I happen to be a trapper", says Charlotte P39 Note: just thru pg 39 out of 184
Here we have a few ideas and their relationship to the state science framework . Depending on what we want to learn, we can create the requirement so that it favors one of the strands of the framework.	Charlottes Web Math / Life / Earth & Space / Physics & Chemistry / Simple Machines / ???? Challenge Keeping warm at night — Use manure / Build a house / Use a fire / Use a ramp to lift him off the ground / Give him more food to eat 1. Generate raw ideas for a given challenge 2. Select an idea that is particularly interesting 3. Identify the requirements for that concept 4. Come up with multiple solutions that meet the requirements 5. Select a solution, based on the requirements

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