

Book Smarts

STEM Challenge



The Problem:

Sarah's favorite hobby is reading... especially at lunch time. But holding a sandwich and a book is a bit of a challenge, especially now that she has a broken wrist.

Design Challenge:

Design a device that can hold a book upright and open while Sarah eats lunch so all she has to do is turn the page!

The Process:

1. Identify your constraints and your opportunities.
What materials do you have in your house?
2. Imagine a solution! Brainstorm together.
3. Draw your idea and make a list of your materials.
Find what you need.
4. Create and test your design.
5. Revise your design if you need to!

Share your solution with us on Facebook and Instagram using #sparkmuseum.

