

Mechanisms



















1. Talk About It:

- _____
- _____
- _____

2. List Problems:

- Shoes untied
- Knot in hair
- gum in hair
- wet clothes
- crabby child in store
- cold/hot in a place
- pet won't eat
- germified iPhone

3. Solutions:

A vending machine that will _____.

4. Draw It! (5)

Create a vending-machine-style
mechanism that will solve a
problem.

① BLUEPRINT - PARTS
HOW IT WORKS
LABELS

② 1 ♡ DESCRIPTION