

Name: \_\_\_\_\_

Class: \_\_\_\_\_

# Engineering Better Gameplay Communication

GRADES 6-8

Communication Tests: Put a check-mark if the test was successful.

	Trial 1	Trial 2	Trial 3
No Technology			
Walkie Talkie			

Design better communication technology

Criteria	Constraints

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Brainstorm ways to increase the success rate of communication:

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Select a single design (draw in detail, label materials and provide measurements):

Write a procedure to test your new design. Think back to the walkie-talkie and non-technology tests for support.