

Name:	Class:
1 MILLON	Clubbi

Adaptive Technology

GRADES 6-8

Create a device that will help adaptive players retrieve the ball after a play. Brainstorm ways to help adaptive players.

ē □		E CROCK	
			No case bay-





Name:	Class:

Adaptive Technology

GRADES 6-8

Select a Design (draw in detail, label materials and provide measurements)						

Prototype testing plan: