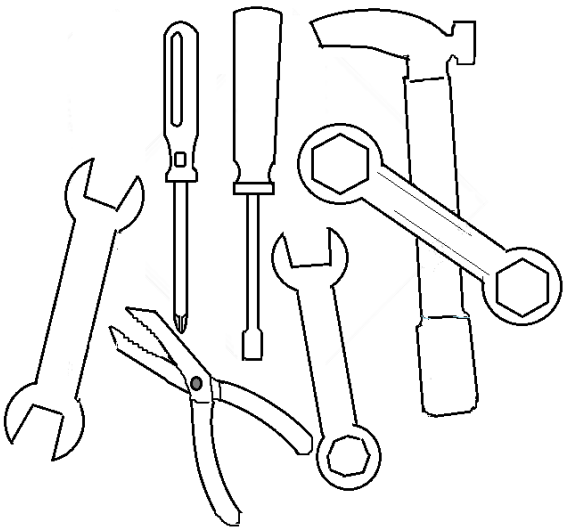
Design a Toolkit

This is Rasika and she is a car mechanic who provides doorstep car repair services. Whenever people book her services or call her for help; she goes to their residence or desired location and carries out the repairs. Rasika is hardworking and needs to carry various tools for her job to different sites. The tools vary in shape and size and she carries them in a bag. However, her job is so demanding that she often forgets or loses her tools at the job site.

Can you design a toolkit or a system that will keep Rasika from losing her tools? Draw and write your ideas in the given spaces.

Some of the tools used for car repairs by Rasika arè shown in the picture below.



***Each component in your drawing must be labeled. Remember that your toolkit can be of any material or shape (for example: circular, oval, triangular, hexagonal, star shape, rectangular).**

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Your Design (sketch / drawing)

Explain your design

(How will your design help Rasika?)

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Background

Real-world problems have the potential to fuel children's creativity and engage them in higher-order thinking skills. The toolkit activity provides an opportunity to engage children in real-world design problem solving and fosters creative thinking. Given an opportunity, students step in creatively to develop solutions to real-world problems (Ara et al., 2009). Design problems tend to have multiple solutions as well as solution paths (Svihla, 2020). Working with problems having multiple solutions can give a sense of autonomy to children (Schukajlow & Krug, 2014) which is an important factor in promoting creativity (James, Clark, & Cropanzano, 1999).

The tool kit activity requires students to draw their designs. Drawings not only facilitate problem-solving and translation of ideas, but also help generate concepts and visualize problems (Do et al., 2000). According to de Bono (1972), young students use drawings with ease to suggest novel and innovative ways of solving complex problems.

References

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