

Name: _____



STEM Bunny Toy Reflection

TASK: Bunny is bored! Design a toy that will interest him and keep him from getting into trouble.

Brainstorm an idea. Consider what the bunny likes to do and eat.

With your group, combine ideas to create a super bunny toy. Draw a picture here of your plan.

*Build your bunny toy based on your group's plan.
Test your bunny toy and time how long the bunny plays with your toy.
Discuss with your group, and make changes to improve your bunny toy.
Test again and record the new time.*

After designing, building, and testing your bunny toy, please answer the following reflection questions.

1. What did you know about the bunny that helped you design your toy?

2. What did you do that worked well?

3. What did you do that did not work well?

4. How did you improve your idea?

5. What advice would you give someone who wants to make a toy for a bunny?

	Time Bunny played with toy the first time	Time for the second time (after making changes)
Group 1--		
Group 2—		
Group 3—		
Group 4—		
Group 5—		
Group 6—		
Group 7—		
Group 8—		
Group 9—		
Group 10—		

1st Time

5 min										
4 min										
40 sec										
4 min										
20 sec										
4 min										
3 min										
40 sec										
3 min										
20 sec										
3 min										
2 min										
40 sec										
2 min										
20 sec										
2 min										
1 min										
40 sec										
1 min										
20 sec										
1 min										
40 sec										
20 sec										
	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8	Group 9	Group 10

2nd Time

5 min										
4 min 40 sec										
4 min 20 sec										
4 min										
3 min 40 sec										
3 min 20 sec										
3 min										
2 min 40 sec										
2 min 20 sec										
2 min										
1 min 40 sec										
1 min 20 sec										
1 min										
40 sec										
20 sec										
	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8	Group 9	Group 10

Which group's toy did the bunny play with the longest? _____

What part of the "winning" toy made it most successful?
