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How can we, as engineers, design and build something to strengthen and support our community?

What is the genius of a cardboard box? A cardboard box often contains something of value until it's opened and devalued. Then the box is often discarded. However, when people move, they often have to be creative in the new house until the furniture arrives and is unpacked, so they use boxes for tables and chairs. Boxes can be quite strong and reused often if taken care of.

The beauty of a box is the limitless nature of it. We want students to be creative and see past the obvious to other possibilities. "Think outside the box."

This project started our new school year by getting the students engaged in a fun, hands-on project that included creative play and major design thinking principles. It was inspired by Caine's Arcade. Students were engaged in important work that built a strong sense of community, utilized the design thinking process to critique and solve problems, used literature to deepen understandings, communicated ideas through speaking and writing, and integrated math, science, literacy and engineering concepts and skills.

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## High Tech Elementary North County

Learning at HTeNC is rooted in project-based learning. This means that our faculty guides our students through the creation of projects to develop their understanding of the world around them. Students are immersed in the process of learning: exploring, discussing, designing, reflecting, and refining. They create something together that demonstrates their new understandings to a real audience, often outside the school walls. Our sources of information are not limited to traditional textbooks and basal publications. At HTeNC, students will examine information from "expert" adults, primary source documents, other teachers, Internet resources and each other. The curriculum is rigorous, yet developmentally appropriate, providing the foundation for success at middle school and beyond.

**High Tech Elementary North County**  
**1480 West San Marcos Blvd., San**  
**Marcos, CA 92078**  
**(760) 759-2785**

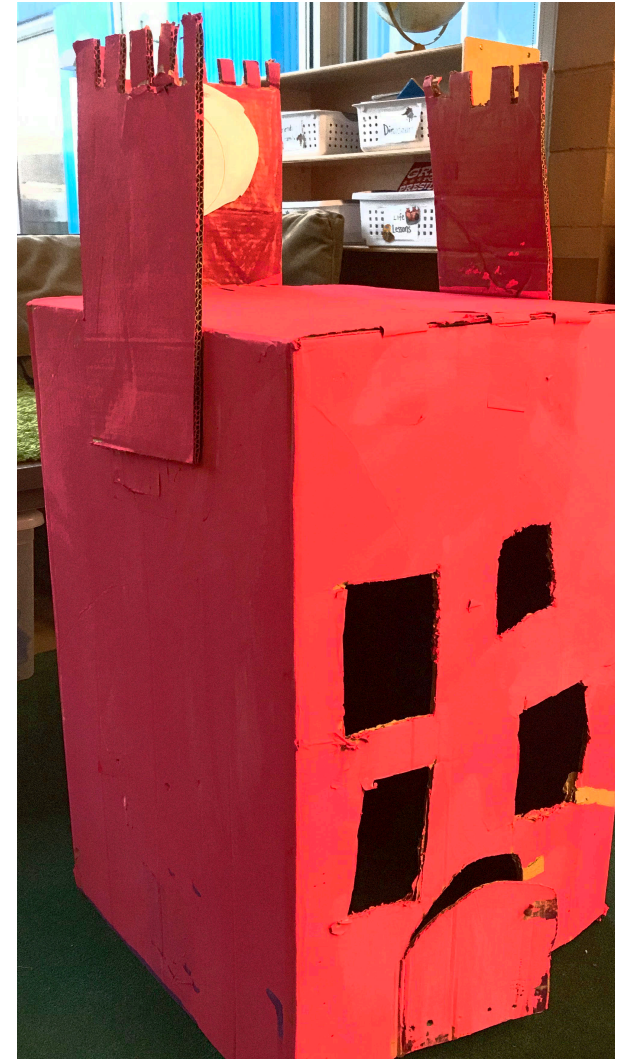
**<https://www.hightechhigh.org/htenc/>**



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# City of Games

Welcome to our  
2nd Grade Cardboard Arcade!

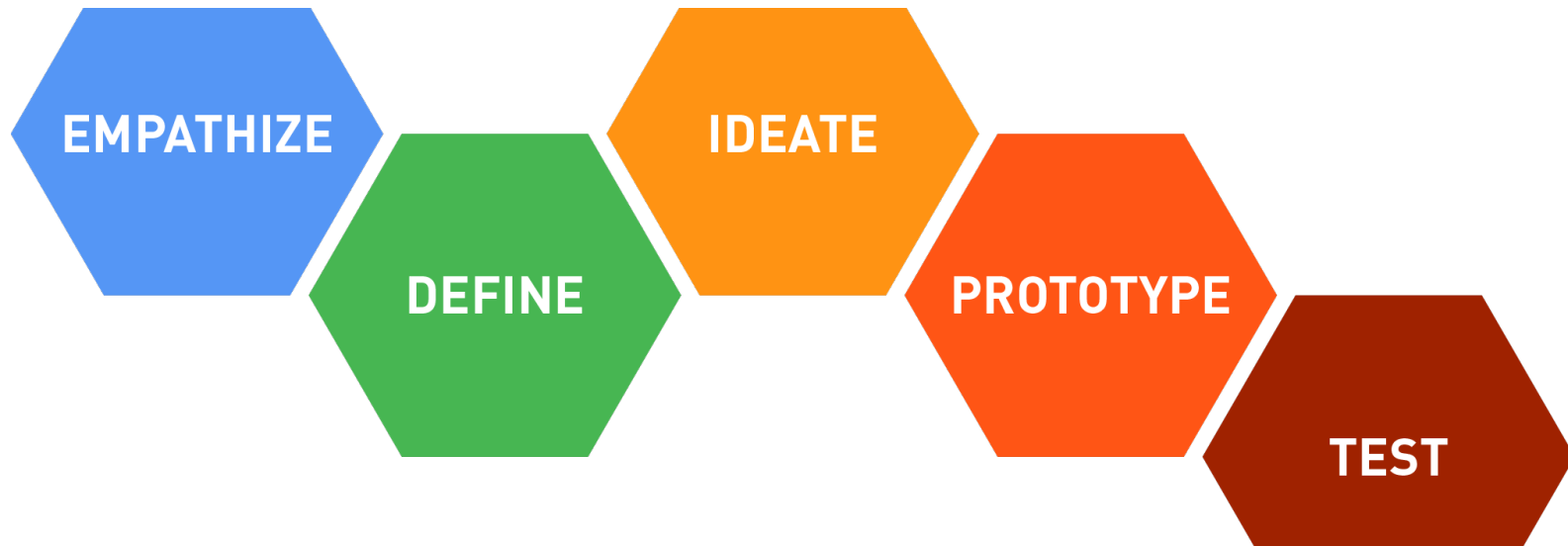


# Where do you see evidence of the **design thinking process** in your child's work?

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<b>Empathize</b> Take time to learn more about your client.	<b>Ideate</b> Brainstorm solutions to the problem.	<b>Prototype and Test</b> Build a representation of your idea. Test it and collect feedback.
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**Define**  
Identify a problem you can help solve for your client.



Empathize and Define

Parent notes...

Ideate

Parent notes...

Prototype and Test

Parent notes...