CANES STEAM JOURNALING PROTOCOL

Date

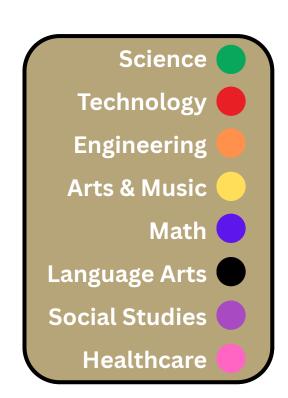
Write the date at the beginning of each entry

Lesson Title

Include a clear and descriptive title for each lesson

Jornal Prompt

Write the provided prompt as the foundation of your entry



EDP Step

Label the EDP Step on which you are working

Color Coding

Draw one or more colored dots indicating the subject area(s) of the lesson

CANES ENGINEERING & DESIGN PROCESS CANES ENGINEERING & DESIGN PROCESS Consider Problem. Define the problem. Define the problem. Market Actions to generate ideas. Market Actions to generate ideas.

Share & Reflect Communicate results & refine design