

EXPLORATION 1: ACTIVITY – DESIGN A DISPENSER

1. Choose one packaged grocery product that you use that could be sold without packaging.

- Analyze the materials used in the product packaging.
- Describe the raw materials needed to make the product's package.
- Evaluate the sustainability of the product's packaging.

2. Design a dispenser for the product.

- Describe the problem you are solving with the dispenser.
- Identify the social, environmental, and economic benefits of your dispenser.
- Identify any possible drawbacks (intended or unintended) of your dispenser.
- State your design [criteria](#) and [constraints](#).
- Identify at least two possible design solutions and state the pros and cons of each design.
- Provide specifications for your final dispenser design, including materials and dimensions in inches and centimeters.
- State the instructions for assembling and using the dispenser.
- Follow instructions from your teacher, and build or draw a model for your dispenser.

3. You will now write an “elevator speech”—a 1-minute sales pitch—for your design for your next class activity, *Shark Tank/Die Höhle der Löwen*.