BELOW IS A LIST OF CRITICAL AND CREATIVE THINKING TOOLS (and when to use them) TO HELP YOU DEVELOP YOUR PRODUCT. ASK YOUR TEACHER FOR A BLANK COPY OF ANY OR ALL OF THESE TOOLS:

*Frayer Model – use to develop a measurement of project success*

*PMI – use to choose between two products*

*SCAMPER – use to refine product in reaction to time constraints or failure of original plan*

*SWOT – use to evaluate your product*

*Spider Map – use to determine components of the product and how they will be completed*

*If…Then – use to decide between two products*

*Genrich Altshuller’s 40 TRIZ principles for creative engineering – use to design or modify product*

*BAR – use to modify product according to time and resource constraints*

*SCUMPS – use to help in designing product*

*Problem-solving-Solution-Consequences Diagram – use to overcome design obstacles or decide between approaches*

*Futures Line – use to decide between two possible products*

*Six Thinking Hats – use to improve your product*

