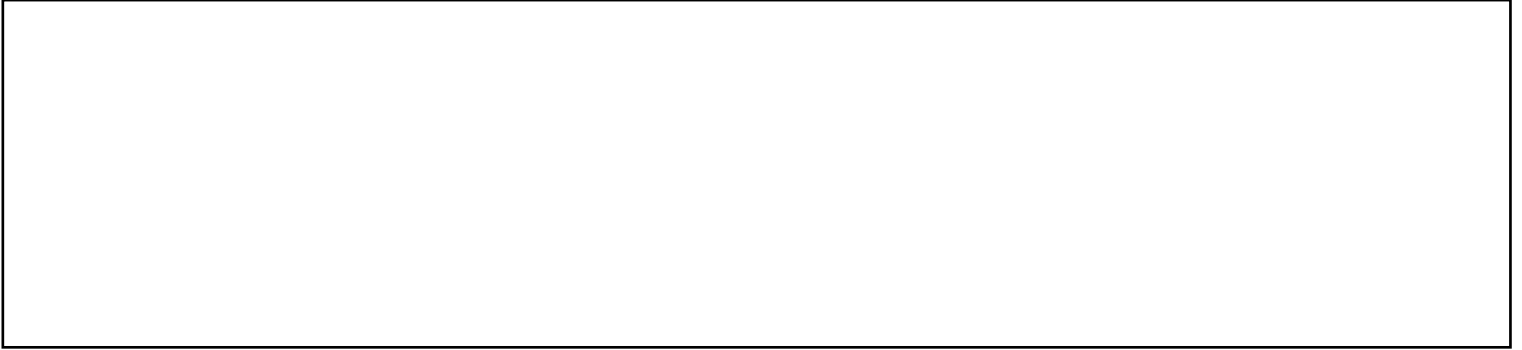


Name: _____

A Lucky Catch Design Thinking Log

1. **Empathize**: Read *How to Catch a Leprechaun*. How do the children **feel** after the leprechaun visits? **Draw** a picture to illustrate.



2. **Define**: What **problem** made the children feel this way?
-

3. **Ideate**: How could you **solve** this problem? **Draw** and **label** your design. What **materials** will you need?



4. **Prototype**: After sharing your design with your teacher, **build it!**

5. **Test**: **Set** your trap! Let's see if YOU can catch a leprechaun!

Were you successful?

Yes



No



6. **Evaluate**: What did you **like** about your design? What could you do to make it **better**?

