Design Challenge Learning is a dynamic way to develop learners as creative problem-solvers using real-world problems. These hands-on design challenges engage learners in an iterative and collaborative innovation design process and build innovator mindsets that are key to future success.

KEY CHARACTERISTICS OF THE TECH'S INNOVATION PROCESS

**NON-LINEAR**
All aspects of the process are important, but there is no fixed sequence to going through these phases. In fact, innovators may engage in multiple phases simultaneously. For example, brainstorming can happen while tinkering with materials.

**HANDS-ON**
Manipulation of materials is important to innovation, even when working on abstract ideas. Physically representing our ideas, testing and refining them is not only a lot of fun, but can also result in creative solutions otherwise never explored.

**ITERATIVE**
Innovators create, test, refine over and over and over. They learn from failure and persevere to find the optimal solution within the criteria and constraints with which they are working.