This is what real-world engineers do every day. Unleash your students’ creativity with DIVE-in Engineering, a curriculum where makerspace meets engineering design and being an engineer becomes a reality.

THE DIVE MODEL
In each of the ten available prototypes, students explore a different engineering challenge and develop critical thinking skills using our engineering lesson model, DIVE.

DECONSTRUCT
Working the way engineers do, students begin by taking apart a working prototype, making recordings, taking measurements, and creating diagrams.

IMITATE
Now students are ready to reverse engineer the prototype, making their own version of what they deconstructed.

VARY
Students analyze what they have created and brainstorm ways to enhance it, e.g. different materials, faster speeds, higher flying altitudes, increased carrying capacity, etc.

EXPLORE
Students apply what they have learned through the engineering design process to a real-life situation: how can their innovation make a difference in the real world?

PROTOTYPE OPTIONS
The 10 prototype options include:
- Balloon Boat
- Rubber Band Car
- Stomp Rocket
- Claw Hand
- Motor Boat
- Motor Car
- Hovercraft
- 3 Way Switch
- Robot Arm
- Light Switch

Each kit comes with enough materials for 12 student prototypes and 1 teacher prototype.