PROSTHETIC LIMB DESIGN

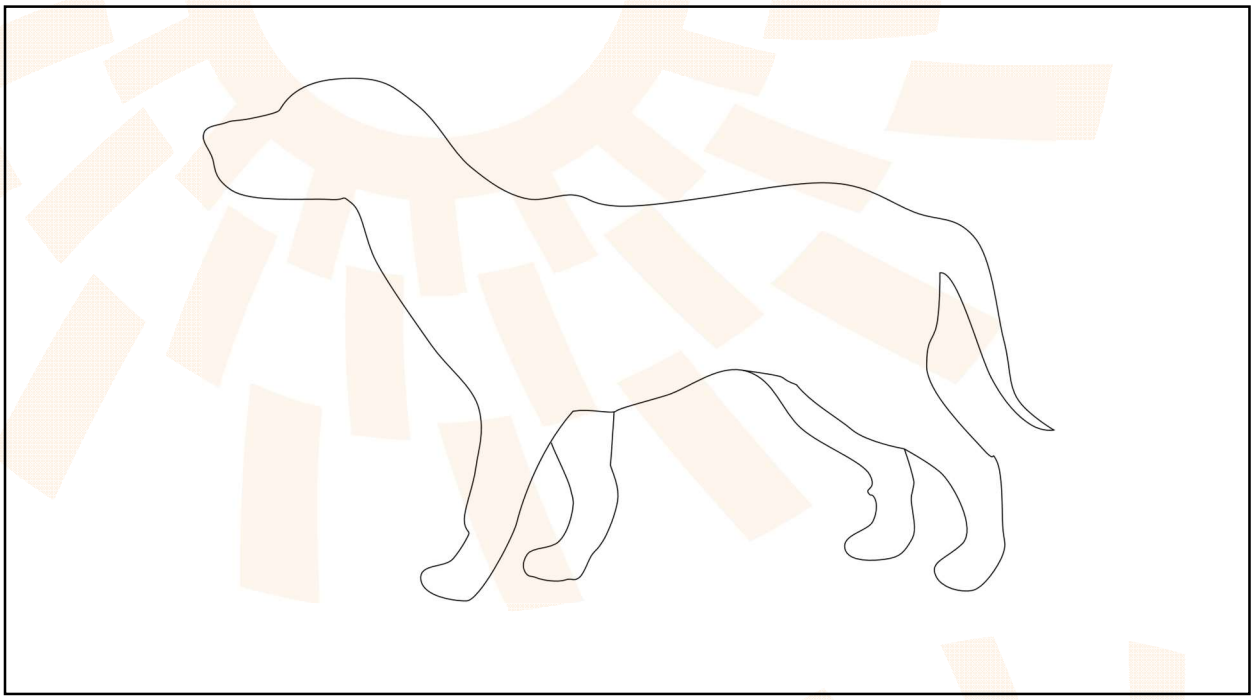
BIOMEDICAL ENGINEERING

Follow the Engineering Design Process to design a replacement for your stuffed animal's amputated limb.

Things to consider: (From curriculum)

- Longevity: Can it survive the wear and tear of constant use?
- Stability: Will it move out of its ideal position?
- Consistency: How often/can it malfunction?

Problem: Your stuffed animal is missing a limb. It needs an artificial replacement.



Use the box above to notate your patient's injury. Make notes below regarding how the injury impacts their daily activities:

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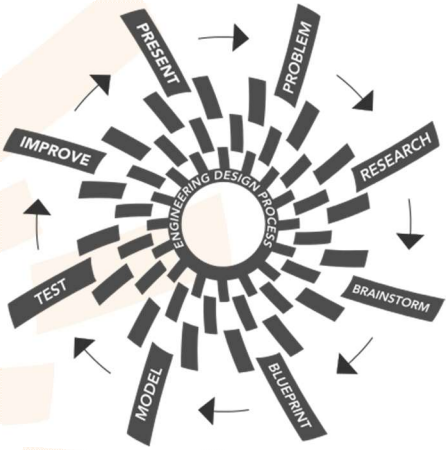
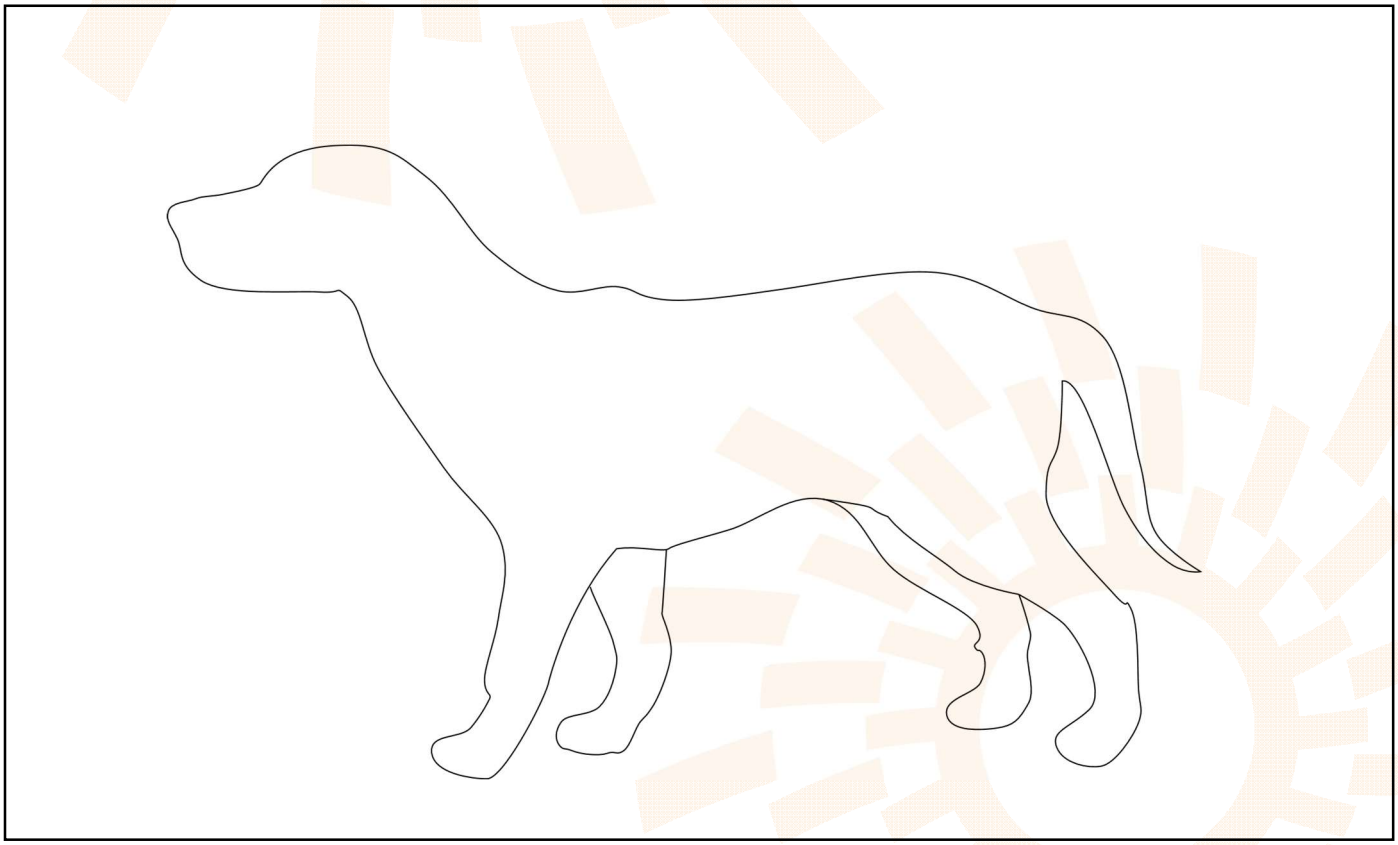
1. **Brainstorm & Blueprint-** Write down and/or sketch a list of possible solutions to the problem. Choose one, then create a detailed drawing of your solution, including dimensions of your final product, list and use of materials, and other relevant information:





2. **Model, test, and improve-** Take notes about your experience, including unforeseen problems and how you overcame them:

3. **Notes for next time-** Engineers learn from mistakes and use those learning opportunities to improve. If you were to try to solve this problem again, what would you do differently?