Project Management

Project Management Cycle



Design

- 1. What are the project requirements?
- 2. What are the goals of the project?

Gather all important information about the project during this stage.

Develop

- Create a schedule
- Assign roles
- Decide on materials needed
- Stay flexible but meet the deadline

• Critical!!! The better a project is planned the more likely it is to go smoothly.

Analyze

- Get to work: Build, create, fix
- Stay in good communication with teammates
- Keep track of your progress by checking with eachother

Evaluate

- Occurs once the project is complete
- Share results
- Reflect on what was learned
- Celebrate!

Lego Structure Activity

- 1. You have 12 minutes to build a "realistic" structure
- 2. You must use ALL of your pieces
- 3. Chose 1 person to be the project manager

Project Manager Requirements

- 1. Hold onto the bag of Legos
- 2. Making sure that everyone is involved in some way
- 3. Making sure that there is a plan in place before his or her team begins
- 4. Ensuring that all team members understand the goal of the project
- 5. Making sure that the deliverable is completed within the specified time

Review

- Share your reactions to the project.
- What were some of your group's initial assumptions?
- What were some of the resources and constraints of the project?
- How did you apply the project management cycle to this activity?
- How did it feel to be assigned the role of Project Manager?
- How did your Project Manager ensure that everyone was
- involved?
- Did you need to adjust your initial plan? What kinds of adjustments did you have to make along the way?
- Did your group work well together? Explain why or why not.

DO NOT DO!!!Homework Due Next Class Period

Plan the Super Bowl or other major event.

What do you have to do to make this event happen?
Brainstorm ideas for each stage of the project management cycle.

Define, Plan, Do and Review

Work in your Engineer Notebook