Cut these cards out along the lines.
Glue them unto their appropriate boxes and then unto your ISN.

Definition: Factors or rules that LIMIT a solution. Usually: money, materials, size, resources. The solution is unacceptable if these are rules are not met. "LIMITS / RULES"	Definition: Characteristics that a design or solution should have. These characteristics are *IDEAL* or *IMPORTANT,* and are goals that the design or solution are trying to reach. "WANTS / GOALS"
The engineer is making a drum kit for a video game. The drum kit should look and feel like a real drum set.	The engineering team needs to create a design for a scooter. The company hiring the team wants the scooter to be made from recycled materials.
The student engineers must build a tower made out of spaghetti noodles. The students may only use 25 spaghetti noodle sticks. They will not get any extra.	The engineering team needs to create a design for a scooter. The company hiring the team gave them a budget of $30. If they go over $30 the design will be rejected.
The engineer is buying a car. The car must not cost more than $25,000. If it is more money, the engineer can not buy it.	The engineer is making a drum kit for a video game. The drum kit must not sound like a real drum set because that is too loud. If it is too loud, nobody will buy it.
The student engineers must build a tower made out of spaghetti noodles. Their goal is to make the tower very tall.	The engineer is buying a car. The engineer would like the car to be blue.