

**Context.**

The Skill Game Project will introduce Technology students to the concept of design and the Design Process. The properties of different plastics will be explored, as will workshop procedures. The use of computer aided design (CAD) and computer aided manufacture (CAM) will also be introduced during this unit.

**Task:**

There is a need for a new hand held skill/maze game that could be used to keep young children entertained during long journeys. The game must appeal to children from the age of 5 to 12 years old and be of durable construction. It should be small enough to fit in your pocket, yet large enough to see properly.



**Design:**

**Level: 8**

**Realize:**

**Level: 8**

**Evaluate:**

**Level: 8**

**Area of Interaction:** Human Ingenuity.

*Designers strive to improve our quality of life.*

***ATL****: Thinking*: What tools can I use to solve complex problems?

### **Assessment**

**Investigate & Analysis: Level: 8**

**Unit Question:**

*How do designers create something new?*

**Significant Concept:**

*Creativity can follow a process*

Year 7: Skill Game Project [Information] [Materials]

MYP Technology

Discovery College [Technology Web Site:](https://sites.google.com/a/dc.edu.hk/technology/)

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You will follow the Design Cycle to complete this task. I have created a checklist for you to follow for each stage of the Design Cycle complete with due dates. I will assess each section independently and then the whole Design Folio will be submitted for final assessment.

Remember to use you Google Site during this unit!

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| **Research & Analysis**:  **Establish the Need**  Research and describe the reason for making this game  **Product Analysis**  Examine several similar product for inspiration  **Summarise Research**  Research into materials, constructiontechniques, tools, design and then summerise | **Tips for Success** |
| **Design**  **Develop a Design Specification**  Check list of “must haves” for your game  **Design a Solution**  Sketch several design ideas that could work.  **Develop Working Drawings.**  Plan to help you make your game**.** | **Tips for Success** |

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| **Realise the Solution:**  **Plan a Product**  **Demonstrate Technical Skills**  **Follow the Plan** | **Tips for Success** |
| **Evaluate:**  **Test and Evaluate**  **Suggest Improvements**  **Explain the Possible Impact** | **Tips for Success** |