

Our school is celebrating our 50th Jubilee in September. You have been learning all about how West Auckland has changed.

Your challenge...

Design a model of a moving toy. It will be made from mm MDF or another hard material. Your toy can be no higher than 100mm and no longer than 200mm.

Should you choose to accept...

You can exhibit your moving toy model during the Jubilee celebrations, talk to guests about what a model is and present your learning journey to our special agents.

Agent name:	Code number:

efore you start on the dangerous journey ahead, you must arm yourselves with some new words

Learn these words and test a buddy to earn your 'Beginner' tags...

Attributes A quality, characteristic or quality

Function A purpose for which something is designed/How it works

Concepts Ideas- For example: 'Design concepts'

Model Design made as an example for consideration

Prototype Original model of which something is based on

Mock-ups A model for study, testing or teaching

Evaluation To review and reflect

First steps

Brainstorm ideas

Walt: Explain and record information about the outcome we are going to produce

Talk about a toy you might like to make with your buddy. What are some questions you could ask you buddy about their toy ideas?

(2)Draw a picture of what your toy could look like and label it's parts. This is called a visual model.

ompare traditional and modern toy designs in the Venn diagram:

Then

Now

have found out that...

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Planning for practice

Date:

Date:

> Helps identify what we are going to do next, and the resources we will need

Learning intention:

Learning intention:

Completed: Next Step:

		Teacher check
Date:	Learning intention:	
4	Completed: Next Step:	
Date:	Learning intention:	
	Completed: Next Step:	
Date:	Learning intention:	
4	Completed: Next Step:	

	Completed: Next Step:
Date:	Learning intention:
	Completed: Next Step:
Date:	Learning intention:
	Completed: Next Step:
Date:	Learning intention:
	Completed: Next Step:
Comments:	

Key Features

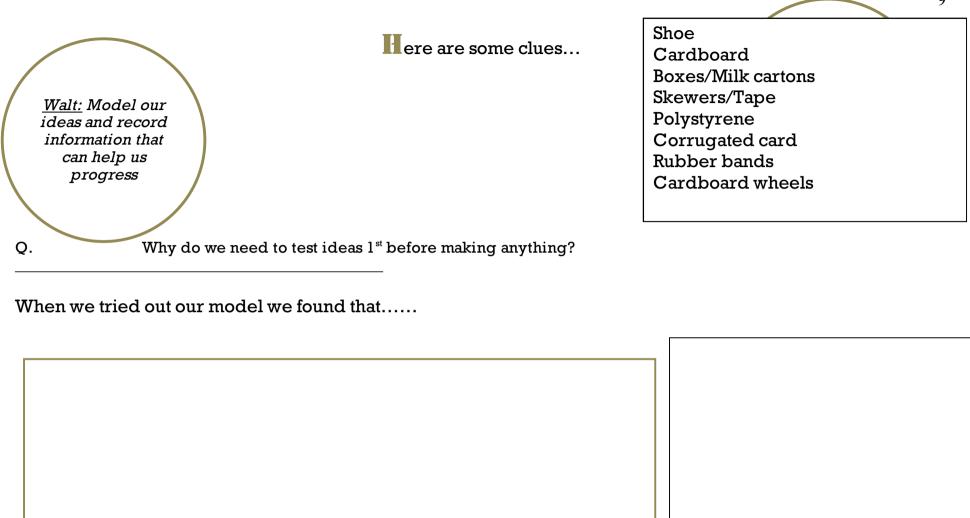
Write a checklist of the attributes and key attributes your toy must have to work well and look good.

Walt: Describe important attributes and resources needed for our toy

Theels turn and not catch on sides of car and are lued perpendicular to the axles.	Hole saws, 64mm and 50mm

Thumbnail sketches of possible designs -Side view only- Choose which design will work best			
	Peer Comment		Peer Comment
	Peer Comment		Peer Comment
DOCUMENTES (1:-4idid		NT	. d: d a4 ab - a 4b -
POSITIVES (List your ideas about the positive attributes your favourite one has.)		Negatives (list your reasons why you rest)	a did not choose the

Before building your moveable toy, you will need to make a model out ofto test your ideas.



Draw your Model as a simple sketch.



Outcome Development and Evaluation:
My design ideas meet the key attributes because....

Put the step number in the circles

Now that you have your design and you know what resources you need

•	Think about the steps you have to go through to build your moveable toy and hu	mber mem 1 – 6
	Now that you know the steps needed to build your moveable toy, work out how man	ny times you need to

Now write down the Completion date:



QUESTIONS TO ANSWER
Does it work the way I designed it to?
Who will use it?
How will it be used?
How does my design need to change? How could earlier modelling have avoided these problems?
Attach a photo of your final design

What is the best thing about my design? What would I do differently next time?