

### **Engineering Virtual Learning**

# HS Mechanical Drafting Lesson #24

May 7, 2020



#### **Objective/Learning Target:**

Students will use Visual Design Elements & the Design Process to Create a Child's Toy.

(Day 3 of a 4 Day activity)

Day 1 - Research and Design

Day 2 - Gather Materials & Construct

Day 3 - Evaluate and Redesign

Day 4 - Presentation of Product

#### Learning Practice: Child's Toy Creation

You now have a Child's Toy that you have Designed, Built and Re-Designed, but what do you do with it?

You need to Market it so you can sell it.

Create a Folded Brochure using Word, Publisher, or your own Paper.

<a href="https://www.youtube.com/watch?v=lZltyts11Mg">https://www.youtube.com/watch?v=lZltyts11Mg</a> (folded brochure videos)

<a href="https://www.youtube.com/watch?v=zjpVsUM2MPQ">https://www.youtube.com/watch?v=zjpVsUM2MPQ</a>

Your Goal is to "sell" your item to whoever reads your brochure. Once you have your brochure finished, present it to a family member to see if they would like your toy after reading your brochure and seeing the prototype.

Reflect on this project in your engineers notebook.

#### **Child's Toy Specifications:**

Your toy needs to follow these specifications as closely as possible

- 1. The toy must be made up of at least 8 parts.
- 2. The toy must have 2 separate moving parts.
- 3. The toy must have 1 additional feature that functions as an accessory.
- 4. The toy should be approximately 6" depth x 12" wide x 10" tall.
- 5. The toy must comply with U.S. Consumer Safety Commissions child safety regulations.

https://www.cpsc.gov/Regulations-Laws--Standards/Voluntary-Standards/Topics/Toys http://www.toyassociation.org/ta/advocacy/federal/standards/toys/advocacy/federal/us-safety-standards.aspx

## Visual Principles and Design Elements:

#### **Visual Design Elements:**

Eight integral components used in the creation of a design

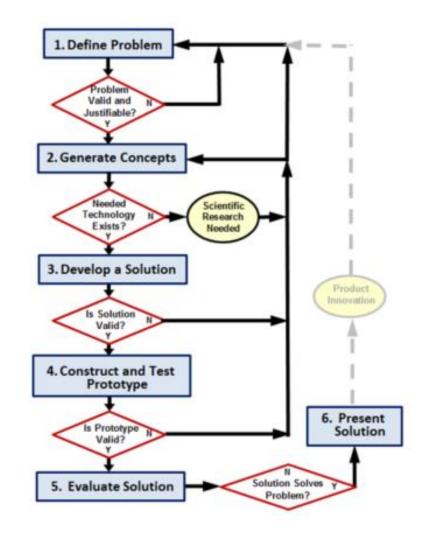
Point, Line, Color, Value, Shape, Form, Space, Texture,

Principles of Design: Many principles add to an interesting design

Balance, Emphasis, Contrast, Rhythm, Proportion, Unity, Economy

# Make sure you follow the Design Process.

- 1. Define the Problem
- 2. Generate Concepts
- 3. Develop a Solution
- Construct and Test a Prototype
- 5. Evaluate the Solution
- 6. Present the Solution



#### Learning Resource Links:

#### **Design Elements:**

https://www.youtube.com/watch?v=JfViOv77pfQ (PLTW) https://www.youtube.com/watch?v=JZD 3zp7v2A

#### Toy Safety:

http://www.toyassociation.org/ta/advocacy/federal/standards/toys/advocacy/federal/us-safety-standards.aspx https://www.cpsc.gov/Business--Manufacturing/Business-Education/Toy-Safety-Business-Guidance-and-Small-Entity-Compliance-Guide https://www.cpsc.gov/Regulations-Laws--Standards/Voluntary-Standards/Topics/Toys