



D & T



Learning Objectives:

Design & Technology:

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Select from and use a wide range of materials and components according to their characteristics

Evaluate their ideas and products against design criteria

Day/

Task 1:

20-25
minutes

Today you will start something we have done before in school, so you will be experts! Remember your 'Traditional Tales' board games? They were great! Today you are going to design a 'Rainforest' board game. As you know, all products are designed first, so they can be planned out carefully before making them. On a blank piece of paper, draw a pathway through a 'rainforest'. When you make your game you could stick on a pathway using cut up pieces of paper or card. Think about the size of the 'steps' as some will need instructions written on them. You'll need to think about what these instructions might be (e.g. 'You're caught in a vine, miss a turn' or 'You've spotted a poison dart frog, move forward 2'). It would be great if you could add 3D features, using joining techniques such as folding, gluing or combining materials to strengthen them. You could add trees made from card or plants made from fabric, pipe cleaners etc. It all depends on what you have lying around!

Day/

Task 2:

30-40
minutes

To make your game you will need a piece of card, some small pieces of paper/card, glue, some colouring pencils/felt tips and collage/junk modelling materials. You might even add game cards to your game (e.g. If you land on a red space, pick up a card. The cards could say things like 'Move another player's piece back 3 spaces'). You can Google 'home made children's board games' to get some ideas (a few images are attached). When you add your 3D details, think carefully about how to attach them to the game board—for example, a kitchen roll tube 'tree trunk' could be snipped at the bottom and folded up so it can be glued on.

Day/

Task 3:

As long as
necessary!

As part of your evaluation process, you will need to play your game to check everything goes as planned. Play your game with someone in your family and consider whether any improvements need to be made. You could also ask for their opinions about the appearance of your game. Think about what you could do to make it even better.

Day/

Task 4:

Around 15
minutes

Make any improvements to your game today, based on what you found out when you played your game and what others thought of it.

Please send a photo of your game to your class teacher.

Day/

Task 5:

10-15
minutes

All professional designers evaluate their products and there is a sheet attached for you to evaluate your game. When you have finished, have fun playing it with your family! You are a real designer!

Board game ideas



WALT evaluate a product

My Rainforest Game Evaluation



	Tick as appropriate:					
	Yes		Partly (I made some changes)		I made lots of changes	
Did you follow your design?						
Did you choose suitable materials?	Yes		Mostly		Not really	
What was the easiest part of making your game?						
What was the trickiest part?						
What is your favourite thing about your game?						
What would you change or do differently next time?						