

Pre-school nurseries develop children in many important areas. You have been asked to design a toy which develop one of the following skills in pre-school children:

- Shape and colour matching skills
- Counting and number skills
- Building and simple construction skills

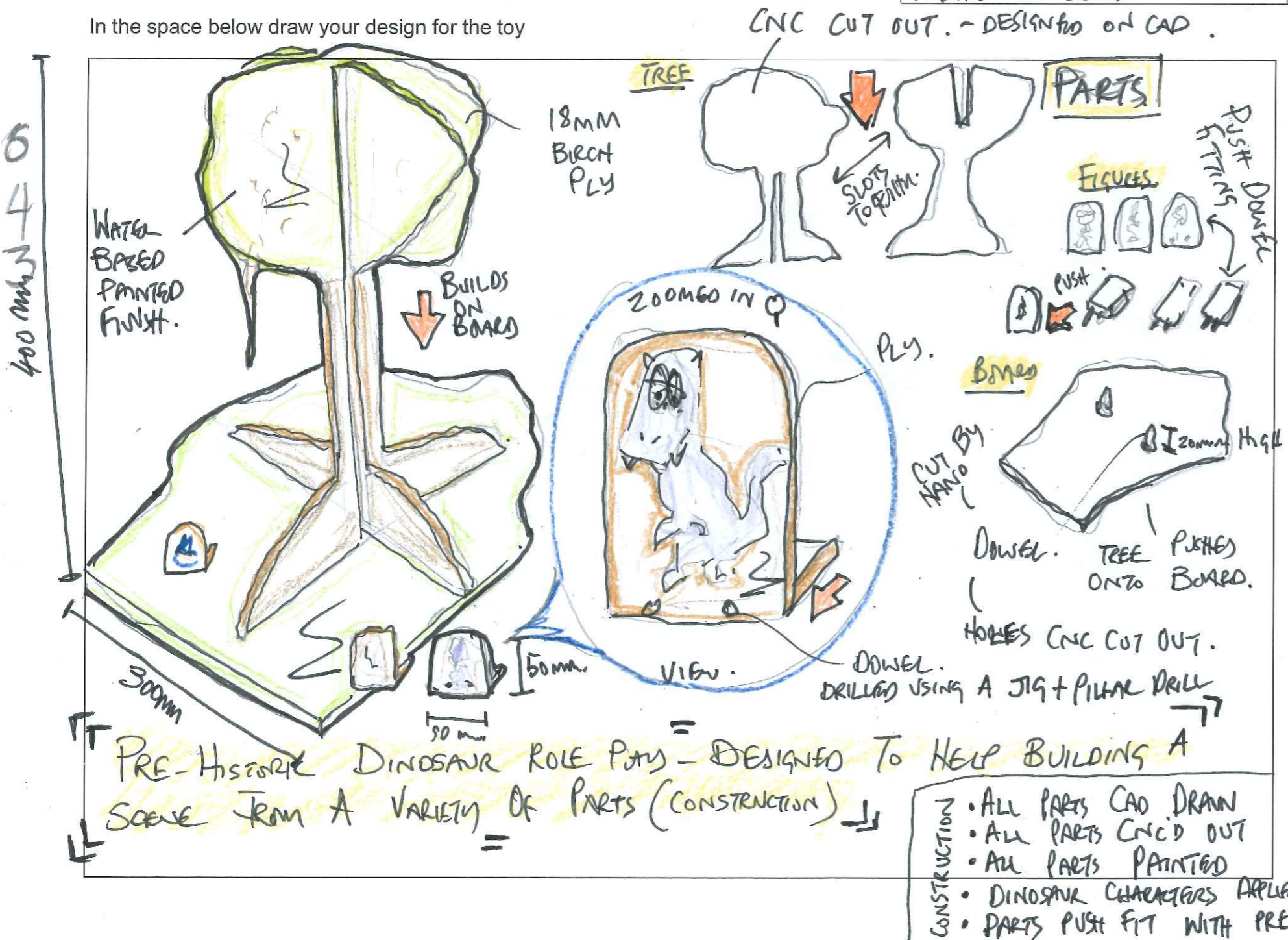
Marks will be awarded for:

- A creative solution that meets your design criteria
- Specific names of materials and construction techniques
- Surface decoration and/or finishes

Which of the three skills is your toy aimed at developing?

CONSTRUCTION SKILLS.

In the space below draw your design for the toy



Complete the table showing important criteria for your toy and give your reasons. An example has been provided.

Design criteria	Reasons
1 The toy must present no safety hazards	Young children often place toys in their mouths so must not be too small to choke on and must not have any sharp edges
2 MUST HAVE NON-TOXIC FINISH.	PAINTED FINISH MUST NOT DISOLVE INTO MOUTH AND POISON CHILD.
3 ENCOURAGE SIMPLE HAND SKILLS THROUGH BUILDING THE PREHISTORIC SCENE	ENCOURAGES HAND-EYE COORDINATION AND DEVELOPS A SENSE OF HOW THINGS ARE BUILT UP.

Evaluate your design against each of the three criteria listed above

Criteria 1

THE CONCEPT IS SAFE TO USE - NO SMALL PARTS AND HAS NO SHARP EDGES SO IT WILL NOT HARM A CHILD.

Criteria 2

THE CONCEPT IS FINISHED WITH A NON-TOXIC WATER BASED PAINT SO WILL NOT HARM CHILD IF INGESTED.

Criteria 3

THE SCENE CREATES A ROLE-PLAY SCENARIO AND TO ACHIEVE THIS THE CHILD MUST FIRST BUILD THE PREHISTORIC SCENE SO IT ENCOURAGES CONSTRUCTION.

- ALL PARTS CAD DRAWN
- ALL PARTS CNC'D OUT
- ALL PARTS PAINTED
- DINOSAUR CHARACTERS APPLIED WITH STICKERS (PRINTED)
- PARTS PUSH FIT WITH PRE-DRILLED DOWELS.

2

3

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