

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

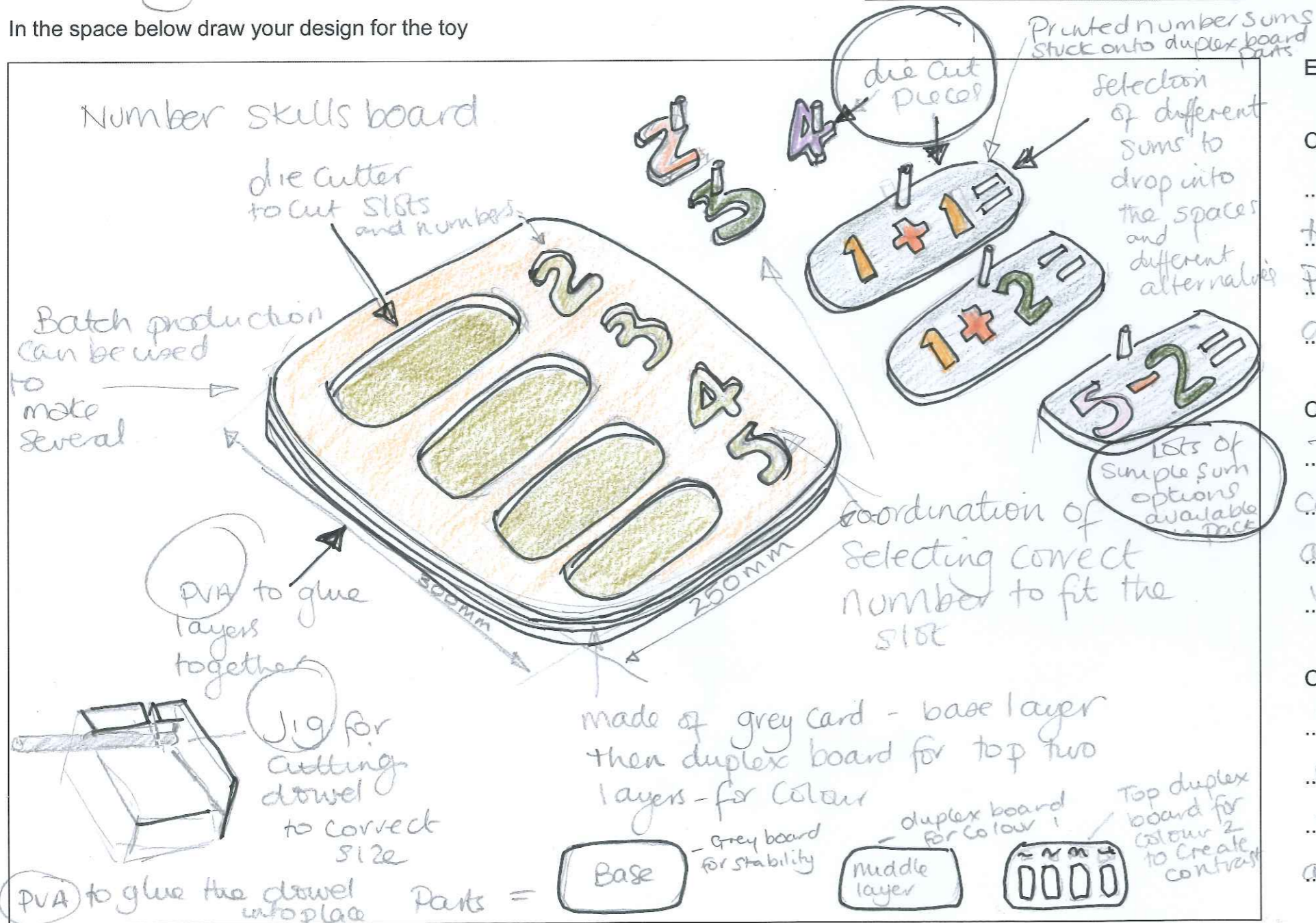
Marks will be awarded for:

- 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?

Counting and number 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 The toy must encourage number skills	so children can learn to recognise numbers, symbols and work out simple maths
3 the toy should be brightly coloured	To attract children to initially want to do the puzzle, but learn at the same time

Evaluate your design against each of the three criteria listed above

Criteria 1

curved corners on all edges to avoid cuts and scratches.
Parts all made of card to minimise any danger if dropped onto feet etc

Criteria 2

The puzzle allows children to co-ordinate and fit in numbers but also to solve the simple sum with a variety of different alternatives

Criteria 3

The two layers of duplex board allow for colour on the slots and top sheet. The printed sums are also brightly coloured.

6/6

3/3

3/3

6/6
5/5
2/4

13
15

15/15

24
27