

Design Shared

Flat Pack Toy Design

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Lesson Goals

1. Design can be used to create playful objects.
2. Design can be used to make objects easily shareable.

Lesson Objectives

As a result of instruction, students will be able to:

1. Recognize and discuss what a flat pack toy is and how its design makes it easily shareable.
2. Design and build a flat pack paper toy with the intent of sharing it with others.
3. Write a short description of their flat pack paper toy.
4. Share and discuss strength and weaknesses in each other's work.

Evaluation Criteria

1. Students willingly participate and discuss specific characteristics of a flat pack toy and specific ways the design of a flat pack toy allows it to be easily shared.
2. Students successfully design and build a flat pack toy that can be easily shared.
3. Students write a one-paragraph description of their flat pack toy to enrich and elaborate the characteristics of their design.
4. Students actively participate in class critique, willingly sharing constructive comments on theirs and other student's work.

Assessment Strategies

1. Informal observations
2. Finished toy designs
3. Rubric

Visual References

- Readymech flat pack toys (www.readymech.com)

Classroom Arrangement

Varies depending on lecture, demo, and work times. For the demo, students gather around a central table.

During work time, they should work individually sitting in groups at tables.

Design can be used to create playful objects.

Motivation

Provide a digital presentation introducing the main ideas of the project: toys, sharing, and flatpack. This presentation puts students in the role of toy designers. Ask them these essential questions: What is a flat pack toy? What makes a flat pack toy easily shareable? (Key Concept: Design can make an object easily shareable).



Vocabulary

- Flat pack** designing something to be as flat as possible to enable easy transportation.
- Sharing** to use, occupy, or enjoy something with others.
- Toy** a playful object.
- Design** to create or invent something.

Instructional Support Materials

- rubric
- flat pack toy template
- flat pack toy examples (single sheet and built)
- description form
- digital projector
- laptop computer
- digital presentation

Look at a variety of examples of flat pack toys in flat form and three-dimensional form. Ask students to explain how the artist's know what their two-dimensional design might look like. (Key concept: planning is essential for success.)

Using the flat pack template, demonstrate to students how to design the toy in two dimensions before it is assembled.

Exploration

Students design and customize a flat pack toy using the template provided. (Key concept: Design can be used to create playful objects.)

After scanning their two-dimensional model for the website, students build it into a three-dimensional model. Ask students to point out the elements the designers included on the flat sheet to help another person assemble the toy.

Reflection

Students should write a one-paragraph description of their flat pack toy, giving context to their creation.

Next, have students create invitations for their friends to visit the website and view their flat pack toy design. (Key concept: Design can make an object easily shareable)

Ask students to develop different award categories for the flat pack toys. Have them vote with colored sticky notes on their awards and discuss their voting decisions. 🗳️

Brian Hutcheson was a student teacher from the Rhode Island School of Design when he developed and taught this lesson. hutcheson@mac.com

WEB LINKS

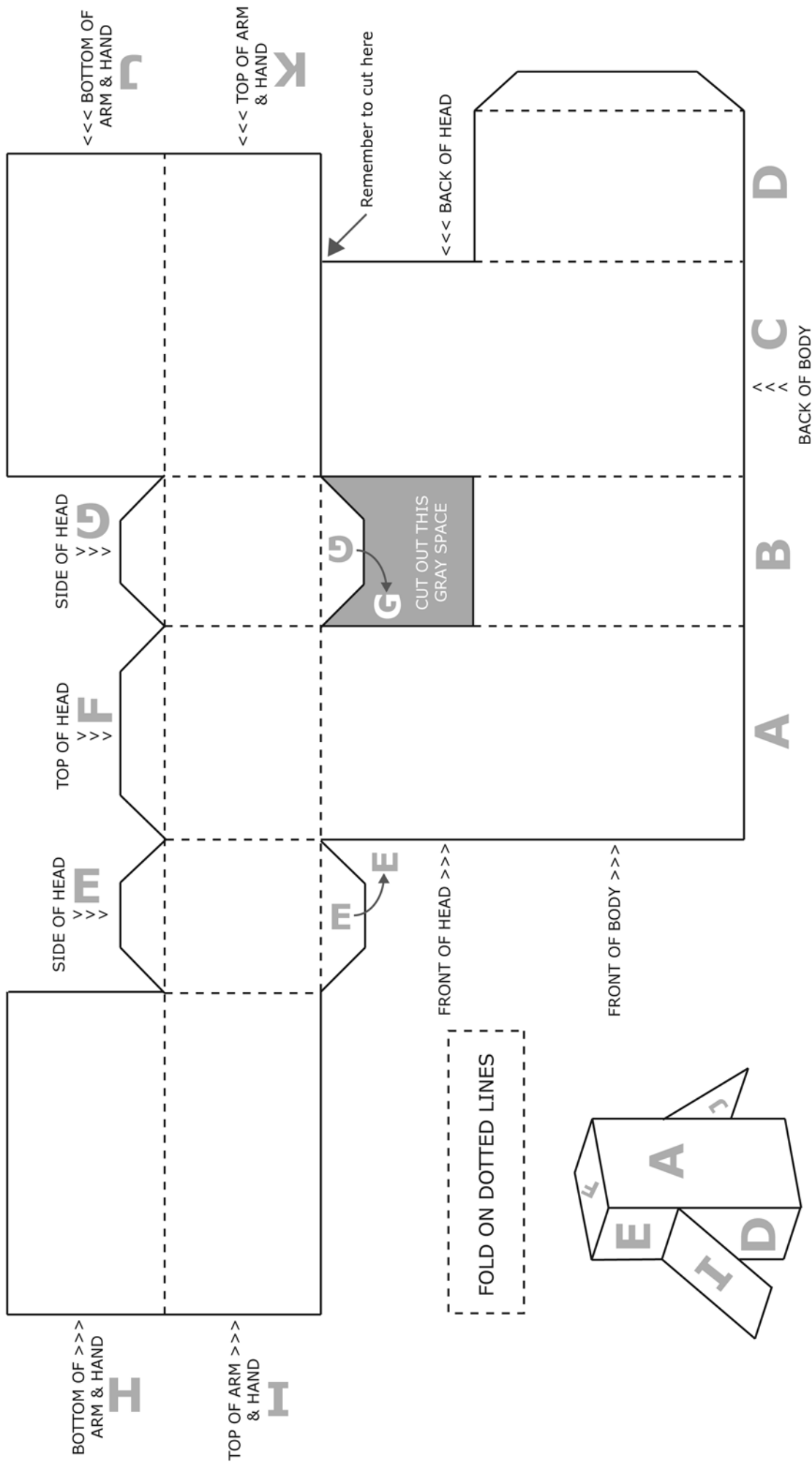
- www.readymech.com
- www.ohashi-lab.bio.kyutech.ac.jp/~shin
- www.cardboy.tv

Materials

- markers
- color pencils
- glue
- double-sided tape
- scissors
- white card stock paper
- pencils

Flat Pack Toy Design Template

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