IT’S ELECTRIFYING! -

Design Task

**TASK:**
Students design and make a product that uses ‘an energy source’ of their selection.

**YOUR JOB IS TO:**
- Decide and label the product you are going to make.
- Define the purpose of the product.
- Find out what is currently available and how are you improving the existing model.
- Demonstrate the model in working condition.
- Evaluate your model.

**GENERATE and DEVELOP IDEAS**
Suggestions of problems, which could be solved, with the design of a product:
- My little brother reads my diary.
- I like reading in bed at night but the light disturbs my little sister.
- We get very hot in our tree house.
- The mosquitoes always bite me when I am in the garden.
- How can I make a game that keeps my younger brother/sister amused?
- Solar panel oven
- A new board game
- Remote control car
- Alarm
- Portable heating device

**EVALUATE**
*Answer the following questions:*
- What part of the task was most enjoyable?
- What part of the task was least enjoyable?
- What did you learn?
- What part of the learning was most important? Why is it important?
- If you were to undertake the task again, what would you do differently and why?