

### **Busy ideas - sheets 14 and 15 (Completed this week)**

You will need six **different** ideas for each product that you are making across two sheets. Colour and shade each design! Ensure the shape, colours, logos change for each design.

**Board game** - (six board ideas, six box ideas and six pieces ideas)

**Magazine** - (six stand ideas, six magazine ideas and six free gift ideas)

**Console** - (six console ideas, six packaging ideas and six logo ideas)

### **Development - Sheets 16, 17 and 18 (Completed by half term)**

You must pick your best three ideas and draw them up in more detail across the three sheets. Call them development one, two and three. On your last sheet leave a small space for a small graph survey on which design people preferred out of your three designs. You will then use this design for your final idea! Draw your designs in 3D and colour and render them up to look like the material you are using.

*Don't forget we need to start making after half term plus we need to do our final idea sheets!*

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#### **Board game**

Pick one idea for each sheet; draw all products on each sheet e.g.- draw the board, the box, logo and the pieces. Ensure each idea is different from the rest. Change the board shape and theme, change the counters shape and size and design different logos and packaging. Include the outside and the inside of the box on each design. Ensure you show how the pieces fit into the box. Write notes on the rules of the game, what materials you will use and how you will make it. Show how the board can be folded into the box. Add in more detail than your initial designs and shade and colour your drawings in three dimensions. Create design notes by saying if the design meets the specification? Ensure you:-

- Change the board shape for each design
- Change the theme and style of each game
- Change the pieces and box on each game
- Include the outside and inside of the box
- Add board detail and basic rules
- Say what materials you will use
- Include basic measurements
- Include a graph questionnaire on the development sheet that people liked the best.

## Console

Pick one idea for each sheet; draw all products on each sheet e.g.- draw the console, the packaging and vacuum formed inlay, draw a different logo for each design and a different Zote foam case! Ensure each idea is different from the rest. Add in detailed buttons and say what they do. State what technology your console has and state how it works. How will you load up a game, etc! On the same sheet draw the packaging that goes with the console and the vacuum formed packaging tray. Also draw in the consoles vacuum formed carry case. You may also add in a small game idea for each console. Create design notes by saying if the design meets the specification? Ensure you:-

- Change the console shape for each design
- Change the shape and colour of each console
- Change the packaging shape on each console idea
- Include the outside and inside of the box and vacuum formed tray
- Add a basic outline of how the console works and what it does
- Say what materials you will use
- Include basic measurements
- Include a graph questionnaire on the development sheet that people liked the best.

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## Magazine

Pick one idea for each sheet; draw all products on each sheet e.g.- the stand, the magazine, logo and the free gift. Ensure each idea is different from the rest. Change the stands shape and theme, change the free gifts shape and purpose and design different logos and use different colours. Say how your stand will fit together. Write notes about what articles will be in the magazine, what materials you will use and how you will make it. Show how the free gift will fit together if it's a snap together one. Add in more detail than your initial designs and shade and colour your drawings in three dimensions. Create design notes by saying if the design meets the specification? Ensure you:-

- Change the stand shape for each design
- Change the style and colours of each magazine layout
- Change the free gift on each design
- Include how the stand fits together
- Add basic info on what articles are in the magazine
- Say what materials you will use
- Include basic measurements
- Include a graph questionnaire on the development sheet that people liked the best.