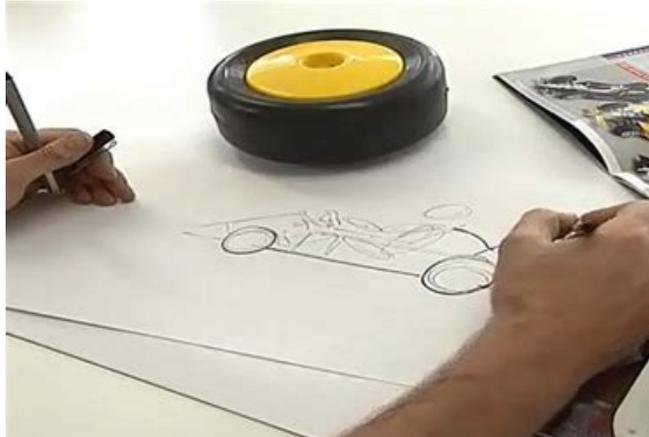


TECHNOLOGY GRADE 7/8

DESIGNING A TOY FOR A CHILD IN NEED

CRITERIA A, B, C, D - Summative Assessment



ASSESSMENT TASK:

Your **goal** is to create a fairer world, by evaluating and understanding the needs of different communities. You are a toy-maker (**role**) and you need to design a toy (**product**) for a child in need. The **audience** you are presenting the toy to is a non-profit organisation or charity who will donate your toy to the child in need. Your **situation** is that you are an IB learner, you are caring, which means you show empathy, compassion and respect towards the needs and feelings of others. They have a personal commitment to service, and act to make a positive difference to the lives of others. You need to demonstrate that you are capable of creating a toy which will improve the lives of children in need.

In **criteria A** you will be assessed on the following:

- Inquiry and analysis of the advantages and disadvantages of toys
- Research of various types of toys
- Explanation of the benefits of a toy on the wellbeing of a child in need
- Creating a survey for children of all ages to determine toy preferences
- Your investigation of relevant resources of information using your referencing skills (bibliography)
- Explanation of how you plan to test your final product (toy)

In **criteria B** you will be assessed on the following:

- Your ability to choose a toy design and give rational reasons for your choice
- Drawing of a detailed plan for your final design product (toy)

In **criteria C** you will be assessed on the following:

- Detailed directions on how to create your finished product (toy)
- Use of appropriate materials and techniques to create your product/solution
- Your ability to use the correct tools and techniques in a proper manner
- Developed a process journal outlining all of the steps in the creation of your toy

In **criteria D** you will be assessed on the following:

- Your evaluation of the success of the toy based on the results of functionality, and the feedback from the users (children of various ages)
- Evaluation of your progress throughout each stage of the design process
- Your description of improvements that should be made to your toy appearance and performance
- Provide an explanation of the potential positive impacts of the toy by creating a fairer world to children in need

ASSESSMENT RUBRIC:

Criteria A

Level	Descriptor
0	You do not meet any of the requirements below
1-2	You are able to: <ul style="list-style-type: none"> i. state the need for a toy ii. state some of the main findings on different children with needs (refugee, dysfunctional background, homeless and disability)
3-4	You are able to: <ul style="list-style-type: none"> i. Outline the benefits of the function of a toy for your chosen child in need ii. State some points of research on various types of toys and their benefits iii. State the main features of an existing advantages and disadvantages of existing toys iv. Outline some of the main findings of research on children in need
5-6	You are able to: <ul style="list-style-type: none"> i. Explain the benefits of the function of a toy for your chosen child in need ii. Construct a research plan, which states and prioritizes the primary and secondary research needed to develop a toy for child in need, with some guidance

	<p>iii. Outline the main features of the advantages and disadvantages of existing toy designs</p> <p>iv. Outline the main findings of research on children in need</p>
7-8	<p>You are able to:</p> <p>i. Explain and justify the benefits of the function of a toy for your chosen child in need</p> <p>ii. Construct a research plan, which states and prioritizes the primary and secondary research needed to develop a toy for child in need, with some guidance, independently</p> <p>iii. Describe the main features of an existing toy product that inspires a solution to the problem</p> <p>iv. Develop a design brief, which presents the analysis of research on children in need</p>

COMMAND TERMS:

Outline: Give a brief account.

Explain: Give a detailed account including reasons or causes.

Justify: Give valid reasons or evidence to support an answer or conclusion

State: Give a specific name, value or other brief answer without explanation or calculation.

Prioritize: Give relative importance to, or put in an order of preference.

Develop: To improve incrementally, elaborate or expand in detail. Evolve to a more advanced or effective state.

Describe: Give a detailed account or picture of a situation, event, pattern or process.

Present: Offer for display, observation, examination or consideration.

Criteria B

Level	Descriptor
0	You do not meet any of the requirements below
1-2	You are able to:

	<ul style="list-style-type: none"> i. state one basic reason for toys ii. present one toy design idea, which can be interpreted by others iii. create an incomplete planning drawing/diagram of your toy
3-4	<p>You are able to:</p> <ul style="list-style-type: none"> i. state a few reasons for toys ii. present more than one design idea for your toy using an appropriate medium(s) or labels key features, which can be interpreted by others iii. state the key features of the chosen toy design iv. create a planning drawing/diagram of your chosen toy
5-6	<p>You are able to:</p> <ul style="list-style-type: none"> i. develop a few reasons for toys ii. present a few feasible design ideas of your toy, using an appropriate medium(s) and labels key features, which can be interpreted by others iii. present the chosen toy design by stating the key features iv. create a planning drawing/diagram and list the main details for the creation of the chosen toy
7-8	<p>You are able to:</p> <ul style="list-style-type: none"> i. develop a list of reasons for toys ii. present feasible design ideas of your toy, using an appropriate medium(s) and outlines the key features, which can be correctly interpreted by others iii. present the chosen toy design by describing the key features iv. create a planning drawing/diagram, which outlines the main details for the creation of the chosen toy

COMMAND TERMS:

State: Give a specific name, value or other brief answer without explanation or calculation.

Present: Offer for display, observation, examination or consideration.

Develop: To improve incrementally, elaborate or expand in detail. Evolve to a more advanced or effective state.

Create: To evolve from one's own thought or imagination, as a work or an invention.

Criteria C

Level	Descriptor
0	You do not meet any of the requirements below
1-2	You are able to: <ul style="list-style-type: none"> i. demonstrate minimal technical skills when making your toy ii. create a toy, which functions poorly and is presented in an incomplete form
3-4	You are able to: <ul style="list-style-type: none"> i. List the main steps in a plan that contains some details, resulting in peers having difficulty following the plan to create the toy ii. demonstrate satisfactory technical skills when making the toy iii. create a toy, which partially functions and is adequately presented iv. state one change made to the chosen design or plan when making the toy
5-6	You are able to: <ul style="list-style-type: none"> i. List the steps in a plan, which considers time and resources, resulting in peers being able to follow the plan to create the toy ii. demonstrate competent technical skills when making the toy iii. create a toy, which functions as intended and is presented appropriately iv. state one change made to the chosen design and plan when making the toy
7-8	You are able to: <ul style="list-style-type: none"> i. outline a plan, which considers the use of resources and time, sufficient for peers to be able to follow to create the toy

	<ul style="list-style-type: none"> ii. demonstrate excellent technical skills when making the toy iii. follow the plan to create the toy, which functions as intended and is presented appropriately iv. list the changes made to the chosen design and plan when making the toy
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COMMAND TERMS:

List: Give a sequence of brief answers with no explanation.

Create: To evolve from one's own thought or imagination, as a work or an invention.

Demonstrate: Prove or make clear by reasoning or evidence, illustrating with examples or practical application.

State: Give a specific name, value or other brief answer without explanation or calculation.

Outline: Give a brief account.

Criteria D

Level	Descriptor
0	You do not meet any of the requirements below
1-2	You are able to: <ul style="list-style-type: none"> i. define a testing method (google form), which is used to measure the success of the toy ii. state the success of the toy
3-4	You are able to: <ul style="list-style-type: none"> i. define a relevant testing method (google form), which generates data, to measure the success of the toy ii. state the success of the toy against the design specification based on the results of one relevant test (google form) iii. state one way in which the toy could be improved iv. state one way in which the toy can positively impact the children in need
5-6	You are able to: <ul style="list-style-type: none"> i. define a relevant testing method (google form), which generate data, to measure

	<p>the success of the toy</p> <p>ii. state the success of the toy against the design specification based on relevant product testing (google form)</p> <p>iii. outline one way in which the toy could be improved</p> <p>iv. outline the impact of the toy on how it can positively impact the children in need</p>
7-8	<p>You are able to:</p> <p>i. outline simple, relevant testing method (google form), which generate data, to measure the success of the toy</p> <p>ii. outline the success of the toy against the design specification based on authentic product testing (google form)</p> <p>iii. outline how the toy could be improved</p> <p>iv. outline the positive impact of the toy on the children in need</p>

COMMAND TERMS:

State: Give a specific name, value or other brief answer without explanation or calculation.

Outline: Give a brief account.

Define: Give the precise meaning of a word, phrase, concept or physical quantity.