DESIGN A SCENE

#1: PROBLEM

Choose a character and design a SCALED scene for the character that includes sound, light and/or movement (2), while meeting all criteria and staying within all constraints.

#3: CONSTRAINTS

- Time
- Tools
- Materials
- People
- Resources
- Money
- Machines
- Size (scaled)

#2: CRITERIA

- Character must be in a matching scene
- Scene must be SCALED to fit the scale of the character
- Final product must look good enough to sell at Toys R Us
- Must include two of the following (sound, light, movement)
- Must use LittleBits or other electronics to add the sound, light and movement.
- Must 3D print a minimum of 3 parts

CHARACTERS

DESIGN A SCENE

#4: RESEARCH

- Terms: (some)
  - To Scale
  - Prototype
  - Input
  - Output
  - Feedback
- Character Research
  - Scenes
  - Size/Scale
  - Important Objects
  - Important Character to go with
- LittleBit Research
  - Colors Meaning
  - Sound Options
  - Movement Options
  - Input Options

- Careers
  - List 3 jobs needed to complete this project
    - Why would you need this career? What would their responsibilities be
- History
  - History of Character
  - History of Toys involving this character
  - etc.
- What else might you need to know?
- List or draw ideas you want to remember throughout the research process.

***Can print out pictures from the internet to help explain any of the above information

Steps #5 through #10 are located on the rubric used for every project in Coach Garren's Classroom.