



## YOU'RE HIRED!

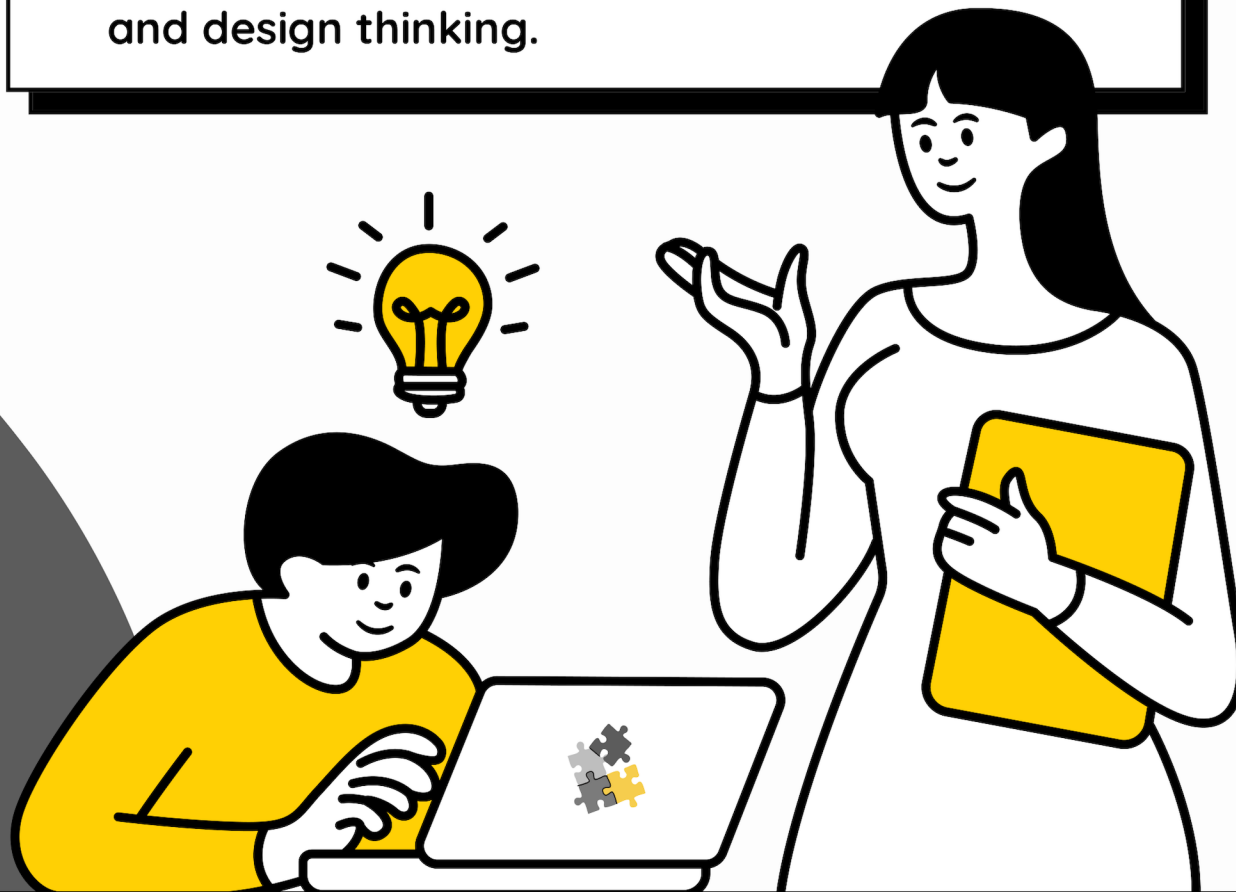


Welcome to your first day at  
**Dreamweaver Toys!**

You have been hired to **design and create** a game or toy which incorporates different materials.

You will need to **research, draw, create, test and explain** how your creation works.

As part of this investigation you will learn about **different materials, teamwork, collaboration and design thinking.**



01

## KEY UNDERSTANDINGS

- Materials are selected for a specific purpose.
- Develop an understanding of the properties of materials such as strength, durability, flexibility, safety.
- Explore elasticity and its use in toys.

02

## KEY SKILLS

- Explore toys and define 'what is a toy?'
- Explore toys and common materials they are made from.
- Select materials for a specific use based on their properties - they may need to be strong, transparent or opaque or flexible.
- Create labelled diagrams, sketches and models for a game or toy.
- Transform an idea into something that can be seen - discuss, write, draw and build ideas.