

Toys for All Times Design Worksheet

VIDEOS: After watching two video clips (Blue from *Queen Sugar* and Amanda Bligh), what initial thoughts come to mind that may help you design and build a toy or game?

FAMILY MEMBER(S): Select up to two members of the Bouldin-Carter family and design and build a new toy or game:

- Jade Carter** father
- Morgan Bouldin** mother
- Lili Bouldin-Carter** 4-years-old girl
- Sebastian Bouldin-Carter** 9-year-old, fourth grade boy
- Jurney Bouldin-Carter** 9-year-old, fourth grade girl
- Universe** three-year-old pet dog

BRAINSTORM: After reading *Kids and Gender: 7 Tips for Creating a Healthy Play Environment* and *Toy Hall of Famers*, list as many possible ideas for your toy or game as you can:

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DESIGN and **DRAW**: Decide if you are making a toy or game, who you are making it for, and its purpose, building materials, rules, and size.

TYPE (circle one): Toy Game

CLIENT (circle one): *Jade Morgan Lili Sebastian Journey Universe*

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BUILD: Consider using as many recycled or repurposed materials as you can find to build your toy or game.

FEEDBACK: After presenting your toy or game and letting a team of people test it out, what have you learned? Were you surprised by any of the feedback you received? How well did your toy or game work? What would you do differently? What are two changes you would change about your toy or game to make it better?
