

## Board Game Design Mini Challenge

Name:	
Date:	



**Problem Scenario:** You are a board game designer tasked with developing a packaging method for a new board game. You must package three marbles into each game from a large box of about 100 marbles, a mechanism designed to separate those marbles into groups of three and a container to hold the marbles within the board game box. Each marble has a diameter of 2cm.

**Challenge:** How can you create the ultimate, secure packaging method? What's in a package?

#### Criteria:

- pencil/ boxes/ art supplies
- Must be able to demonstrate that the prototype is able to hold the required number of marbles.
- The metric developed to evaluate the machine needs to take into consideration replication of the machine's job.

<b>1. Brainstorm:</b> Use the s	space below to	brainstorm the	design	to create the ultimate.	secure packaging method?
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Develop at least 3 different strategies you could use to separate marbles from each other.

What characteristics of the marbles can you exploit?

Define secure packaging.

#### 2. Design:

- Identify your best brainstorm idea and make a sketch of your machine on the provided page.
- Describe the design and how it works.
- Be sure to be as specific as possible in your design.
- Assume each box is 2cm square.

- **4. Evaluate:** Answer the following questions to evaluate the functionality of your machine.
  - Can your machine hold 100 marbles? How do you know?
  - Does your machine separate the marbles into groups of three?
  - How fast do you think your machine can separate the marbles?
  - Evaluate your machine on a metric that you choose.
  - Note the metric and your evaluation.

### 5. Modify:

- Pick at least one way to improve the machine.
- Use the questions you answered in the evaluate step to come up with ideas for improving your design.
- Write down at least one ideas in this box an change your model to reflect it:

#### 3. Build:

Use available materials to build your machine. It does not have to be functional. The goal is to develop a prototype to demonstrate the functionality.

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# Describe your design:

