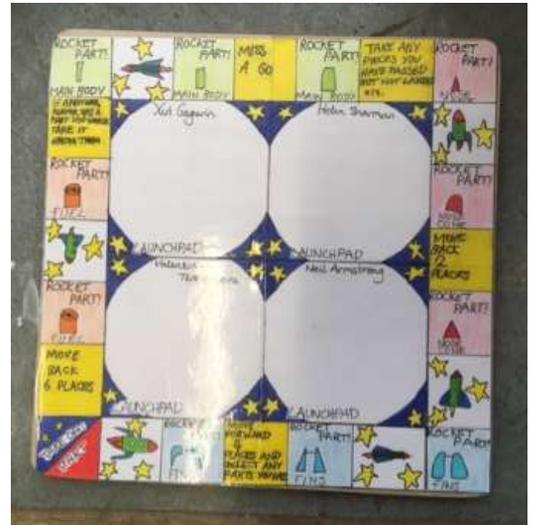


Year 7 Product Design. Travel Board Game

The Travel board game introduces the students to the design process, and gives them an insight into how consumer packaged goods are designed and made. The project blends traditional crafting and 21C design and manufacturing techniques to deliver a fun game for the family!



Building on

The students learn how to ideate, develop and communicate ideas graphically, working with a high degree of independence.

New knowledge learnt in the project

Design Process
CAD/CAM
Basic electronics

Laser Cutting
Packaging Design / Brand Dev
Vacuum Forming / Plastics

Skills learnt

How to draw in CAD
Soldering
Traditional crafting

Use of workshop machinery
Testing and Evaluation

Possible career progression

The project is an insight into Product and packaging design and the CPG market. Students gain insight into CAD/CAM used widely in all industry and gain an introduction to Legislation and standards which are the building blocks of society.