



## USING OUR KNOWLEDGE OF LIGHT AND THE WAY IT BEHAVES,

1. Use the stages of the design process to develop a really cool and fun table top light game. Use the attached graphic organizer to make sure you follow all the steps of the process.
2. Decide on an objective for the games and write the rules (procedures). Provide an answer key. You might have progressive levels of difficulty in your game.
3. Name it.
4. One feature of the game must be a disco ball or some other quirky quality. Also included in your design must be the following:
  - A minimum of one prism
  - A minimum of one plain mirror
  - A minimum of one each of double concave or double convex lens
  - A minimum of one concave or convex mirror
5. Build a prototype.
6. When problems are solved, build the table top light game.
7. Demo it.

