



TABLE TOP LIGHT GAME - SNC 2D, TDJ 20

Overall Expectations	'Look Fors'	4	3	2	1	Redo
Knowledge <ol style="list-style-type: none"> 1) Identify and describe the design process. 2) Identify and describe tools, thinking, and skills needed to research, plan and organize a project. 3) Explain the reasons for building models, identify the tools and materials, and know how to build and test the model. 	<p>Demonstrate knowledge of the design process:</p> <ul style="list-style-type: none"> • Define the challenge • Conduct research • Brainstorm • Choose the best solution • Build model/prototype • Test and evaluate solution • Reflect and report <p>Demonstrate knowledge of optics.</p> <ul style="list-style-type: none"> • Know meaning of words related to optics • Know how light works and how objects affect light. 					

<p>Inquiry</p> <ol style="list-style-type: none"> 1) Demonstrate how design ideas are shown visually through sketches and drawings. 2) Follow the steps outlined in the design challenge to produce a product. 3) Safely use shop tools and equipment to build and test products. 4) Investigate, through inquiry, the properties of light and predict its behavior. 	<p>Develop a plan for constructing the game. by using drawings and sketches</p> <p>Choose the best solution</p> <p>Figure out how the lights work to the best effect on your table</p> <p>Build a prototype</p> <p>Use shop tools safely.</p> <p>Evaluate the design?</p> <ul style="list-style-type: none"> • Does the light work as you intended? • Does the design of the table function as intended? 	
<p>Communication</p> <ol style="list-style-type: none"> 1) Use visual, written and oral communication to identify problems, show ideas, and choose the best solution. 2) Create appropriate rough sketches and working drawings that show ideas and solutions. 3) Convey ideas visually, orally and in writing throughout the design process. 	<p>Prepare appropriate rough sketches and working drawings.</p> <p>Write rules and/or procedures for the game.</p> <p>Corrections and developments are shown in the drawings and writing</p> <p>Talk to the design teacher at least once daily</p>	
<p>Application</p> <ol style="list-style-type: none"> 1) Use two or more optical components together. 2) Achieve the stated goal with the game. 3) Pay attention to the overall appearance of the game. 	<p>Your game includes the following:</p> <ul style="list-style-type: none"> • A minimum of one plane mirror • A minimum of one each of concave or convex lens • A minimum of one concave or convex mirror. • These things work together <p>The game meets your design challenge.</p>	