



Student Organizer for Doll-E 1.0 Toy Design

This is an accompanying guide to turn the [Doll- E 1.0 Making and Literacy guide](#) into a design thinking project for elementary makers. (Based on work by [Helen Kardiasmenos @HelenKardia](#))

In this project, students will design a toy for a friend. Students will interview a friend to find out what that friend looks for in an ideal toy. To add an SEL element, you might have students ask their friends questions like, "What makes you feel appreciated? What makes you smile? What is something that motivates you to do things? What type of toys make you feel playful?"

After the interview, students should start thinking about how to design a toy that will meet their friend's needs and think about the words and phrases they will want to put in the toy's database and list these in their graphic organizer.

Students will sketch the toy on the student graphic organizer, prototype with Play-Doh, and then list materials they will need to build the toy.

After sketching and prototyping, they will build the toy for their friend, making sure there are two conductive spots to hook up the Makey Makey. Plus, they will program their database in Scratch.

"Marveling, wondering, asking questions -- for young children, those are the things they'll need for learning, about science or about anything." - Mr. Rogers



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Interview a friend to find out what they look for in an ideal toy. Take notes below.

Thinking about your friend's needs for their toy, sketch the toy you would like to design for them. What makes this toy unique? How will it be a good toy for your friend? Label your drawing!

Tips for interviewing a friend:

- Eye contact - look your friend in the eye when you ask them question
- Listen and take notes on what your friend says



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Create a database for your friend's toy. You will code this database in Scratch!

List the supplies you will need to make your friend a toy.