## Board Game Design Mini Challenge

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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 2 cm .

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.

1. Brainstorm: Use the space below to brainstorm the design to create the ultimate, secure packaging method?

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 2 cm 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:


## Share:

Share your creation on Social Media!

Tag us on Facebook, Twitter or Instagram @pastfoundation

Use the hashtag \#ThisIsPAST or \#DesignThinking

Describe your design:

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