

Week commencing 15th June. DT:

Over the next few lessons, you will be designing and making a 3D board game

Design brief:

- 2-4 players
- Age suitability 7-12.
- Resources: a playing board, counters, dice and instructions.
- Have at least 2 tiers.
- It needs to be eye catching and colourful.

Lesson 2: Draw a basic design for your board game playing board.

- Think about your overall theme: i.e. castles, princess, field , cars, boats, forest.
- Think about which bits will be 3D related to your theme: just the board or the decoration on the board as well..
- Think about how many tiers you will have 2 or 3 .
- Think about how what you could use to build those tiers and theme i.e. drink cans, empty toilet rolls, cereal boxes, milk cartons.

What you will need: Paper, pencil, ruler, colouring pencils.

