# Toy Workshop Challenge

## The Toy Challenge

You have been hired by the Geek Baby Company to design and prototype a new pull/push toy. The toy should have features that move when it is rolled.

**Criteria:** (things your design can not, or must, do or be)

The toy should:
- Be fun and innovative
- Use TeacherGeek wheels & linkages
- Function properly and reliably
- Be easy to use
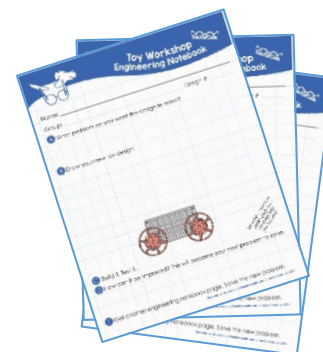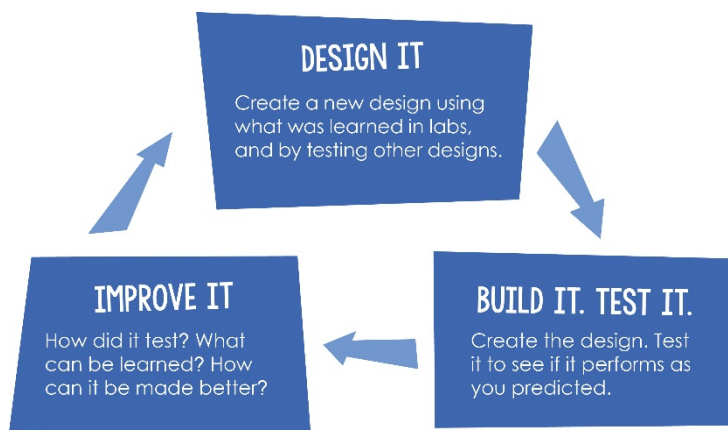- Be decorated with recycled and other materials (*stickers, markers*)
- Be given a name

## Materials:



Use recycled packaging, tape, markers, and other materials to make your toy "good looks".

## Engineering Design Process:

You will be using the Engineering Design Process. What does that mean? Your design is never finished (it can always be improved). There is no such thing as a perfect design.

**DESIGN IT**
Create a new design using what was learned in labs, and by testing other designs.

**BUILD IT. TEST IT.**
Create the design. Test it to see if it performs as you predicted.

**IMPROVE IT**
How did it test? What can be learned? How can it be made better?

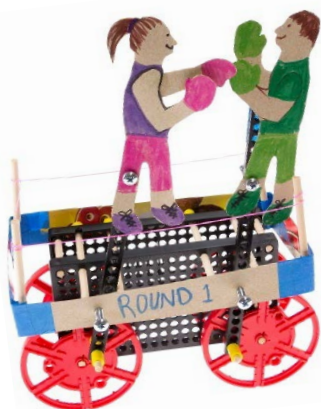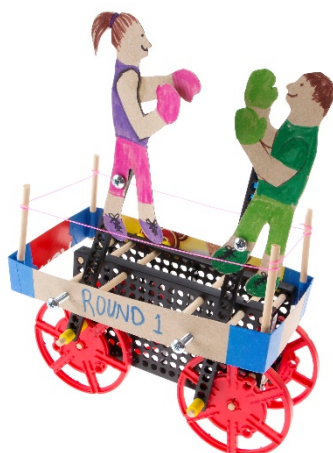Fill out a new *Engineering Notebook* page each time you design/redesign your push/pull toy.

## Ideas

Dog bobs head and wags tail

Boxers go up and down,
forwards and backwards

Girl does jumping-jacks
and head goes from side-to-side

Robot pivots and dog runs

Giraffe runs and moves head