



Design out the box



Time to Think

Context

Young children start to learn to tell the time when they are about 5 or 6. We live in an age where we have analogue and digital clocks. Most children learn to tell the time with an analogue display. (Clock face and fingers).

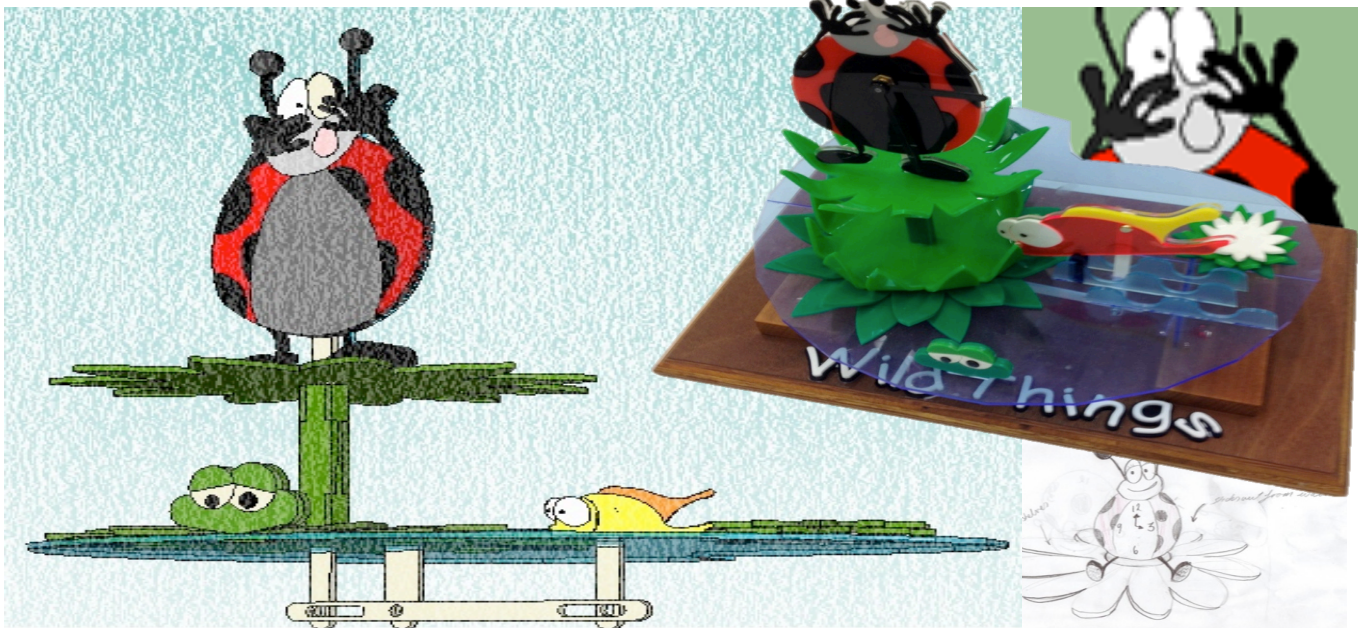
Your Task

You have been asked to develop a range of clocks aimed at young children who are learning to tell the time. The clocks need to be 3 dimensional so that they stand off a wall or are free standing on a flat level surface. You are to design 3 different clocks that will appeal to young children. Each should have a different theme which young children can relate to.

The examples below shows how the clock could be put together.

- A standard clear simple clock face is to be used for all the clocks and you should make it as basic as possible.
- The different themes and settings will turn the basic clock into a product of interest and high quality.

The example of the clock below is a ladybird that is surrounded by animals trying to eat him, hence the look of shock on his face. You press the fish down which operates a simple mechanism. The lady bird then jumps up and down in fright. A simple clock face is on the lady bird



TASK:

Produce a 3D clock and draw each of the all the layers that will create the 3 dimensional unit.



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TASK: Produce a **3D** clock and draw each of the all the layers that will create the 3 dimensional unit.

Design idea 1

Design idea 2



Time to Think

Final Design