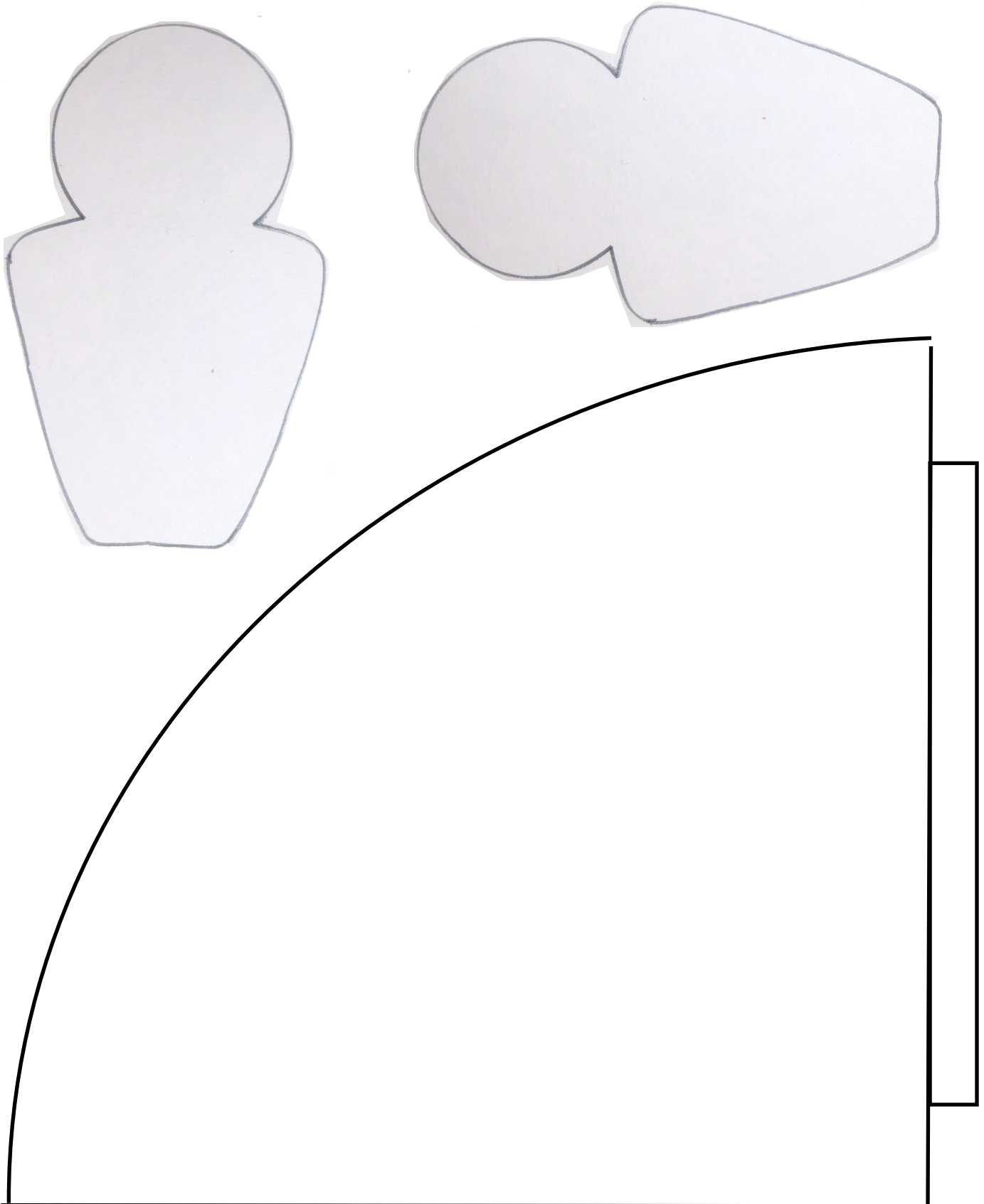


Toy Designers: Part 2

We have been thinking about the differences between baby toys and toys for older children. We decided that babies like toys to chew, to cuddle, or toys that make them laugh. We decided to design a pop-up toy for a little friend.



WALT: design purposeful, functional, appealing products for themselves and other users based on design criteria; select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
DT Week 4

