

# Think Like a Toy Designer: K-2 Enrichment Lesson Plan Fall 2016

**Purpose:** To have students imagine, create, and design a toy that will be marvelous to an audience

**Materials:** onomatopoeia rap, *The Marvelous Toy* book, mats, plastic bags with playdough and manipulatives compatible with playdough for toy design, brush for manipulative clean up

**Lesson Time:** 35-45 minutes, including clean up

## Whole Group Instruction (10-15 minutes)

1. Start with [onomatopoeia rap](#). Discuss onomatopoeia: the formation of a word from a sound associated with what is named (examples: *cuckoo*, *sizzle* ...) [Offline link: shared with anyone](#)
2. Brainstorm words that are examples of onomatopoeia.
  - a. Sizzle, cuckoo, boom, bang, bark, bump, buzz, cha-ching, clink, clip-clop, fizzed, rumble, screech, smack, whack, snort, moo, squish, squash, whizzed, woofed, zap, zoom
3. Read the story *The Marvelous Toy* by Tom Paxton and discuss what makes a toy marvelous and why? Use student examples of toys to discuss what makes toys marvelous for various audiences including pets, younger person/sibling, older person/sibling, friend, playground children, or yourself.
4. Ask students to discuss the purpose of the toys they bring up in their examples and how the toy design meets the needs of the audience and the purpose. Make sure to integrate the following terms and concepts into your discussion of student examples.

Kindergarten	First Grade	Second Grade (and all definitions)
Onomatopoeia Marvelous Audience Purpose Design	Onomatopoeia Marvelous Audience Purpose Design Scale	Onomatopoeia: the creation of words that imitate sounds Marvelous: extremely good or enjoyable; of the highest kind or quality Audience: the people that you are creating your product for Purpose: the reason you are creating your product, how something is used and what it does Design: to plan the form, function, and structure of something Scale: to adjust the size or shape (often followed by <i>down</i> or <i>up</i> ) Marketing: the activities of promoting and selling a product, making it likeable to an audience

## Individual Work Time (10-15 minutes)

1. Create a marvelous toy that makes interesting noises for an intended audience.
2. Use the [Think Like a Toy Designer mat](#) as a contained space for students to work. The mat has examples of intended audiences and guiding questions for student thought.
3. Play [The Marvelous Toy song](#) that goes with the book as the students work. [Offline link: shared with anyone](#)
4. Teachers and facilitators use the following guiding questions for each grade level or for students who need additional challenge.

Kindergarten Guiding Questions	First Grade Guiding Questions	Second Grade Guiding Questions
<ul style="list-style-type: none"><li>• What noise(s) will your toy make?</li><li>• How will your toy relate to your audience?</li><li>• How will you design your toy to be marvelous for your audience?</li></ul>	<ul style="list-style-type: none"><li>• What noise(s) will your toy make?</li><li>• How will your toy relate to your audience?</li><li>• How will you design your toy to be marvelous for your audience?</li><li>• How will scale work in your toy design?</li></ul>	<ul style="list-style-type: none"><li>• What noise(s) will your toy make?</li><li>• How will your toy relate to your audience?</li><li>• How will you design your toy to be marvelous for your audience?</li><li>• How will scale work in your toy design?</li><li>• How will you market your toy for your audience?</li></ul>

## Closure (5-10 minutes for reflection)

- Toy Sharing with group in whatever way makes most sense for class and classroom:
- Whole Group Conclusionary Discussion
  - When designing your toy, which came first: the design, the need, or the audience?
  - Next step for your toys: discuss trademark/patent process.

## Clean Up (5 minutes)

- Throw away mats and use brush to clean play dough from manipulatives to get the bag ready for the next toy designer!

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# List of Materials in Student Tool Kits

In each bag~

These items should last through multiple classes:

- 1 can Playdoh
- 1 mini maraca
- 1 hand clapper
- 2 shapes (for connectors)
- 18 connectors (6 of each size)
- 10 geometric connecting shapes
- 2 jingle bells
- 4 googly eyes
- 2 bottle caps
- 3 wooden beads
- 5 popsicle sticks

These items may need to be replaced more often:

- 5 chenille stems
- 1 piece tinfoil
- 1 piece bubble wrap