

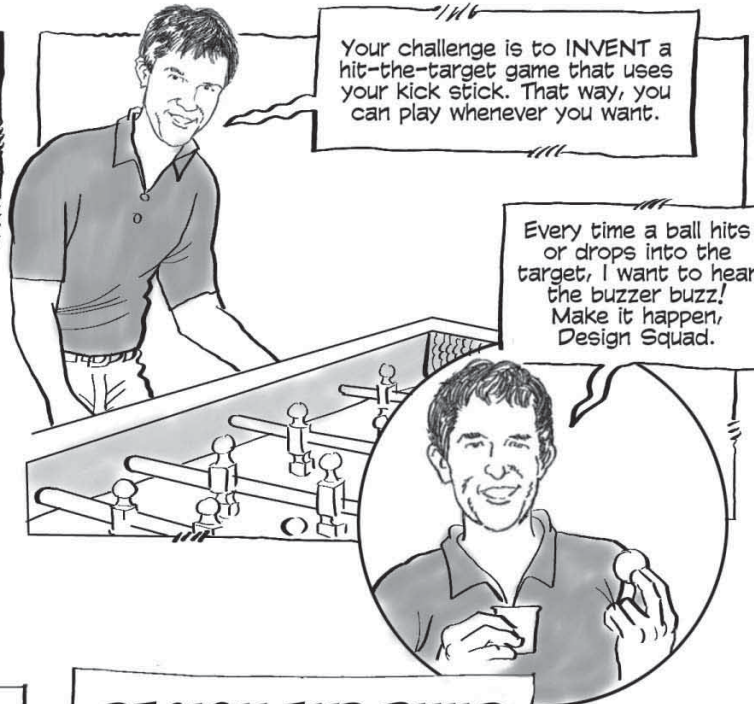
ELECTRIC GAMEBOX



as built on TV
pbs.org/designsquad



I've been playing hit-the-target games since I was a kid.



Your challenge is to INVENT a hit-the-target game that uses your kick stick. That way, you can play whenever you want.

Every time a ball hits or drops into the target, I want to hear the buzzer buzz! Make it happen, Design Squad.



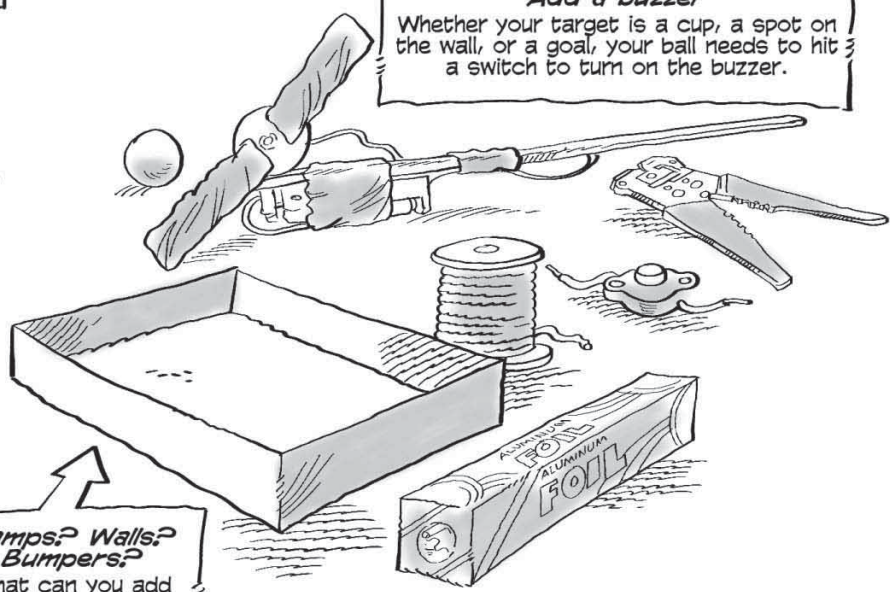
BRAINSTORM

DESIGN AND BUILD



There are lots of ways to go. Grab some paper. How many ideas can you come up with?

Add a buzzer
Whether your target is a cup, a spot on the wall, or a goal, your ball needs to hit a switch to turn on the buzzer.



Ramps? Walls? Bumpers?
What can you add to your game to make it interesting and challenging?

TEST

Target doesn't buzz?

Connections secure?
Make sure there's good contact between all wires.

Switch in the right spot?
Use your fingers to open and close the switch to make sure it works. Check that the ball closes the circuit and buzzes the buzzer.

Color-coded
Are your wires connected red-to-red and black-to-black?

GAME TIME

Find a partner
Play each other's game.

REDESIGN

1. What worked well in your game?

2. What is one way you could make your game better?

How do you know a game is great? People play it again and again and again!



PBS. Watch DESIGN SQUAD on PBS or online at pbs.org/designsquad.

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