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.

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

Brainstorm

Design and Build

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.

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

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.

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?
   
   
   

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