تم تحميل هذا الملف من موقع المناهج الإماراتية

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Design Technology– Grade 8
Checkpoint 5 – Project (CA)

Instruction:

This checkpoint is recommended to be done during class time. However, it will remain open to allow teachers and students who are facing technical issues to do it later.

- It is prohibited to photocopy or circulate this paper before, during or after the Checkpoint through email, social media o any other means; and whoever violates this will be subject to legal proceedings.
- School administrations, Exam Committees and Marking centers shall take this into account, monitor violations and take

Project Overview

Project Part	Type of assessment	Marks
Technical Knowledge	LMS questions	5 Marks Total
Design	LMS Handout	15 Marks Total
Make	LMS Handout	15 Marks Total
Evaluation	LMS Handout	5 Marks Total
		40 Marks Total

Make – Create a 3D model of a Gameboy (15 marks) LMS Handout

Make

Create a 3D model showing the design of Gameboy device using a suitable 3D modelling software.

While creating the 3D model focus on the following:

2D sketch or 3D model with proper labelling and annotations.

Your 3D model should contain the following features – (all key points given below)

- Gameboy screen
- Power on/off button
- Control buttons
- Speaker
- Battery casing
- The design shows creativity and is aesthetically pleasing

Upload a photo of this to the LMS using 'Handout' feature.

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Evaluation – Evaluate your Gameboy 3D model (5 marks) LMS Handout.

Evaluation

Evaluate your Gameboy 3D model by doing a SWOT analysis of your design.

You can use space provided in the activity book for SWOT analysis **OR** a blank A4 paper to complete this part.

While doing a SWOT analysis of your design focus on the following:

- Strengths
- Weakness
- Opportunities
- Threats

Upload a photo of your analysis to the LMS using 'Handout' feature.