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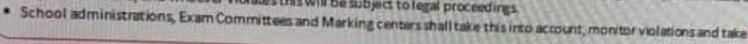
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# Design Technology - Grade 8 Checkpoint 5 - Project (CA)

#### 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.

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**Project Overview** 

Project Part	Type of assessment	Marks
Technical Knowledge		5 MarksTotal
Design	LMS Handout	15 Marks Total
Make	LMS Handout	15 Marks Total
Evaluation	LMS Handout	5 Marks Total
	THE RESERVE OF THE PARTY OF THE	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 mode! 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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School administrations, Exam Committees and Marking centers shall take this into account, monitor violations and take

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Evaluation	LMS Handout	5 Marks Total
		40 Marks Total

## 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.