

## MYP Design Reflection & Evaluation – Grade 9

### Toy Design for Refugee Children

#### Strands Dii & Diii

##### Criteria D: Evaluating

	0	1-2	3-4	5-6	7-8
ii. critically evaluate the success of the solution against the design specification	The student <b>does not</b> reach a standard described by any of the descriptors	The student <b>states</b> the success of the solution.	The student <b>outlines</b> the success of the solution against the design specification based on <b>relevant</b> product testing	The student <b>explains</b> the success of the solution against the design specification based on <b>relevant</b> product testing	The student critically <b>evaluates</b> the success of the solution against the design specification based on <b>authentic</b> product testing
iii. explain how the solution could be improved	The student <b>does not</b> reach a standard described by any of the descriptors		The student <b>outlines</b> how the solution could be improved	The student <b>describes</b> how the solution could be improved	The student <b>explains</b> how the solution could be improved

### Instructions

You are now nearing the end of your project. You will write a piece of reflective work that shows how you connected your learning throughout the design cycle.

You should not just answer each question separately — instead, write in paragraphs or sections, and include ideas from the guiding questions below to help you reflect.

Use this reflection to show how you applied your research, technical skills, empathy, and creativity to your final design.

### Part 1: Reflecting on Technical Skills

In this section, describe the technical skills you used during the project. You might include:

- Tinkercad skills
- 3D printing skills
- Prototyping
- Presentation skills
- Giving and receiving feedback

Reflect on which skill improved the most for you and how this happened during the project.

### Part 2: Linking Learning to the Design Process

In this section, explain how what you learned during your research and conceptual thinking influenced your design process.

You should include ideas from these questions:

- What is a refugee?
- How many children are refugees?

- What problems do refugee children face?
- How might a toy improve the life of a refugee?
- What would it feel like to be a refugee?

Think about how this knowledge influenced:

- Your choice of toy design
- The features you included
- How you tried to show empathy
- How you wanted your toy to help refugee children

### **Part 3: Evaluating Your Design**

Write about the impact of your final toy. You should include:

- How your toy could help a refugee child
- What positive effects it could have (feelings, creativity, learning, comfort, fun)
- Who else (if anyone) might benefit from this toy and why

(This will help demonstrate Strand Dii: Explain the impact of your solution.)

### **Part 4: Improving Your Design**

Reflect on how your toy could be improved. You should include:

- What feedback you received
- What changes or improvements you would make based on that feedback
- What you would do next if you had more time or resources

(This will help demonstrate Strand Diii: Describe how your solution could be improved.)

### **Part 5: Reflecting on the Design Cycle**

Finally, reflect on the whole design cycle process:

- How did going through the design cycle (inquiring & analyzing, developing ideas, creating the solution, evaluating) help you make a better toy?
- What was the most important thing you learned about designing with empathy?

### **Final Reminder**

Remember, this is not just a list of answers — it should be a thoughtful piece of writing that shows how your learning was connected through your design project. Use the questions as a guide to help you explain your thinking clearly.