

# Unit 12 - Section 1 - Cardboard Chair Handout 1

## Design and Draw for Production

### STUDENT NAME:

#### Problem Statement

**Problem Statement:** As our final assignment, design and build an aesthetically pleasing and original chair built entirely of cardboard using no glue or adhesives of any kind. This not only will provide feedback as to design process critical thinking, but also show how household products are easily reusable.

**Constraints:** 1. Chair must be at least 17" off the ground 2. Chair must have a backrest (aka - no benches or stools) 3. Chair must successfully hold the weight of an adult – approx 120lbs. 4. Chair must be constructed of cardboard ONLY

#### Design and Engineering Process Questions

These questions should be answered via Google Classroom as part of a single document 'defining your problem statement' and are here as reference for you.

What is our problem statement?

Why are we designing a cardboard chair?

What areas of the project do you think will be most difficult and why?

Who are you designing your cardboard chair for?

#### Evaluation

Category	Weight	0 points	25 points	50 points	75 points	100 points
Organization	20%	Unable to find assignments or not routinely saved	Able to demonstrate some organization by backing up files or use of folders	Both drawings and models are identifiable and can be found if needed	All drawings are in a folder and models organized by folders in Google Drive	All drawings are in a folder labeled correctly and models organized by folders in Google Drive labeled correctly
Class Participation	20%	Showed no participation	Limited to no participation	Inconsistent day-to-day participation	Participated only when needed	Engaged daily and actively participated

Category	Weight	0 points	25 points	50 points	75 points	100 points
Effort	30%	No effort	limited to no effort	Inconsistent day-to-day effort	Showed effort only when needed or routinely directed	Continuous day-to-day effort with or without direction
Creativity/Originality	15%	No creativity, copied designs	Minimal creativity based off past designs	Moderate improvements based off past designs	Complete overhaul of past or found designs	Completely new idea/design
Craftsmanship/Skill	15%	Poor execution, no planning	Moderate end result, able to achieve an outcome	Good planning but poorly executed end result	Good planning and good end result although not what had been designed or communicated	Great planning & execution able to achieve what had been designed or communicated

## Added Notes