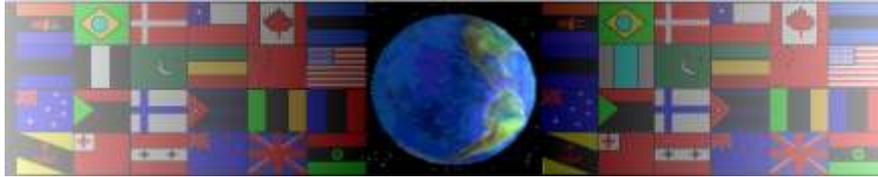


HAND HELD COMPUTER

V.Ryan © 2000 - 2010

On behalf of The World Association of Technology Teachers

W.A.T.T.



World Association of Technology Teachers

This exercise can be printed and used by teachers and students. It is recommended that you view the website (www.technologystudent.com) before attempting the design sheet .

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HAND HELD COMPUTER

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COMPLETION DATE :

HAND IN DURING YOUR
TECHNOLOGY LESSON.

DESIGN BRIEF

You are to design a new hand held computer. Your design can be aimed at any age group.

Design a computer that can be held in the hand comfortably and with ease. It must be lightweight and modern in style. It must be strong, shock and drop proof. It may have a keyboard or some other method of control/communication.

Example 1: You could design a hand held computer for an executive / business person. The computer could include a range of features; GPS location, personal and business diary, camera, high definition video recording, mp3 player, phone and internet, executive games etc.....

Example 2: You could design a hand held computer for a soldier. The computer could include the following features; mine detector, GPS location, satellite navigation, built-in projector (to project false images of more soldiers, to confuse the enemy), built in radar, encrypted communication system (for communication with headquarters), remote control facility (to allow control of missiles) etc....

Example 3: You could design a computer for an Old Age Pensioner. The computer could have the following features; health monitor (heart, blood pressure etc...), automatic contact with the emergency services (in case an ambulance is required), it could control all the lights in the house and heating, scare roaming vicious dogs and warn off door to door salesmen.

Example 4: You could design a hand held computer for yourself.

TASKS

1. Research hand held computers on the internet and collect images that you like. Paste the pictures on to an A4 sized piece of paper.
2. Add notes that explain what you like about each of the image. You may wish to explain the features that you like.
3. Now consider your own hand held computer design. Draw two rough designs and add notes that explain your ideas.
4. Select your best design. Draw your design accurately and add colour and shade.
5. Add labels that clearly identify all the features of your hand held computer.



ASSESSMENT CRITERIA

To achieve a high grade:

Produce a good range of research and include detailed notes.

Draw two rough designs clearly and explain each design.

Produce an accurate colour rendered drawing of your final idea, identifying all the features of the hand held computer.

REWARD POINTS AND CERTIFICATES FOR THE WINNERS