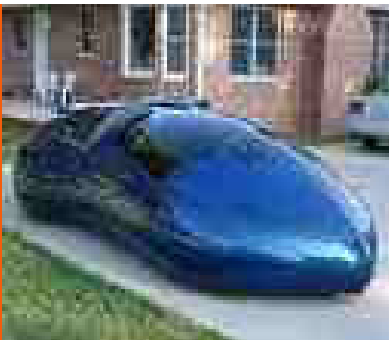


# THINKING TOOLS FOR CHILDREN

## Story-making for design thought

‘Using fantasy as a starting point for design and technology activity provides a reference point for establishing criteria. Research would indicate, that children’s ability to handle both reality and fantasy is not uncommon and that the more disposed a child is to fantasy, the more likely they are to have better grip on reality’

My project will be an application to enable children to make stories about objects. The program will encourage children choose an object and by answering to multiple questions, write a story about it. This could be a collaborative story, created using peer interaction. That will be used as a starting point for design.



Using the story the children will come up with new designs for the object.

- examples of objects
- choose an object
- tell me its history
- where it lives
- how it is dressed
- what is its name