A Better Grip

SD-B117 / STRATEGISTS · AGES 10–12

Redesign a handle for comfort and test two versions.

YOU NEED: Tape; foam, cloth or a rolled sock; a pencil or spoon

ANALYZE	Hold a pencil or spoon for one minute. Where does it press or slip? Mark the spot.
CHOOSE	Design a grip: foam, cloth or tape wrapped thicker or thinner. Sketch two versions.
TEST	Build both. Use each for a minute of writing or stirring. Rate comfort from 1 to 5.
REFLECT	Which grip won, and which exact change made the difference?

DESIGN SKETCH · VERSION A AND VERSION B

VERSION A

VERSION B

Comfort rating (1 to 5)

	A	B
Comfort		
Slips?		

What I would change next

Next version:

A Better Grip

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A little help beside the learner. Read this page first; keep the answers here.

LEARNING GOAL

Practice defining a problem, building two versions and comparing them fairly.

BEFORE YOU BEGIN

You need: Tape; foam, cloth or a rolled sock; a pencil or spoon. Use a pencil or spoon, no knives or tools with edges.

HOW TO GUIDE

Let your child choose the problem spot. Resist fixing the design. Ask what made one version better, then test one change at a time so the result means something.

WHY IT MATTERS

Design work turns a vague annoyance into a problem you can name, test and improve. Comparing two versions teaches fair testing in a very practical way.

LOOK FOR THIS REASONING

Look for a specific problem (it slips here), a change tied to it, and a comparison that tests one change at a time instead of everything at once.

IF THEY GET STUCK

Ask: where does it hurt or slip? What would make that part wider, softer or rougher? Try just one change first and see what happens.

MAKE IT GENTLER

Build one grip and rate only comfort.

ADD A LITTLE STRETCH

Add a third version and test with a different hand.

A USEFUL STOPPING POINT

Keep the winning grip on the tool and use it this week.