



## Children's Fishing Extravaganza

This toy is designed to provide fun for all ages. The materials used to create this toy are four plastic clear cups, four color-coded paper clips, four color-coded binder clips, and one standard yellow pencil.

The concept behind this toy allows children to play individually, or in a competition, depending on the desired number of players. This game will be focused on the player with the quickest time. The object is to use the pencil with the paper clip attached, that acts as a fishing pole. The player or players would

move the color-coded binder clips from one cup to another in the fastest time possible. The player or players may only touch the actual pencil, as the paper clip attached to the end acts as a free moving fishing hook. One cup for each color would be filled with water and the binder clips represent the fish in the water. If playing with two players, then each player would pick a color. After the colors are chosen one player would try to accomplish the goal of the game, while the other serves as the official timer. The object of the official timer is to record the time it takes the player to move each binder clip from the cup full of water, to the adjoining cup that is empty. The time would start when the timer says "GO", and time would stop once both clips were in the empty adjoining cup, and the paper clip was free of both binder clips. Once a player is completed with the official time recorded, then the opposite player would try to accomplish the same tasks under the different color. The completed player would become the new official timer. The player with the official fastest recorded time would win the game.

The individual play falls under the same concept as multi-player in that the player is required to still move the binder clips from one cup to another. The same conditions would exist with one cup full for each color, and one cup empty for each color. Under this situation, an official time would not be necessary. The individual concept allows practice for either color, or both, for future competition. An optional method for solo play would allow the player to either use a stopwatch to start and stop individually to best their best record time, or resource an outside timekeeper. If an official timekeeper were resourced outside, it would allow the individual time to beat their personal fastest time.

The overall goal of this game is to challenge the player for an increased hand and eye coordination drill. The challenge of hand and eye coordination for each player or players, to complete the game in the fastest time, would help to keep them engaged. In addition, the desire to either beat the other player or their individual best, would provide a continuous challenge, bringing the player back to the toy for future competition.