Task:		**Any Good?**

NEMP Access Task

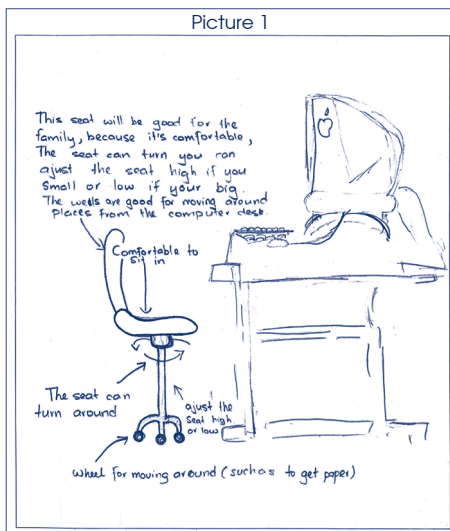| **Approach:** | Station | **Year:** | 4 & 8 |
| **Focus:** | Evaluating design and selecting adaptations | | |
| **Resources:** | 4 pictures | | |

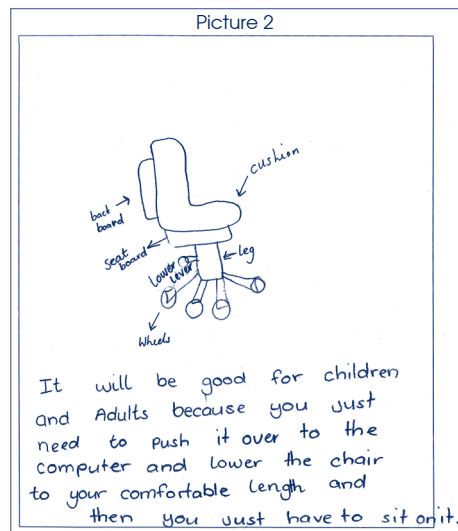## Questions / instructions:

Some children were asked to draw a computer chair that would be good for both children and adults to use at home.

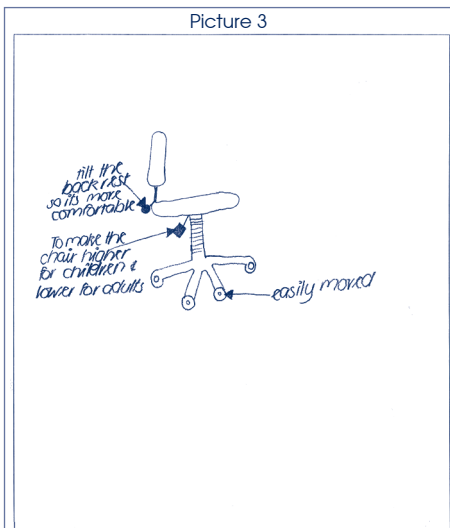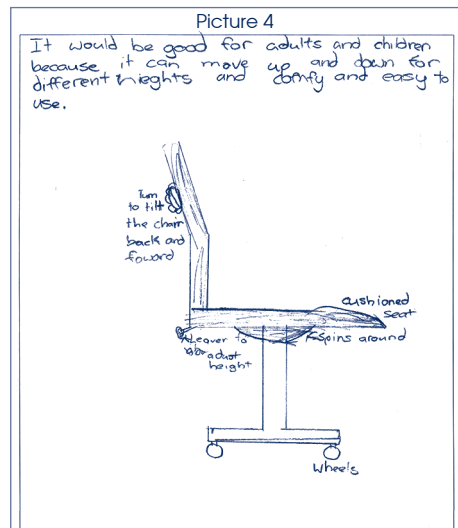Look at the drawings the children made.

Picture 1

This seat will be good for the family, because it's comfortable. The seat can turn you ron ajust the seat high if you small or low if your big. The wheels are good for moving around places from the computer desk

Comfortable to sit in

The seat can turn around

ajust the seat high or low

Wheel for moving around (such as to get paper)

Picture 2

cushion

back board

seat board

lower lever

leg

Wheels

It will be good for children and Adults because you just need to push it over to the computer and lower the chair to your comfortable length and then you just have to sit on it.

Picture 3

tilt the back rest so its more comfortable

To make the chair higher for children & lower for adults

easily moved

Picture 4

It would be good for adults and children because it can move up and down for different heights and comfy and easy to use.

Turn to tilt the chair back and foward

cushioned seat

lever to adjust height

spins around

Wheels

	% responses	
1. Write the number of the computer chair you think is the best.	**y4**	**y8**
2. Why do you think that chair is a good one and suitable for both children and adults to use at home?		
adjustability of seat height	52	60
other adjustments to suit different people *(e.g. backrest, tilt)*	17	32
padding for comfort	17	24
wheels for moving	31	32
Overall justification: strong	6	18
moderate	36	39
weak	58	43

		% responses	
3. What changes would you make to improve the chair you have chosen?		**y4**	**y8**
movability of chair		24	20
decorativeness issues *(materials/design)*		12	14
adjustability to different people *(including placement of levers, etc.)*		17	21
padding		14	16
strength and durability of materials		3	5
Total score:	6–10	5	12
	4–5	19	25
	3	19	19
	2	19	18
	1	24	18
	0	14	8

Commentary:

This task used four examples of computer chair designs from students doing the task *Computer Chair* in 2000. Students' responses were quite limited – only about 25 percent of year 4 students and 35 percent of year 8 students identified more than three good features or areas that could be improved for their selected chair.