

By doing this task you will learn how a **flow chart** can help plan a system for making. Below is a plan for making your board. Instead of producing a step-by-step it has been presented using a flow chart. The advantage of this is to quickly show what needs to be done and what checks are necessary.

The shapes represent different activities. The **boxes** are 'actions' or 'processes' and the **diamonds** are 'checks' or 'decision points'. The start and finish boxes have rounded corners.

These are the shapes commonly used in a flow chart. Can you see how they have been used to make the plan for the board game?

Start/finish

Action/process

Checks/
decisions

Task: On the next page is a list of the stages for making the mould for your counter. Using the information given about flow charts produce your own plan for the mould.
Ext: could include correction paths as shown in grey.

PLAN FOR MAKING THE BOARD GAME

