

Build a Production Line

DRAG & DROP

Duration: 15 min • Grades 6–8 • Facilitator-led

Overview

A quick, gamified sequencing activity. Students drag station tiles into order, then watch a short animation reveal bottlenecks and quality issues when steps are out of order.

Learning Objectives

- Explain why process order matters in manufacturing
- Predict the impact of a single point of failure
- Use vocabulary: input, process, output, quality check

Materials Needed

- Any browser device
- Optional: printed station cards for unplugged version

Facilitator Flow

- 1 Hook (2 min): ask 'What happens if you paint a car before welding it?'
- 2 Model (2 min): sequence the first two stations as a class.
- 3 Play (7 min): students complete three rounds of increasing difficulty.
- 4 Reveal (2 min): show the bottleneck animation.
- 5 Turn & talk (2 min): 'Where else in life does order matter?'