

Recyclable Candy Dispenser

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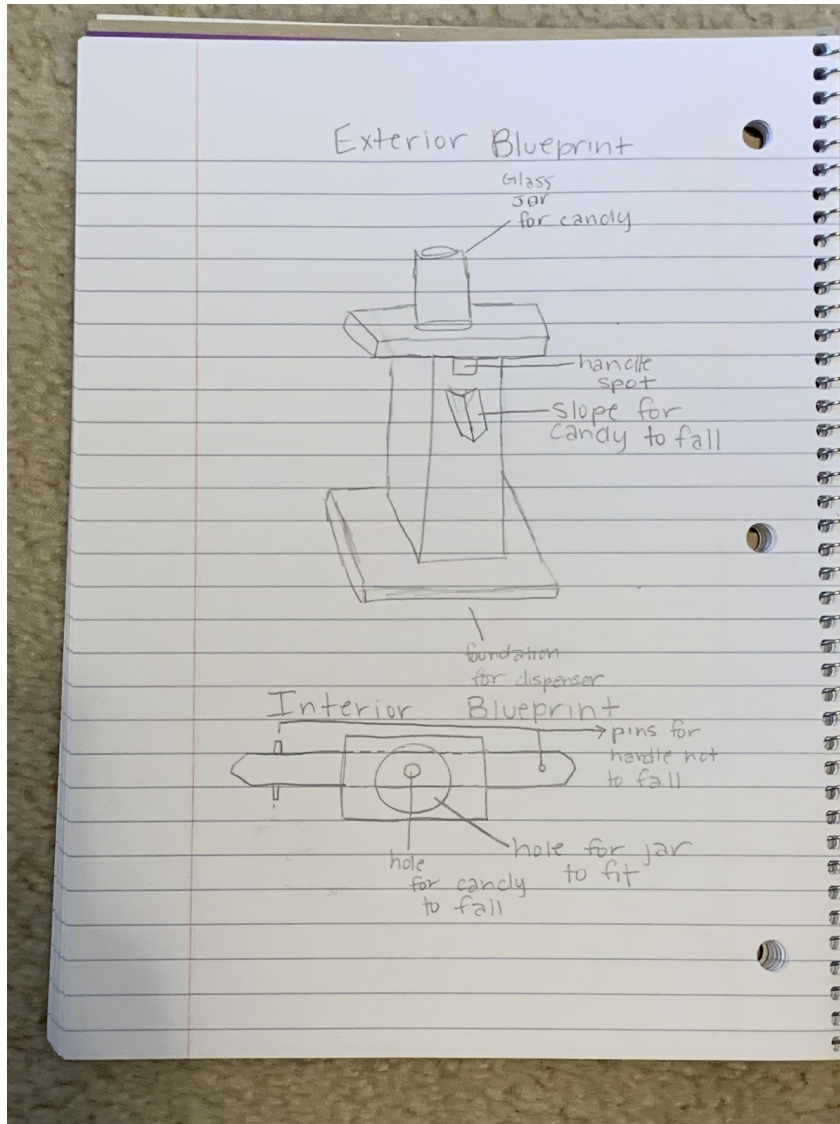
Introducing the Recyclable Candy Dispenser! This candy dispenser is completely eco-friendly and easy to use. The purpose of this candy dispenser is so that people, especially children, can have candy on the go. While designing this candy dispenser, I've had a lot of challenges along the way. Maybe something wouldn't fit in the right spot, or the changes I would make would never make the dispenser usable, but those problems helped me make the perfect candy dispenser!

My design process was to brainstorm, draw a blueprint, build, test, and share. The first step was to brainstorm different ways to design the dispenser, small materials that would make the dispenser get into action, and what recyclable materials to use. The hardest thing to brainstorm was which recyclable materials to use because a candy dispenser is an oddly specific thing to make. I also wanted to make it a challenge for myself not to use cardboard because there were many other materials that I could use besides cardboard. I didn't want the whole dispenser to be made out of cardboard, too. So, I decided to substitute the cardboard for wood because it would be more of a challenge and so that I could work with other materials. At the end of the brainstorming stage, I made the choice that I would use wood, glass jar, nails, hot glue, and a hammer.

The next step to my design process was to make a blueprint. This stage of the process was already planned out for me because I had already had the image of the candy dispenser in my head because of the brainstorming, so I drew my plan out on paper. It was difficult to estimate which measurements I would need and how to put the image in my head into proportion. After that, I needed to figure out how to draw the interior blueprint. This was one of the most crucial steps because if I don't plan out the interior, then the candy won't even come out of the dispenser.

The first step to solving this problem was to find a way for the candy to fall out. I decided to put a hole in the middle of the handle because the middle of the handle was going to be inside the dispenser so I needed to put a hole in the middle because once the candy comes into the hole, I could slide the candy out and onto the slope to fall out of the dispenser.

The second step to making a blueprint for the interior was to find out how to secure the handle, but I could still move it around. I realized that I could just add little pieces of wood at the ends of the handle because it could still move and it would be secure. I then drew the plan out to paper and then the blueprint was finished.



The third step of my design process was to build the dispenser. Since I made the blueprint very specifically, it was easy to build. I ended up running into another problem. Because the jar's lid was inside the hole where the jar was supposed to be, the lid covered the hole in the middle of the handle and prevented the candy from going into the hole. To solve this problem, I cut the top of the lid and secured the sides with nails. This way, the candy will not be prevented from going into the hole, since it is not covered now. I came across no other problems, so I finished building the dispenser quickly.



The fourth step was to test out the dispenser. I planned on testing the dispenser with smaller candies and then gradually getting bigger to the point where the hole in the middle of the handle couldn't fit anything bigger. At first, I started with M&M's and Skittles. Since the M&M's and Skittles were so small, the dispenser took out 7-10 pieces at a time. Then, I moved onto Gobstoppers. They are a little bit smaller than gumballs and only 3-4 came out. The last

one I tested was classic gumballs. It fit perfectly in the hole and 1 of them came out each time. I was very satisfied with the results.

The candy dispenser turned out really awesome. I learned that you always have to make a blueprint before you start building anything because it will make building a lot easier. I also learned that it's okay if you make multiple mistakes, you just have to find loopholes around the problems.

