RELIX is an interactive toolkit engineered to engage children ages 3rd-5th grade through the fascinating cultures of ancient civilizations. The problem we sought to solve was how design can be utilized to enhance the education of elementary school students. Our research began with the understanding of various learning techniques for children. To be successful, we had to creatively build activities that students could interact with through multiple learning styles. The subject of ancient civilizations inspired us not only by their artistic aesthetics, but also by their cultural relevance. We found that educating children about the history of these civilizations and the advancements they brought are surprisingly applicable to our daily lives today.

Our research on the civilizations themselves and understanding how children learn are what led to the design of our lesson plans. Each of us formulated three different activities that would get our students excited about that civilization. Included in each box is a teacher’s guide for the instructor to educate himself or herself on, prior to teaching the lesson plans. The instructor then guides the children along through each activity as the class learns something new each step of the way. This is where we discovered how children think and interact with the activities is just as important as the visual aesthetic. Design not only consists of the way something looks, but also the way the user will interact with it and its functionality.