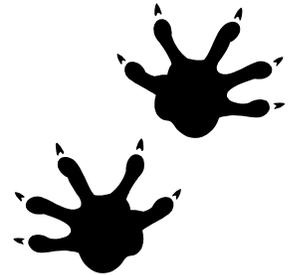


DESIGN CHALLENGE: ANIMAL HOUSE CHALLENGE

ANIMAL HOUSE CHALLENGE:

Can you design a house or toy for one of the museums' live animals to enjoy?



DESIGN!

Choose one animal your team would like to build a house or toy for and begin!

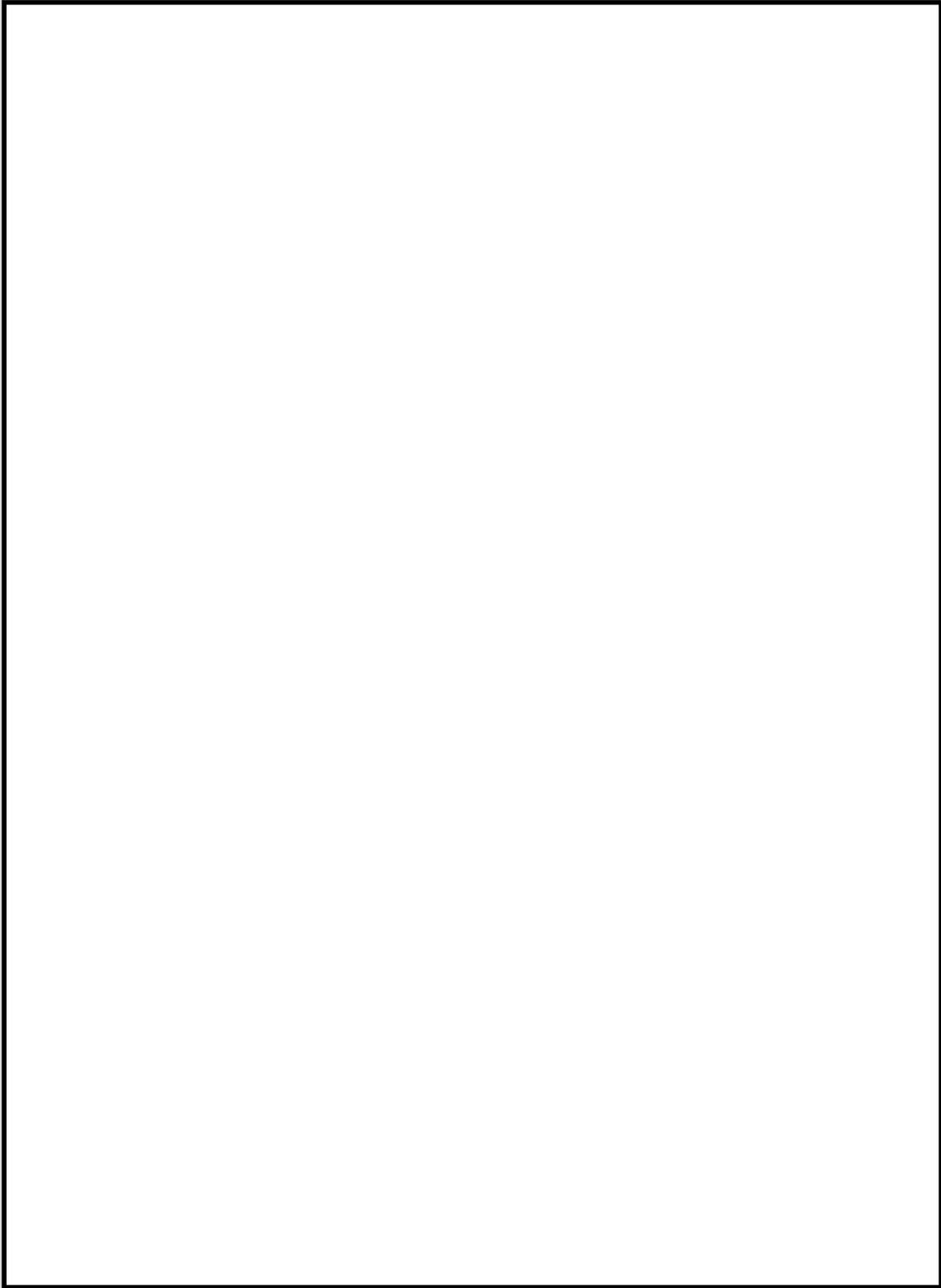
- 1 ASK:** Learn a little about your animal! What kind of behaviors does your animal exhibit? Does your animal like to dig or burrow? Does your animal like to climb trees or chew on them? Find out!
- 2 IMAGINE:** Brainstorm a toy or house you could create for your animal. Think of many different possible solutions and discuss them with your team.



- 1.
- 2.
- 3.
- 4.

- 3 PLAN:** Pick one idea you would like to design. Determine which materials you will use and how large your design will be keeping in mind **design constraints** - - the rules your design must follow. Sketch your design noting the materials from which you will build your design on the back of this sheet. Present your design and receive your materials!
- 4 CREATE:** Construct your design with the materials you have selected. Test your design to make sure it is sturdy and safe for your animal.
- 5 IMPROVE:** What could you do to make your design better or more appealing to your animal? Make improvements to your design.

DRAW YOUR DESIGN BELOW!



Design Challenge: Animal House Challenge
May 2004



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