

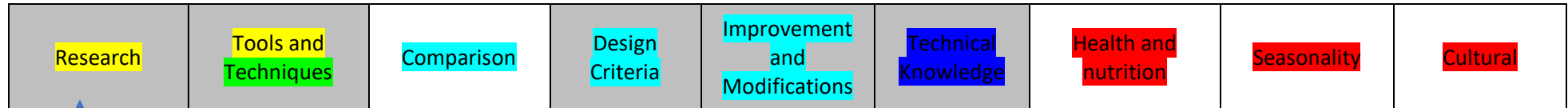
DT (Class 3, Terms 1 & 2, Cycle A) – Pyramid Traps

Threshold Concepts

Design and Make
Evaluate
Technical Knowledge
Cooking and Nutrition

Summary: In this unit, children will research, design, make and evaluate traps used by the film industry to portray ancient Egyptian pyramid traps to keep their treasures safe from thieves. They will make a set model to show a Hollywood director their ideas. The traps will include levers and linkages.

Knowledge Areas



Research

Watch suitable clips of traps previous movies have used to protect the tombs of pharaohs. Look at mouse trap and any other suitable physical trap games.

Tools and Techniques

Use scissors and glue gun safely. Measure, mark out, cut and shape materials and components with some accuracy. Select appropriate joining methods and products, e.g. glue, staples, tape etc.

Design Criteria

Your booby trap must have a lever or slider mechanism and some kind of peril for the potential thief. It must be blend into its surroundings so that the thief doesn't suspect a trap.

Improvement and Modifications

How can you improve your design/model? Which aspects can be improved? Is it a structural, functional or aesthetic improvement?

Identify the strengths and areas for development in their ideas and products. Consider the views of others, including intended users, to improve their work. Refer to their design criteria as they design and make. Use their design criteria to evaluate their completed

Technical Knowledge

Be able to select the equipment they will need and why, e.g. scissors – to cut paper/card, pens/paint to colour the trap to blend in with its surroundings.

