

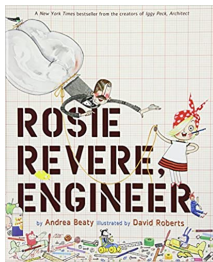
ADST Gr3 – Lesson – Build a Working Catapult

Curriculum: Applied Design, Skills and Technology; Core Competency-Personal & Self Awareness

Designers and Engineers have similar qualities of scientists. Can you tell what that might be?

Learning Goals:

- Perseverance is a skill needed to create and complete a job
- Design, build, test and rebuild takes time and critical thinking



Materials:

- Rosie Revere, Engineer – Andrea Beaty
<https://www.youtube.com/watch?v=r5yZ8K7pb0Y>
- Building materials for a catapult: sticks, paper tubes, string ...

Activity:

Like Rosie, you have a design challenge. Design a working catapult.

You may wish to do some research on catapults, what working parts are needed.

Build your catapult.

Test the catapult.

(Note: use only items that your parent allows you to use especially if objects are going to fly through the air.)

Revise your plans and make it even better.

Take a picture of your invention.

Extension: you might wish to create a video of your process so others can learn from you!