

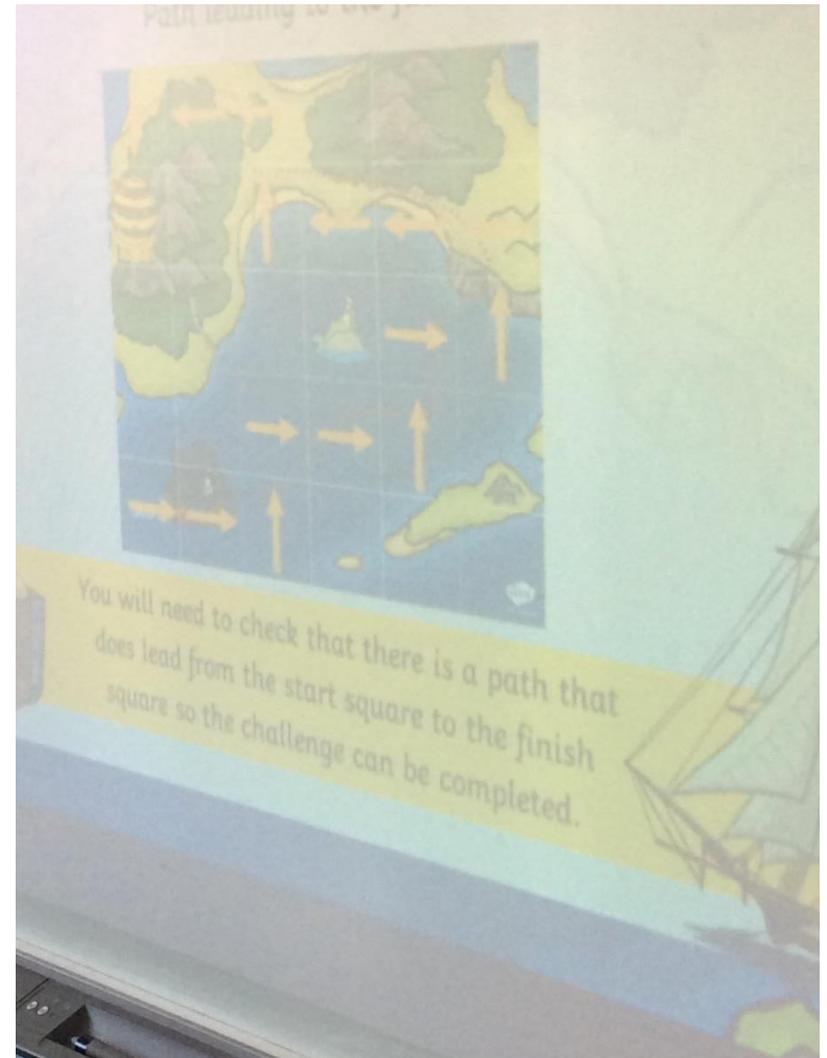
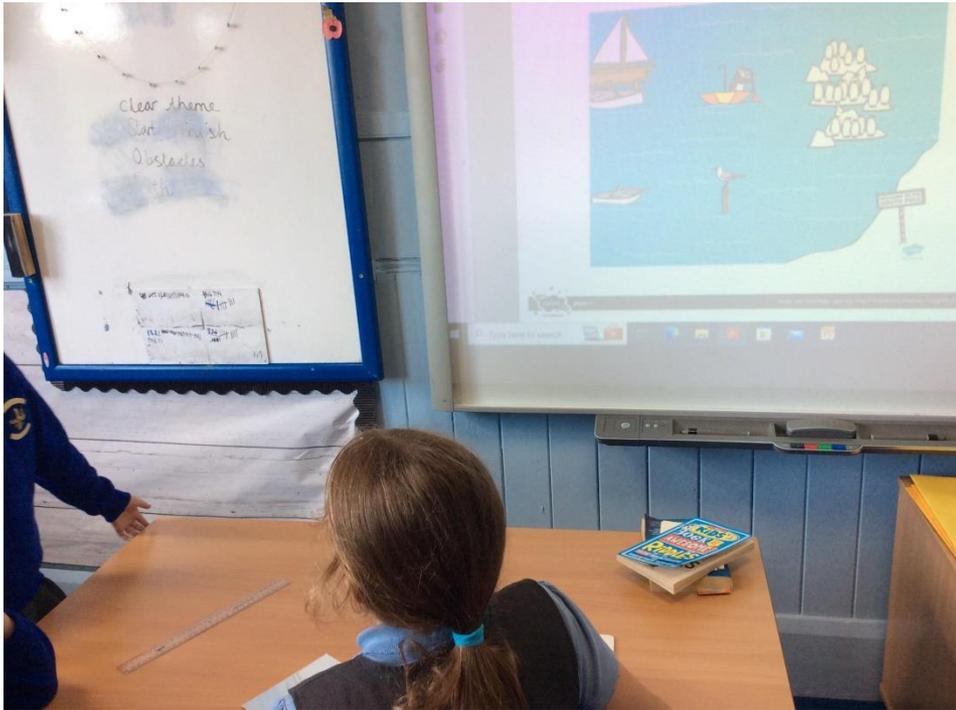
DT

**Design and make an
adventure map**

Summer 1 2023

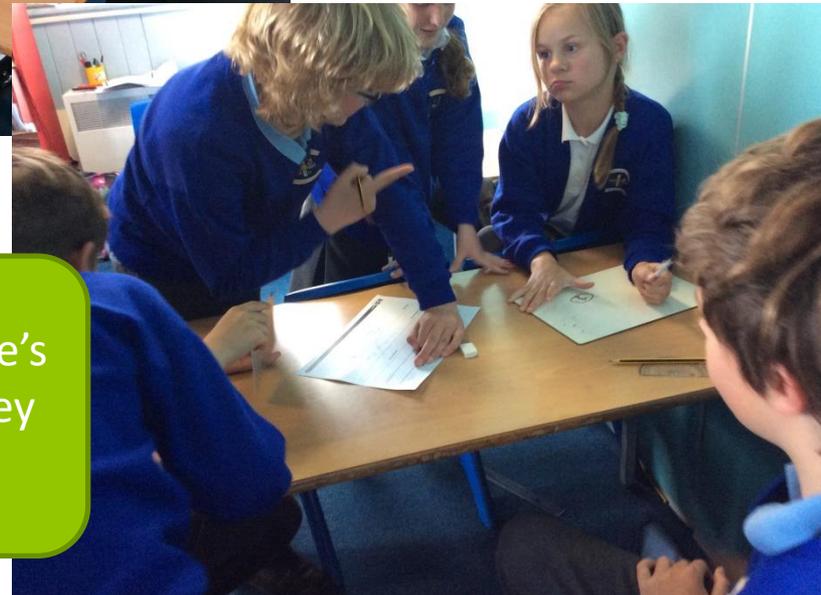
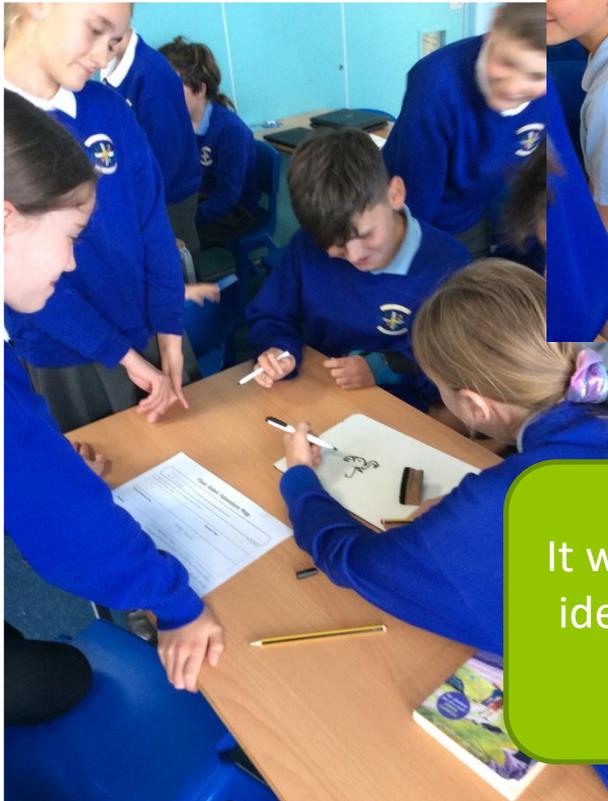
Class Lynher

First we looked at some examples of adventure maps and discussed the design criteria each would need.



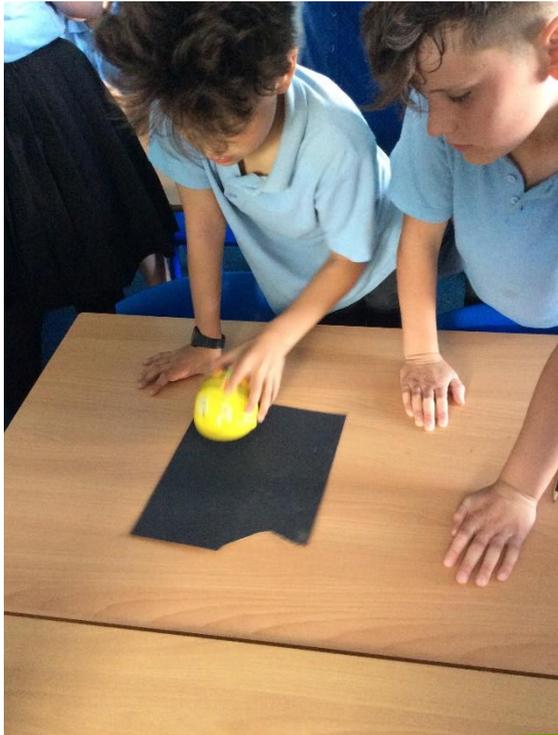
It needed to be appropriate for Cremyll, have good obstacles, have a clear path, a start and a finish and a clear theme.

Then we came up with some initial ideas as a group for the theme and obstacles of our map based on the needs of our client.



It was fun hearing everyone's ideas and how creative they were.

Next we thought about how we could make obstacles for our map and tested materials with the B-Bot



Different materials made the B-Bot move in different ways such as the bubbly plastic made it turn slightly.

Then we used the information on materials along with the group theme and design criteria to make an individual plan for an adventure map. We peer assessed them and then decided which we were going to use.

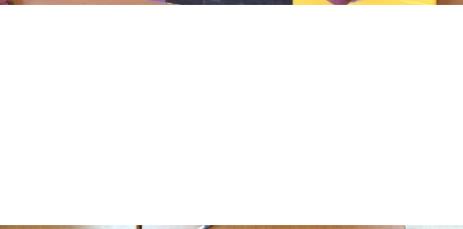
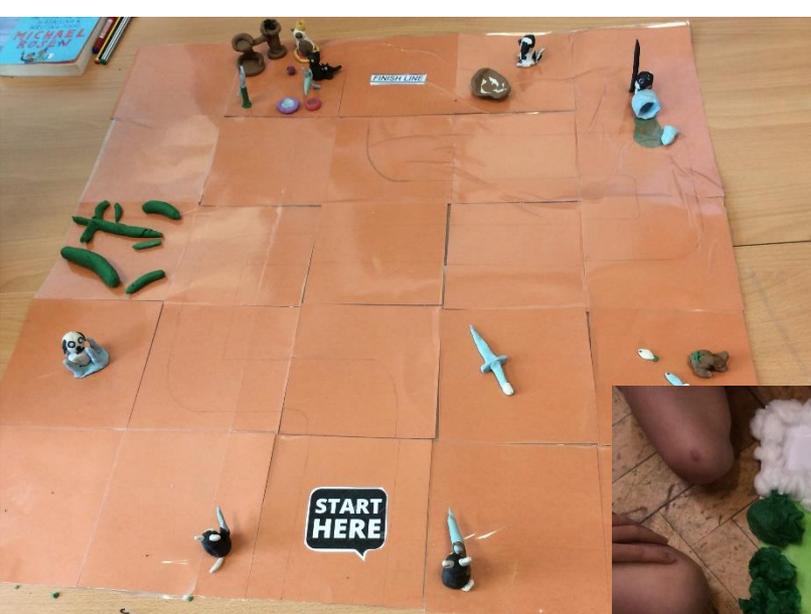


We used our British Value of democracy to choose which design to use.

Next we made our mats.



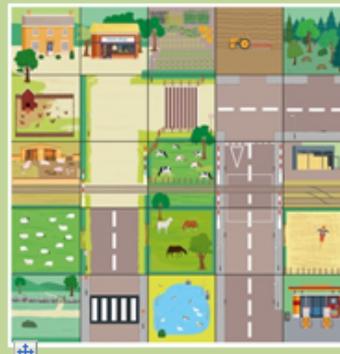
We had to use teamwork and respect and responsibility to decide who was going to do which part.



We let our client use them and then evaluated them against the design criteria.



We found that our map was a bit too complicated for Cremyll. We could draw arrows to help.



What I have learnt before:

- Strengthening techniques
- Joining techniques
- Properties of materials

Forever facts

I know which materials best suit a task

I know the design and make process

Skills

I can select appropriate materials

I can make improvements from suggestions

I can clarify ideas through drawing

I can use knowledge of science when designing

Exciting Books



Our Endpoint

I can make an adventure map for a floor robot

Subject Specific Vocabulary

Materials	things needed for an activity
Properties	the characteristics of a material or ingredient
Obstacles	a thing that blocks one's way or prevents or hinders progress
Design criteria	requirements which must be met
Evaluate	to compare with the specification
Revise	to look over again in order to correct or improve

Personal development

Children will develop working as a team