**![C:\Users\karenk\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\DZS44WEI\MCj03121040000[1].wmf]()![C:\Users\karenk\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\DZS44WEI\MCj04355560000[1].wmf]()![C:\Users\karenk\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\DZS44WEI\MCAN04487_0000[1].wmf]()Live Like an Animal Activity –
Design Your Animal Shelter Worksheet**

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**Design Process Directions**

Follow this worksheet to organize your design process.

1. **Define the Problem:** We are designing a human structure that will resemble shelters used by the  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** class of vertebrates.
2. **Gather Information:** In the table below, record information that you have researched about animals in this class. Record at least 3 types of shelters. For each shelter, list at least 4-5 important features.

|  |  |  |
| --- | --- | --- |
| **Animal** | **Shelter** | **Important Features of Shelter** |
|  |  |  |
|  |  |  |
|  |  |  |

1. **Brainstorm Ideas:** List all of the ideas that your group has for a shelter you could design. Although the ideas must relate to the information you have gathered above, the ideas can be as silly or wild as you can imagine.

1. **Select a Design:** After discussing all of the ideas, select the most promising idea. Write a brief description below.

1. **Sketch idea:** In the space below, draw a sketch of your idea. Include dimensions (the size) of your shelter.
2. **Materials:** What do you need to build your prototype (scaled model)?

1. **Group Name:** Now that you have decided on what you are going to build, come up with a name for your group (engineering design firm name) and your product (the building).

We are the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ engineering design firm, and we will be building a structure called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.