



Mousetrap - KS2 Challenge Sheet

Can you design a mousetrap that can catch a mouse without hurting it? Can you build a prototype of your mousetrap and test it? Finally, write and perform a TV advert to persuade people to buy your new mousetrap.

Educational objective

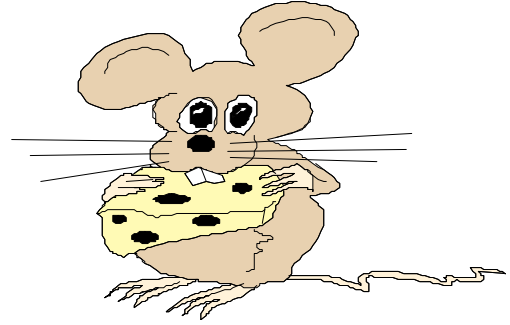
To provide an opportunity for problem solving and decision making together with entrepreneurship skills.

Approach

Whole class discussion about type of structure required. Group activity with the children working in pairs to design and make a model of a mousetrap with a mechanism that allows the mouse to be caught without it being hurt. Finally to write and perform a TV advert to persuade people to buy their mousetrap.

Specific skills to be developed

Designing and making skills, problem solving and entrepreneurship skills.



Cross-curricular links

Science and English.

Ideas for extension activities

The adverts could be recorded on video. Other products- Calender, fridge magnets, plants, boxed sweets. How are they marketed?

Equipment we will provide:

boxes of K'NEX

mice

Subject skills / Desirable outcomes

Designing skills
Making skills
Mechanisms
Structures

Life skills

Innovation skills
Problem-solving skills
Team working skills
Communication skills
A 'can-do' approach