## MARBLE RUN

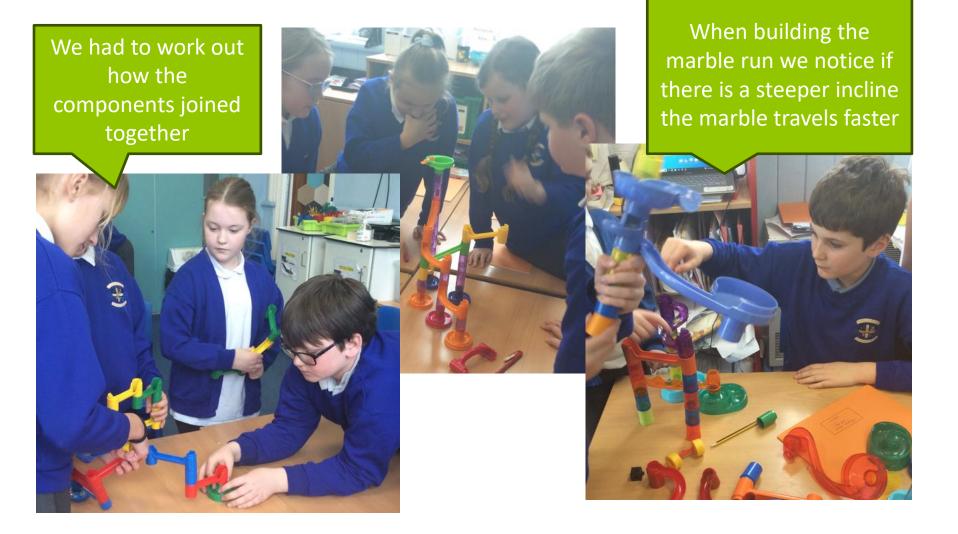
Spring 2 2024

**Class Lynher** 

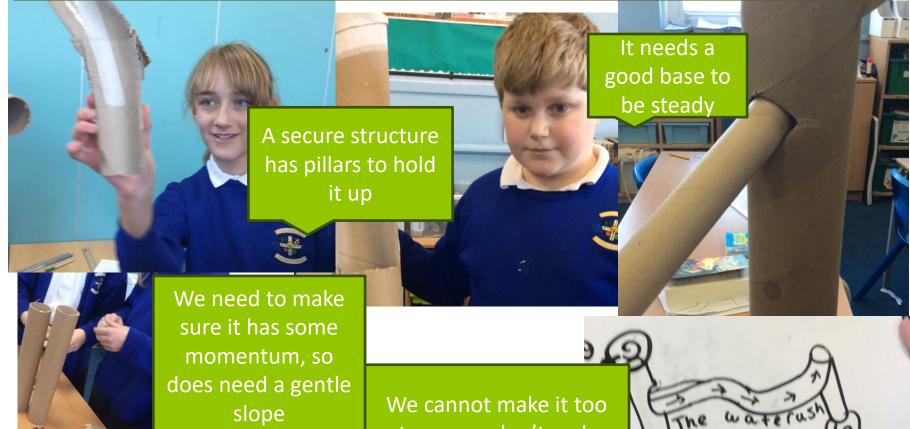
First we thought about what we already knew about structures and then defined a free standing structure. We looked at some in class and thought about why they needed to be stable. Then we used construction materials to make our own free standing structures and see what they had in common.

> If the base is too small it won't be stable and might fall over.

We investigated and explored existing products in relation to marble runs. We then looked at how these free-standing structures worked. We had to work out how they made the marble travel and if we could decrease its speed.



We looked at how to join the cardboard tubes together using a Stanley knife. We made a fan to help join them together and made a hole in the larger tube and smaller tubes inside. We created bends using cuts to make a fan and joined them together using masking tape

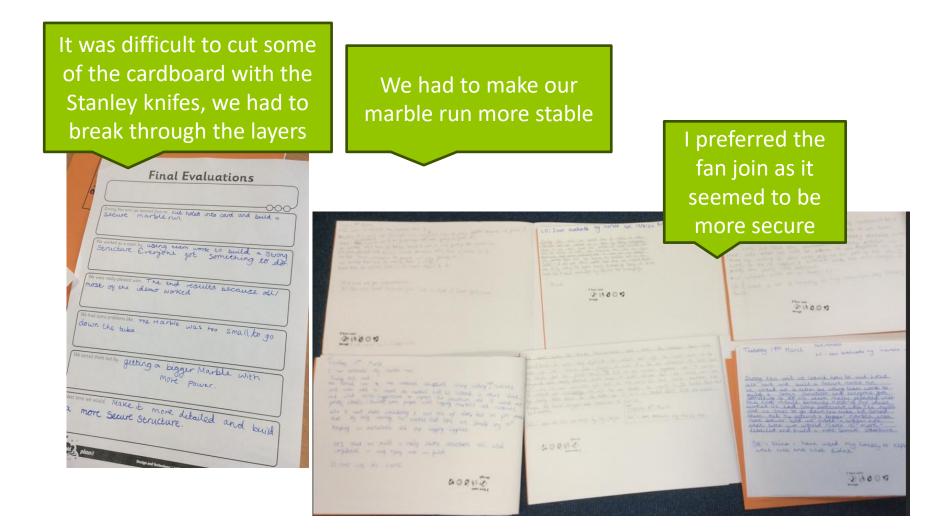


steep – so don't make the bridge too vertical

## We used our skills and knowledge we had so far and completed our marble runs in our teams.



We evaluated our marble runs and thought about what we had learnt. We also reflected on what did and did not work.



Design and Technology	FLE Y5/6	How can I make	e a marble move slowly?	
What I have learnt before: We have made wooden structures using triangles for <u>strength</u>				
	Exciting Book	s Subject S	pecific Vocabulary	
Forever facts I know that a wide base can help give a structure stability	INVENTOR	free standing	standing alone or on its own foundation free of support or attachment	
The iterative process is used by real designers		stability	the strength to stand	
To be safe with craft knives use a metal ruler and a cutting board and keep your	GETTING STAR MIN Engineer	structure	a building or other object constructed from several parts	
hand away from the blade		iterative process	understanding what you are designing by actually creating it	
I can make stable joins		aesthetic	relating to art or beauty	
	Our Endpoint	component	a part of a project	
I can test and evaluate commercial designs	I can make a marble		ersonal Development t links to: understanding materials and	
I can create bends	run to carry a		their properties, knowing that you can gain knowledge by doing. Jobs for the future could be: engineer	
I can identify what works and what to improve	marble <u>slowly</u>			