DT Knowledge Organiser – A Wildlife Hide

Design Brief:

To design a purposeful, functional, and appealing wildlife hide model based on design criteria.

Definition of a Structure:

A structure is a 3D shape made up of parts that are held together in a particular way. It can be made from one material, or it can be made from lots of different materials.

Main types of Structure:

Frame Structure - A frame structure is made of different parts joined together. It can be covered, like a tent or uncovered, like a climbing frame.

Shell Structure - A shell structure has an outer layer and is hollow. Its outside layer is thin and curved. It has little or no joins where the different parts of the structure are connected. Usually, shell structures are built to protect and hold things inside them. An igloo is an example of a shell structure.

Design Criteria:

A wildlife hide should blend in with the surrounding environment and, wherever possible, it should enhance the location. A wildlife hide should be strong and stable to be able to withstand all weather conditions. A wildlife hide should be freestanding but can have foundations build into the ground that they stand on.
The model design should reflect the requirements of an actual wildlife hide.

Vocabulary:

Prototype – the first example of a working model.
Wildlife – animals and other living things that live in their natural environment and without human contact.
Hide – a camouflaged shelter used to observe wildlife at close quarters.
Camouflage – the use of a combination of materials or colours, which makes the thing hard to see.
Environment - the area surrounding a location.
Location – the place where something or someone is.
Enhance – make even better.
Foundations – the base of a structure that is on the ground and supports the rest of the building.

Explore a question	Make links	Find solutions	Set yourself challenges	Creative thinkers	Invite feedback	Generate solutions	Reach conclusions
What are structures?	Investigate requirements of a wildlife hide	Research construction techniques	Design a wildlife hide model	Create a model using learnt ideas	Completed star ratings	Make improvements	What could I have been done differently?