

Don't Ever Look Behind Door 32!

What's Behind the Door? You Decide! Read the book [*Don't Ever Look Behind Door 32*](#). In the book, guests are warned never to look behind Door 32—but what if YOU got to design your own magical, mysterious, or even silly moveable door? Your challenge is to design and build a door that can open, close, slide, disappear, flip, spin, or even teleport!



Think Like an Engineer:

What type of door will you create? A secret bookcase? Trapdoor?

A magical swirling portal?

How will it move? Hinges? Pulleys? Levers? A secret button?

What materials will you use to make it sturdy and functional?



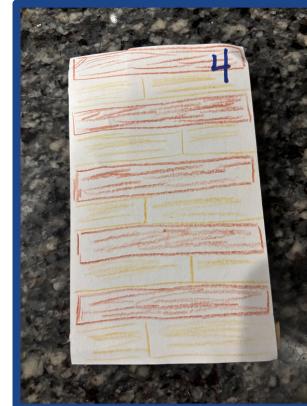
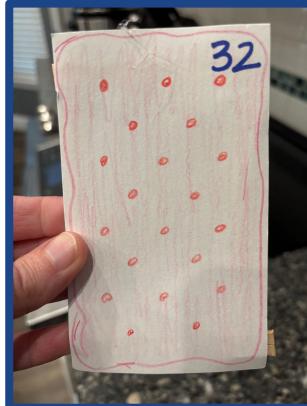
Think Like an Writer:

Every mysterious door has a story! What happens when someone opens your door? Does it lead to a hidden world? Is there a funny surprise behind it? Is there a warning... just like in the book? ☺

EXAMPLE IDEAS

What are some different ways your door can open/close? How far will your door open?

What surprise will be behind the door?



Flip over for more details!



MARYVILLE
UNIVERSITY

●● Intermediate



Building Focused



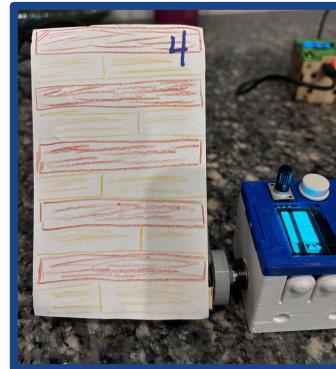
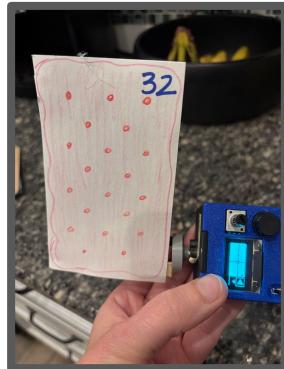
Art and Literature

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BUILD IT!

Design
your door!

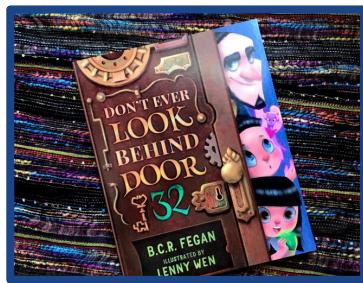


Attach your
door to the
Smart Motor.

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CODE IT!

Add data points. Make it move.
Will your door open a little or a
lot? How can you adapt your
door to support the plot of the
book- or your own story?



Modify It

- Write a short mystery story or draw a comic strip about what happens when someone dares to open YOUR door!
- Build a model of what is behind your door!



CHALLENGE YOURSELF

Can you create a door that only opens for the *right* person? Think about how you use sensors to make the door open for only certain individuals!