

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?

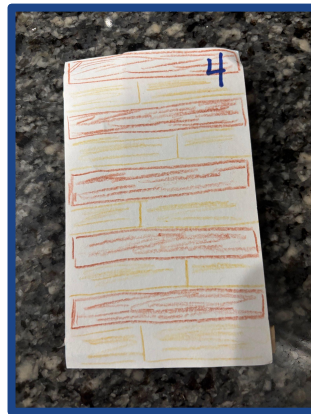
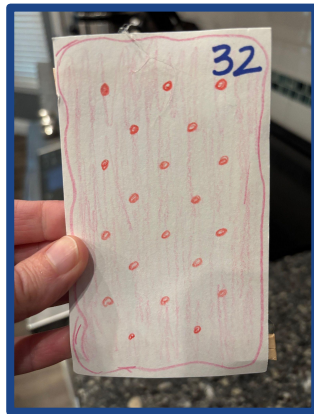
Think Like a Writer:



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



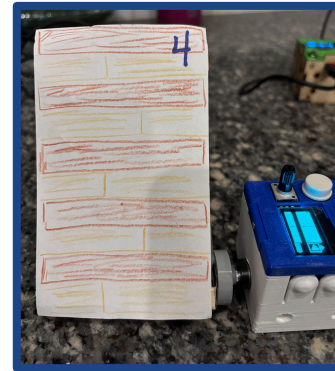
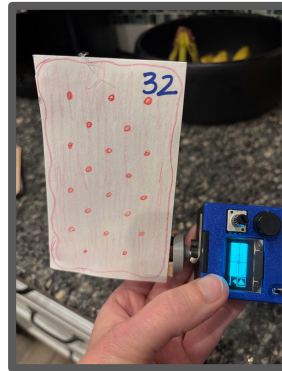
Art and Literature

Made by: CLZ
v04.01.2025



BUILD IT!

**Design
your door!**



**Attach your
door to the
Smart Motor.**



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!