How to Catch a Mermaid!

It's (almost) Summer! Let's catch a mermaid and swim with her for fun! Read the book *How to Catch a Mermaid*. In this book, the reader is challenged to engineer a device to catch a mermaid. What if YOU got to design your own magical, mysterious, or silly trap? Your challenge is to design and build a trap that can catch even the fastest swimming mermaid!

Think Like an Engineer:

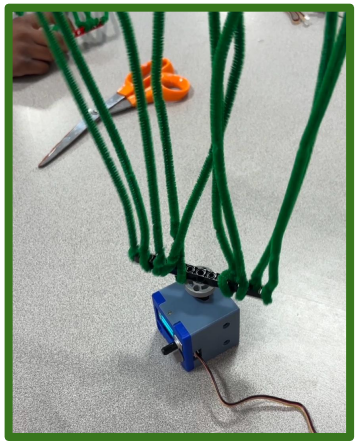
What type of trap will you create?
A net? A scoop? Something else?
How will it move?
What materials will you use to make it sturdy and functional?

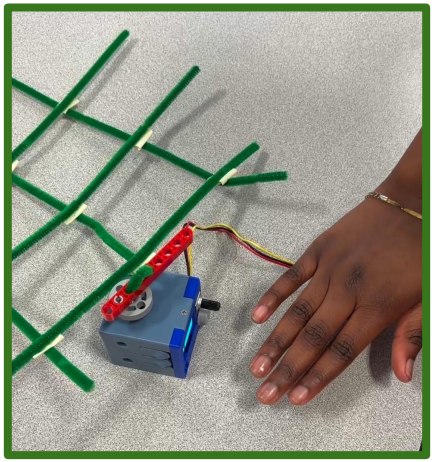
Think Like a Writer:

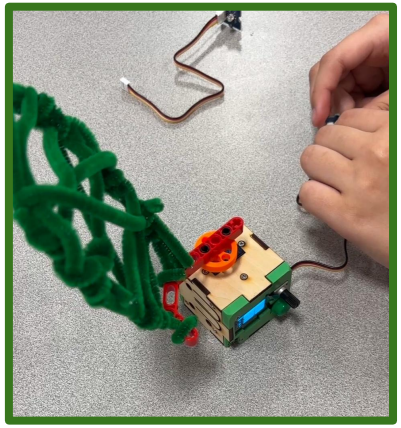
What happens when you catch the mermaid? Will it lead you to its home? What happens next in this story?

EXAMPLE IDEAS

What are some different types of traps? What materials can you use?
How will the trap move to catch the mermaid?







Flip over for more details!

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●● Intermediate | Building Focused | Art and Literature

Made by: K. Eckelkamp
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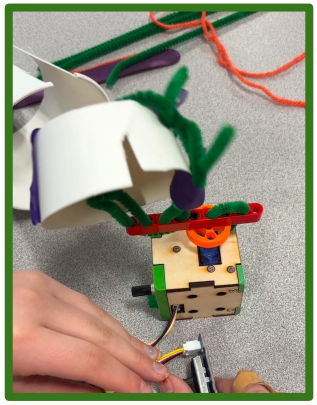
BUILD IT!

Design your trap!

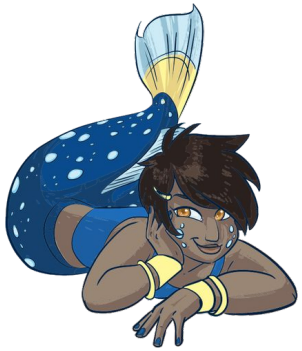


Attach your trap to the Smart Motor.

CODE IT!

Make your catcher move towards the mermaid.

How can you improve your trap to more effectively catch the mermaid?



Think Like a Writer:

Write a short mystery story or draw a comic strip about what happens after you catch the mermaid!

Think Like a MapMaker:

Build a model of the location where you find the mermaid swimming and catch it.

CHALLENGE YOURSELF

Can you create a trap that works using different sensors? Which sensors will trap the mermaid with the least amount of work? Can you build a trap to catch more than one mermaid at a time?