

Nature Makers

In this Smart Motor activity, you will create a structure in nature inspired by architect Frank Lloyd Wright. Read the book [The Shape of the World: A Portrait of Frank Lloyd Wright](#)

Your challenge is to create something in nature using Makerspace materials and/or LEGO to make it move with the Smart Motor. Use the elements and principles of art to design a structure in nature. Think about the location and what you might want to take into consideration when designing for that environment.



Think Like an Engineer:

Where will you choose for your structure to be built?

(beach, forest, desert, plains, etc.)

What part will move?

What materials will you need?

Think Like an Architect:

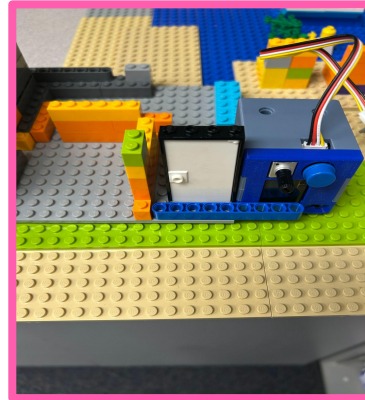


What elements and principles of design will you use?

How does your structure fit in with nature?

EXAMPLE IDEAS

What are some different ways your nature structure can move?



Flip over for more details!





BUILD IT!

Design your structure



Attach to the Smart Motor



CODE IT!

Code Snippets and Explanations

Add your data points and make the Smart Motor move. What sensor will you use? How many data points does your sensor need?



Modify It

- Create an object for the inside of your structure.
- Create a sustainable feature for your structure.



CHALLENGE YOURSELF

How can your nature structure to adapt in another environment?