

# 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?



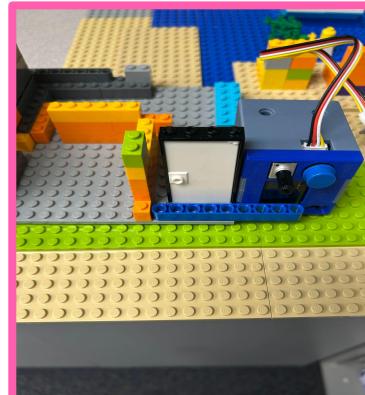
## Think Like an Architect:

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!



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Made by: L. Lombardo  
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## BUILD IT!

Design your structure



Attach to the Smart Motor



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## 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 adapt in another environment?