Design a Bird-Watching Hide

Choose a user and show a useful design before you make a paper model.

A hide is a shelter for watching birds quietly. Design a paper model for one of these users. Tick a box and think about their need.

☐ **A seated watcher**

A viewing gap at seated eye height.

☐ **Two friends**

Two viewing places with room side by side.

My hide needs to help this user by:

Draw your idea in two views.

From above

From the front

Label the entrance, viewing gap and space for people.

Tell a grown-up which part helps your chosen user.

Keep this a tabletop design activity. Use a drawn bird and paper people.

Bird-Watching Hide: Test and Improve

Use two checks, record what happens and improve your design.

Make your paper model with a grown-up.

Fold paper walls and tape them to a paper base. An adult cuts any openings. Use paper people with eye dots and a drawn bird.

Test 1: Can the person reach a viewing place?

Move a paper person through the entrance to a viewing place. Record any gap that is too small or route that is blocked.

What happened?

Test 2: Try the test for your chosen user.

A seated watcher:

Seat a paper person. Does the viewing gap line up with its eye dot?

Two friends:

Place two paper people at their viewing places. Can both fit without touching or blocking the entrance?

What did you notice about your user's need?

Change one part because of what you noticed.

Draw the change and label how it helps.

Try the same test again. What changed?

Tell, draw or write your observations. The paper model is a way to try out your idea.