



#### KS2U Design & Technology Design for Purpose



FOLLOW-UP ACTIVITY

# Animal Farm Park Design Challenge! Show off your imaginative design skills by designing the perfect park!

#### Student Introduction

- ► Imagine ... Animal Enterprises has just bought some land in your area and they want to set up an Animal Farm Park.
- They have asked you to come up with ideas for a design and they will choose the best one.
- In this project you will be learning the skills needed to work with others.
- Everyone in your team needs to be listened to, respected and included.



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spokesperson name	
This does not mean no-one else can help with writing, drawing, or speaking	
YOUR DESIGN	2
Thinking about your design. Discuss as a group.	5
Consider 5 main attractions (animal enclosures):	
What special requirements do any of these animals have? E.g. shelter, mounds, trees, bushes, water	
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What is going to be special about your farm park?

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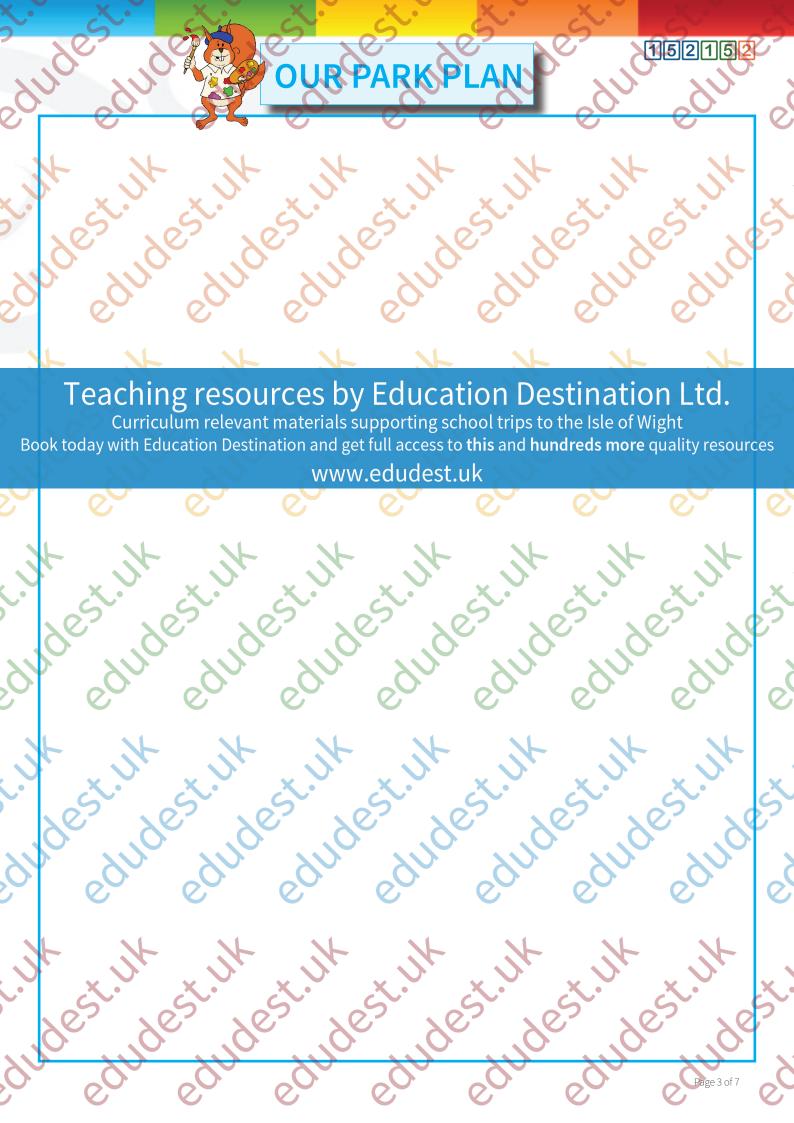
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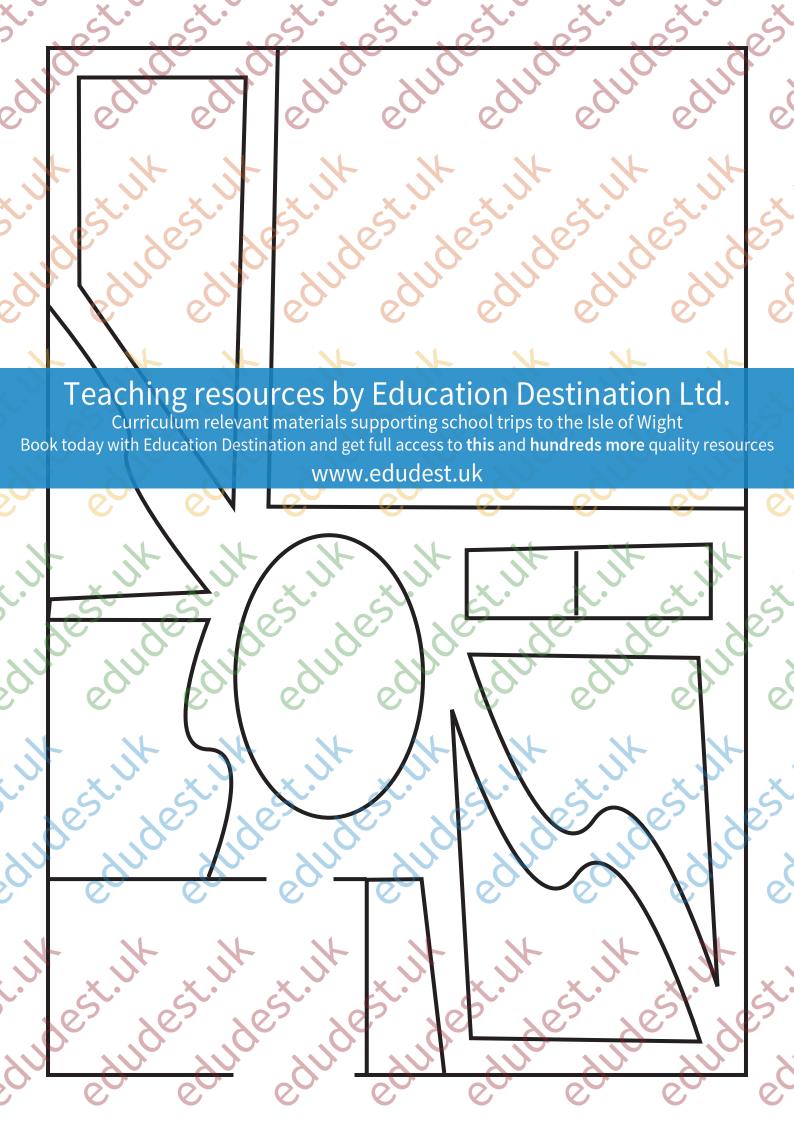
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#### YOUR PLAN

- 1. Now draw the plan.
- 2. Draft your plan first (if you don't have paper, you can use the space on page 3 or use the template on page 4).
  - ✓ Set out where your enclosures will be. What shape will they be?
  - ✓ Draw in any buildings as rectangles and label them.
  - ✓ What other areas do you need to put on your plan?
  - Now think about the pathways that lead to all the places. Think about how visitors can walk around the park.
- 3. Make any changes now while it is in draft.
- 4. Don't forget to choose a name for your farm park!
- 5. When you are happy with the draft all of you will need to help draw up the final plan on a large sheet of paper. It needs to be clear and colourful.







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## Suggested goals for 3 minute presentations

Tell your audience about your Farm Park. What makes it special?

Make sure you can be heard.

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Someone should point to places on the

All team members should help.

Practise your presentation and time it. edudest. Jk edudest. W edudest.il edudest. W

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