Design a leprechaun trap

In Irish folk stories a leprechaun is a make-believe fairy shoemaker who hides gold. Can you design a trap?

Name _____ Date _____

The problem

Build a trap that could catch something small and quick, using things from the classroom. It must not hurt anything that goes in it.

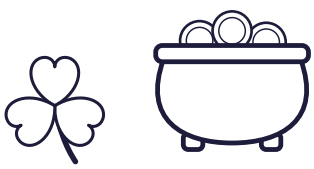
Materials I will use (tick)

- [ ] cardboard box or tube
- [ ] paper and card
- [ ] string or wool
- [ ] sticks or straws
- [ ] tape and glue
- [ ] something shiny for bait

Other:

How it will catch

My design: draw it and label the parts



Build, test and improve

Test your trap with a small toy or a ball of paper. Did it work?

Name _____ Date _____

Test 1: What happened?

What I changed: Why?

Test 2: What happened?

Think about it

What worked well?

If I built it again, I would ...

Which materials were the most useful, and why?