



# BIRD FEEDER

OPTIONAL KS3 HOME LEARNING TASK

## THE TASK

The animal kingdom demonstrates many wonderful ways in which animals evolve and adapt to their environment. Observing animals in these environments often reveals how this adaptation has not just happened by chance.

Design a bird feeder to explore the intelligence of birds.

Take a look at the video below to show how smart animals can be and also to show some features designers have incorporated in the past.

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## MANAGE HOMEWORK TIME

1 -

What are your first thoughts and ideas?	What is important for this project design?
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2 -

What will your design have to do and be like to be successful?

3 - Show us your ideas. You can use notes, sketches etc...

4 - Make a list of all the things you need to find out. How will you do this?

- 1.
- 2.
- 3.
- 4.

5 - What did you find out that will be helpful to your project?

6 - Use this space to show where your idea is now

7 - Classmate feedback- Get someone to give you some feedback on your idea

8 - From your partners feedback what do you think...

...is good	...needs work
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9 - Do you agree with your partners feedback? what will you do next?

10 - Model your ideas to help you find out more about your design.

Insert a picture of your model.

What did you learn from modelling your design?

Record a short video presenting your design.