

Oswald Road Primary School

DT Home Learning Project – Bug Hotel!



For DT, this half term we would like you to create your own Bug Hotel!

We have attached some ideas to help you with this task.

If you cannot get outdoors you could:

- Create a structure from spaghetti and marshmallows:
<https://www.google.com/search?q=build+a+structure+with+spaghetti+and+marshmallows>
- Create a structure from paper: <https://www.youtube.com/watch?v=eo2qWtj1qkw>



We would love to see your finished projects! Remember to post your work onto Seesaw or send them to your teacher via admin@oswaldroad.manchester.sch.uk

Activity ideas:

Idea 1:

Why are bug hotels important?

Can you read about why we need to increase the insect population?

You might find this website useful:

<https://www.nationalinsectweek.co.uk/discover-insects>

Idea 2:

What should a bug hotel look like?

Have fun looking at examples of bug hotels. What type of bug hotel could you build with the materials that you have in and around your house?

You might find these websites useful:

<https://www.bbc.co.uk/newsround/49051965>

<https://www.wildlifetrusts.org/actions/how-build-bug-mansion>

Idea 3:

Can you design and make a bug hotel?

Can you draw a diagram of the bug hotel that you will make? Remember to label your diagram and include measurements.

What resources will you need?

Think of 3 criteria your bug hotel needs to be successful.

Extra challenge: To draw a diagram or ask an adult to help you set up a Sketchup Account and create a model of your bug hotel.

Things to think about:

- How will you attach the pieces together?
- If you have a drill at home, you could ask an adult to help you drill 'nooks and crannies' into pieces of wood.
- If you have a saw at home, you could ask an adult to help you saw pieces of wood, bamboo or your other materials to the correct size.
- How could you reinforce the corners to make your structure stronger?

Idea 4:

Can you evaluate the success of your bug hotel? Are you pleased with your final product? Does your end product look like your original design idea (diagram)? What new skills have you learnt along the way? What skills do you need to improve further? Did you fulfil your 3 criteria?