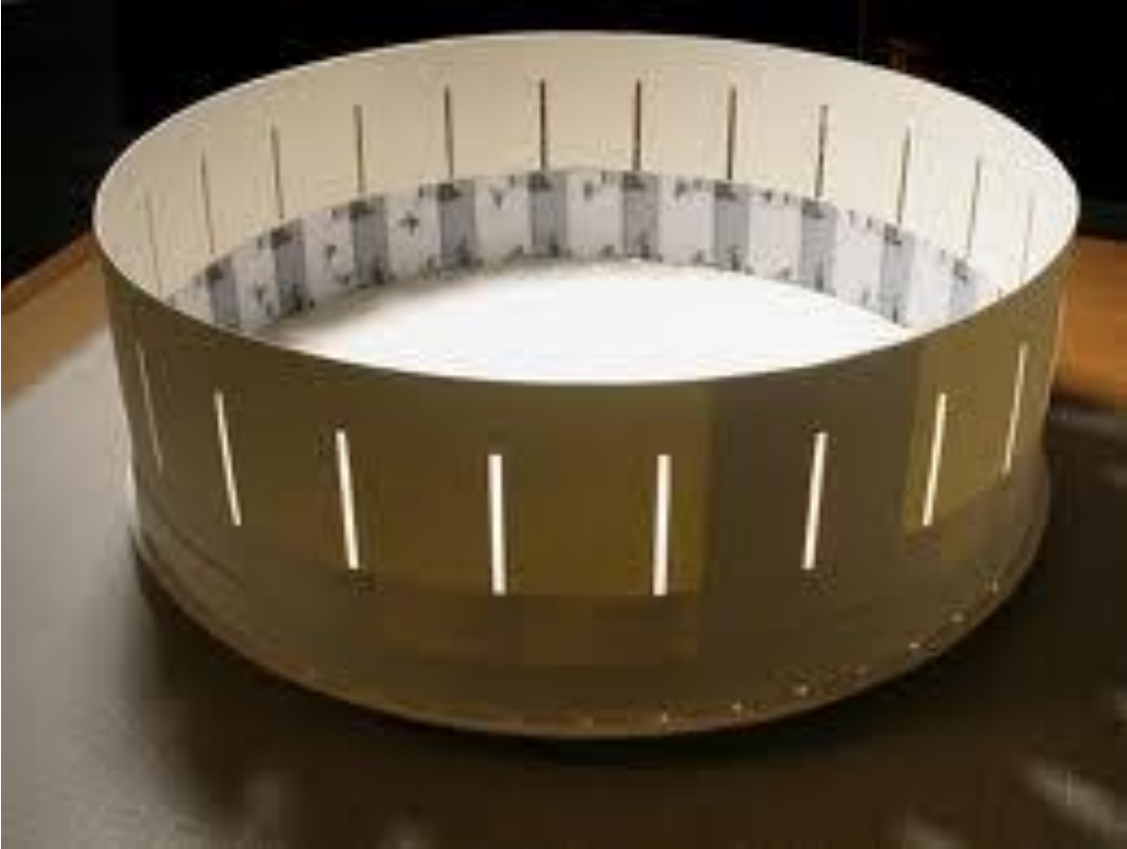


# Making a Zoetrope!

When you have finished making your design draw it in this space.

<b>Name</b>	<b>Class</b>	<b>Date</b>
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# Investigating Zoetropes

Model of a:	
What is the model used for?	
How does it work?	
What materials have been used to make it?	
What are its dimensions?	
Who will use it?	
How has it been constructed?	
Other details	

## Clarifying the task

### Design criteria

I am going to design and make a model of a

---

It will be used for

---

I want my model to: (list the most important feature first)

1. Be solid.

2. Show movement.

3. Be easy to use.


4. \_\_\_\_\_

5. \_\_\_\_\_

Start to draw and label your ideas here:

## Generating design ideas

Continue drawing ideas for your model here:



## Developing design ideas

Draw a picture of your structure.

## Developing design ideas

Draw a picture of your animation sketch.

Draw a picture of your animation sketch.

Draw a picture of your animation sketch.

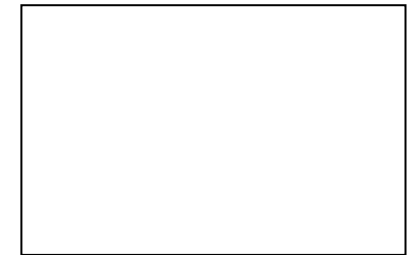
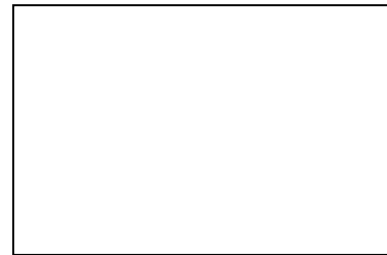
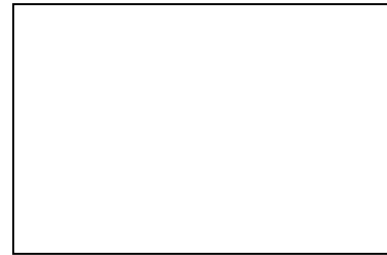
# Planning

What will you need to make your Zoetrope?

List it here:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_

Black paper	Dowel rod	Screwdriver
Glue	Pencil	Animation
White card	Biscuit tin	Scissors
Craft knife	Lid	Glue gun
Ruler	Glue	



# Evaluation

**You said you wanted your design to do these things**

(copy your design criteria here):

1. Be Solid

---

2. Show movement

---

3. Be easy to use

---

4. \_\_\_\_\_

---

5. \_\_\_\_\_

---

What do you think about your design overall?