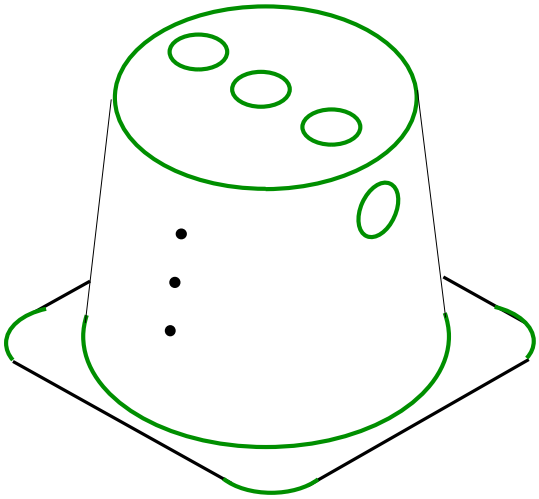


Carry out a solution

WHAT WILL MY BUG BE LIKE?

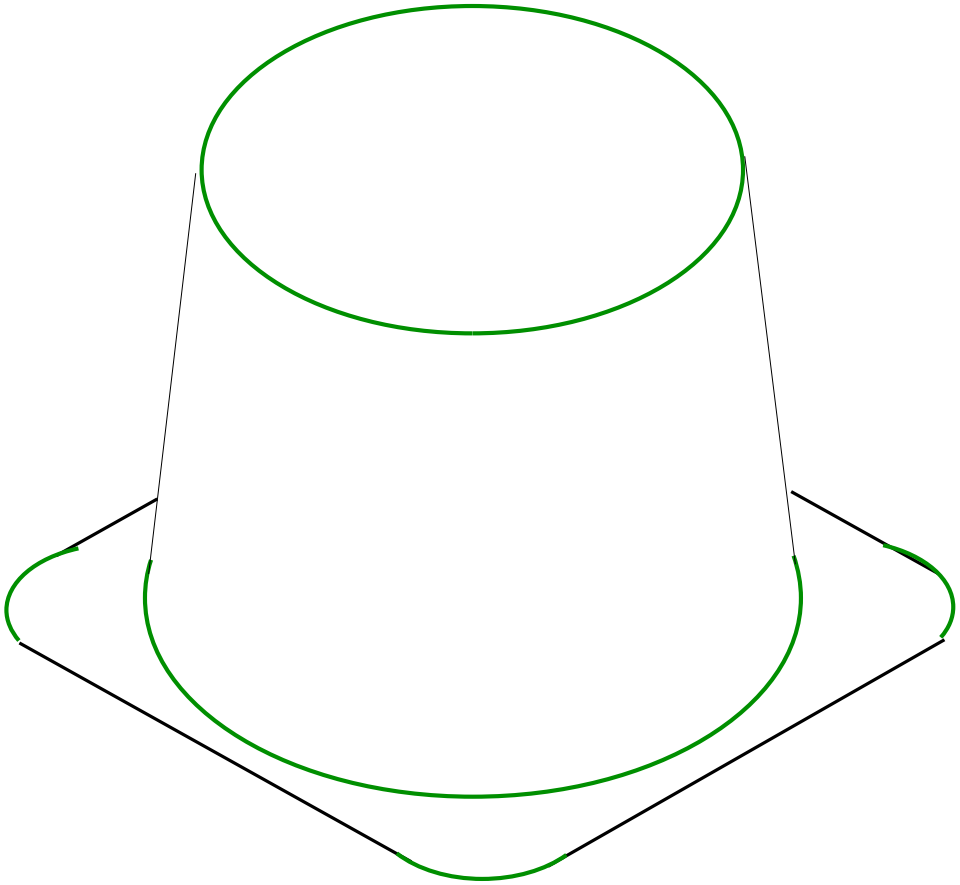
Observe the diagram of the yoghurt container attentively. Follow each of the steps carefully and tick the box as you finish each step.



- ❑ Use a red marker to circle the spot where you will make the holes to insert your crankshaft.
- ❑ Which part of the insect will you make move? Circle your choice: the head, the wings, the antennae or the stinger.
- ❑ Use a blue marker to circle the spot where the opening will be for the connecting rod (straw) that will move the mobile part of your insect.
- ❑ Have your teacher approve your choices before you begin making your insect.
- ❑ Using a nail, you must now make the holes to insert the crankshaft. With a marker, mark the spot before making the hole.
- ❑ Now you must make the opening for the connecting rod. Use the punch and the hammer to make a hole.
- ❑ With the hammer and nail, make a hole in the straw that will be used as a connecting rod.
- ❑ Insert the connecting rod onto the crankshaft.
- ❑ Insert the crankshaft into the yoghurt container.

You may now decorate your container to give it the look of an imaginary bug.

- ❑ Draw the hole and the connecting rod (straw) on the diagram of the container below.



- ❑ On your connecting rod, draw what will move (the head, wings, antennae or stinger).

- ❑ On the container, draw what won't move (legs, wings or head, antennae, eyes, mouth).

Now that you're done, indicate what materials you used for each of the parts of your insect's body.