

# CATCH IT IF YOU CAN

## Challenge

Create a device that will catch and hold a butterfly (or other bug), without harming it.

## Materials

For this challenge, you may use:

- Only materials that you find outside in nature.
- String
- Tape or glue

## Ask

What do you already know? What do you need to get started?

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## Imagine

What do you think you could create?

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## Plan

Choose one of your ideas and draw what you think it will look like in the end.



## Plan Your Steps

What do you need to do? Use your model to guide your plan.

First \_\_\_\_\_

Next \_\_\_\_\_

Then \_\_\_\_\_

Finally \_\_\_\_\_

## Create

Follow your plan. What is working well? Is something not working and you need to try something new?

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\_\_\_\_\_

## Improve

How would you make it better the next time you do this?

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\_\_\_\_\_

## Communicate

What worked well? What was a challenge? How did you solve the problems that you had?

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\_\_\_\_\_

## Reflect

Would your catcher need to be different if you were going to try catching a different bug?

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