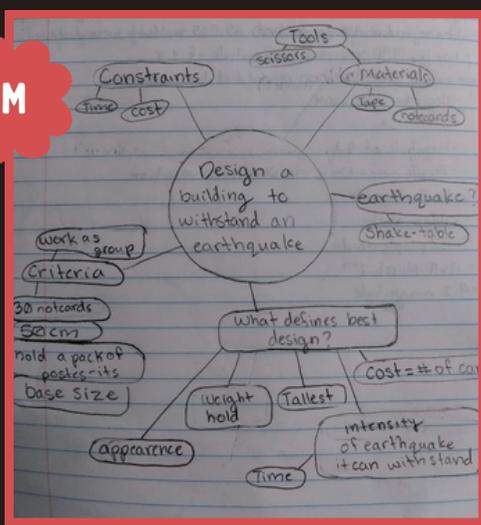
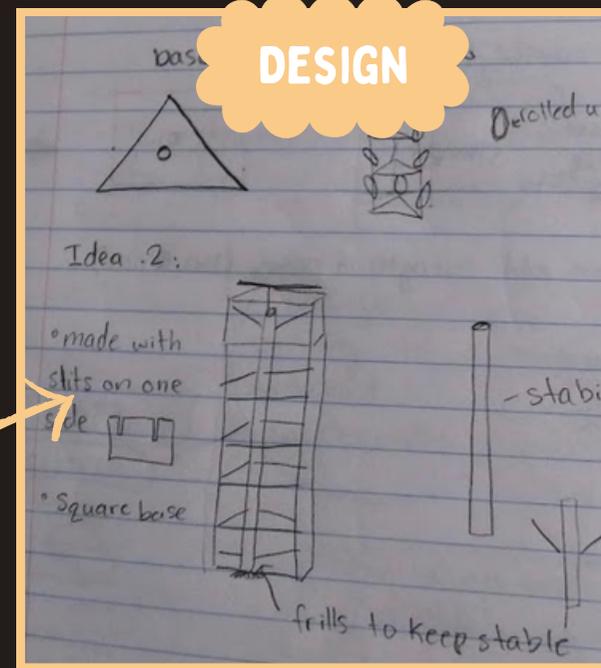


PROBLEM



BRAINSTORMING

DESIGN



DESIGN A BUILDING TO WITHSTAND AN EARTHQUAKE.

SHARE

Summary
I claim the best building was designed by XSD.

XSD groups design was best because their building withstood the Extreme Earthquake. Their tower also could hold the post-its. They also saved 1 notecard. The cards were connected by slits. They also had an oval shaped building which most likely held up to the earthquake.

Our groups design did well by reaching the height of 51.5 cm and standing up to the sim and water earthquake. When our building fell, the top half stayed together.

Ways to improve our groups design is make the building stand up to the extreme and even the up and down earthquake. We could have accomplished this by making our base stronger. We could have made our base stronger by making the connection points all equal so the base wouldn't wobble. We could have done this on every single level so the whole building is straight. Our building was not all straight so using this tactic would have helped. The levels were also not all even because the slits were all different lengths. We could have measured each slit the same length. We could have done more solutions and narrowed them down to the best one. One thing we could have added to our original design was a bottom notecard on each floor. We could have investigated more on how we could make the notecards stay together. We could have made the top strong and sturdy so the building could hold the post-its.

TEST & EVALUATE

ideas and testing:

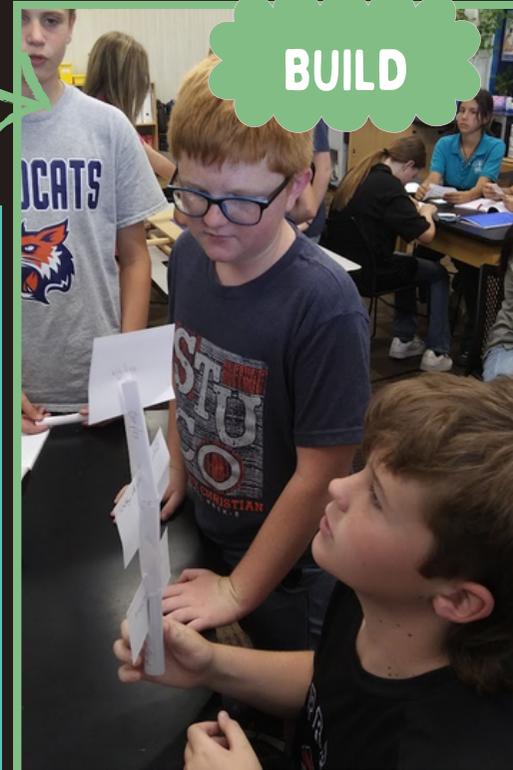
idea 1: Would stay up it kept falling down.

idea 2: We didn't have enough notecards to finish the ideal height because of the square notecards.

idea 3: We chose this one because triangles are more to be very stable and they would use less notecards. look on page (13) to see the design. The post-it notes keep crumpling the design.

idea	Height	Stability	weight
idea 1	X	X	X
idea 2	X	✓	didn't have for this idea
idea 3	X	✓	X

BUILD



REDESIGN

