

## Design challenge – Learners' design brief

Create a street that represents Rue Yacoubian from [the Egypt e-book story](#). The finished design will be used as a visual aid for re-telling the story 'The Hungry Cat'. Your street should look realistic in appearance and convey key points from the story.

Working as part of a design team, discuss what will make your 3D street successful. You may want to consider:

- What 3D nets you use to help you?
- How will scale influence your design?
- What does a street in Cairo look like?
- What materials you will use/are available?

Work with your team to decide who will undertake the main tasks and how you will manage your project and work with one another.

The design process should involve:

- Researching a street in Cairo.
- List of the names of the shops required (in French and English).
- Researching different types of shop fronts.
- Determining the success criteria for your street.
- Planning your design.
- Creating your final street, using the available materials.
- Evaluating and modifying your street.



## Resources

### [3D Shape Nets](#)

Printable nets for creating 3D shapes.

### [BBC Class Clips: How to create 3D objects from 2D net shapes](#)

A common real-world situation is used to explain how a 3D object can be created from a 2D 'net' shape using computers.

### [Google Earth](#)

This can be used to investigate a street in Cairo.

### [Google SketchUp](#)

Create your own 3D drawings.