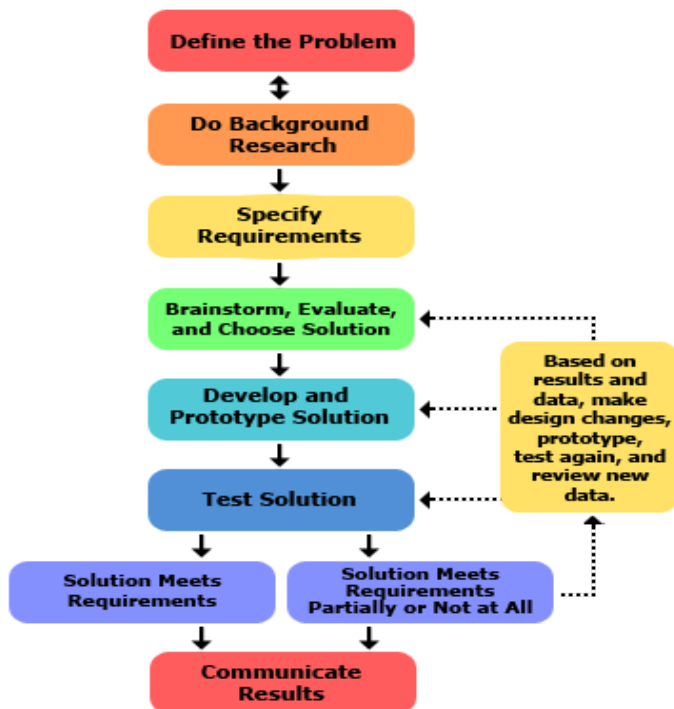


Leprechaun Project: Part I

Your mission, should you choose to accept it, is to build a leprechaun trap. Since we are Sycamore, it will be built to last. There are many legends surrounding leprechauns and many ways to earn those little education credits you need in those pesky little subjects. This project is really open-ended and entirely dependent on your needs and interests. The only mandatory component is building the trap using the Engineering Method.

Engineering Method



The rest is up to you! Here are a few more tips and suggestions to help you get started on your research:

- Rainbows are good to use on or around your trap.
- Color your trap green and decorate it with green items (stickers, glitter, etc)
- Leprechauns are also attracted to four leaf clovers
- Make sure your trap is disguised well - make sure it blends into its surroundings.
- No two traps should be alike or the leprechaun will get suspicious and leave.

I can't guarantee you will catch one of these little creatures, but I hope you have fun in the attempt. What follows are suggestions to get you thinking about different areas of research when building the trap.

Constructing a Leprechaun Trap

The Problem:

Design a “Leprechaun Trap” that will: 1) entice the leprechaun to enter the trap 2) be secure enough that the leprechaun cannot escape 3) be portable, so that it can be moved by no more than two individuals and 4) withstand teacher scrutiny

Background Research:

Go to <https://historycooperative.org/leprechaun/> and write an academic summary of the website

Draw Your Own Blueprint Before You Build. Make Sure You Include a Supply List: