## Company

# PYRAMID CATAPULT







**30 MINUTES** 



PREPARATION NEEDED

#### AIM

Build an impressive and powerful pyramid catapult, then spend time testing the catapult out with some target practice.

#### WHAT YOU'LL NEED

- > 6 3ft Wooden Dowels
- > 9 Large Elastic Bands
- > Plastic Cup
- > Hole Punch
- > Scissors
- > Table Tennis Balls



#### **GET CREATIVE: PYRAMID CATAPULT**

THEME: ARTY & CRAFTY



#### **LEADER PREPARATION**



A leader will need to ensure enough resources are available for the number of young people in the group. The resources listed on this card are per group, if working with multiple groups then you'll need multiple sets. A space suitable for firing table tennis balls will also need to be identified.

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#### **GETTING INTO THE ACTIVITY**

Split into pairs or small groups and give each group the resources needed. You could give groups the instructions or you could just challenge them to 'create a catapult' and see what they come up with. After a while you might then provide some hints or show them an example of what they are trying to create. This will encourage young people to use their creativity and engineering skills.

- 1 Build the base of the catapult by placing three of the dowels in a triangle shape, with a slight overlap at the corners. Use three elastic bands (or alternatively string, learning pioneering skills) to fix the structure in place.
- Use the other three dowels to create the pyramid shape. Add one dowel at a time to the corners of the triangle, going upwards. Once all three dowels are added, use an elastic band at the top of the pyramid to fix these three dowels together in a point.
- 3 Punch three holes into your plastic cup, spaced evenly around the top of the cup.
- 4 Cut three elastic bands in half and tie them through the holes in the cup. The other ends of the bands should be tied to top and bottom corners of the pyramid to create a working catapult. If your elastic bands aren't long enough, cut three more bands in half and tie them to the three elastic bands you've already used, to extend them.
- You should now have a working catapult, which you can fire by placing a table tennis ball in the cup, pulling back as far as you can and then letting go.

Set up some targets to fire the catapults at. This could be in the style of 'Angry Birds' by stacking plastic cups or Jenga blocks to create towers to destroy. Alternatively, you could create targets (i.e buckets, hoops etc) with differing points and design a points based game using the targets.

# O IDEAS TO TAKE THIS FURTHER...

Challenge the group to come up with a game or activity which uses the catapults. This might be similar to the games listed above, or they may come up with something completely different.



Care must be taken when firing catapults. Only appropriate lightweight items should be fired. A safe space must be used, clearly marked off so people can't walk into the firing area accidently. Catapults should never be fired at other people. Elastic bands should be regularly checked for signs of breakage, to reduce the risk of them suddenly snapping.