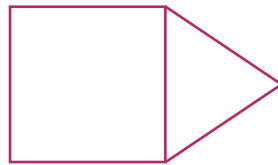


Activity Card 7

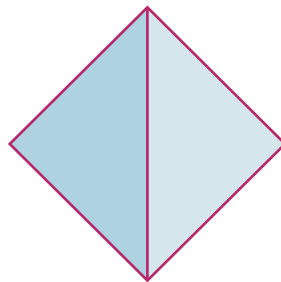
Giza (Card 2)

The architect who built the Great Pyramid had to design a model first to show the Pharaoh what the structure would look like.

- Could you use your Logo skills to help him to draw the **net** of a pyramid? What shapes do you think you will need and how many of them will be required to complete the **net**?
- You will need to research and investigate the shape of the base and the shapes needed for the faces.
- Sketch your idea on a sheet of paper first and then use the **to** command to create the procedures for the shapes you will need.
- Test draw your shapes and when you are satisfied you can plan how to move the turtle and make any changes to its direction to create the **net**.
- Draw your **net** on a sheet of paper first. How many **different** shapes will you need? (**Choose carefully... you do not need as many as you think.**)
- Below is an incomplete **net** to give you an idea.



- The architect also wanted to create a 3-D drawing of the shape but he was unsure how to manage it. Fortunately, it is quite simple to achieve this effect using Logo.
- You need to draw two equilateral triangles and join them on a vertical line. Print your design and then shade the sections, making sure that one section is shaded a little lighter than the other.



- Use Logo to draw two triangles like those in the example. Use the **repeat** command and draw a triangle using left turns and then draw the same triangle using right turns before you print them and shade them to show a 3-D effect.