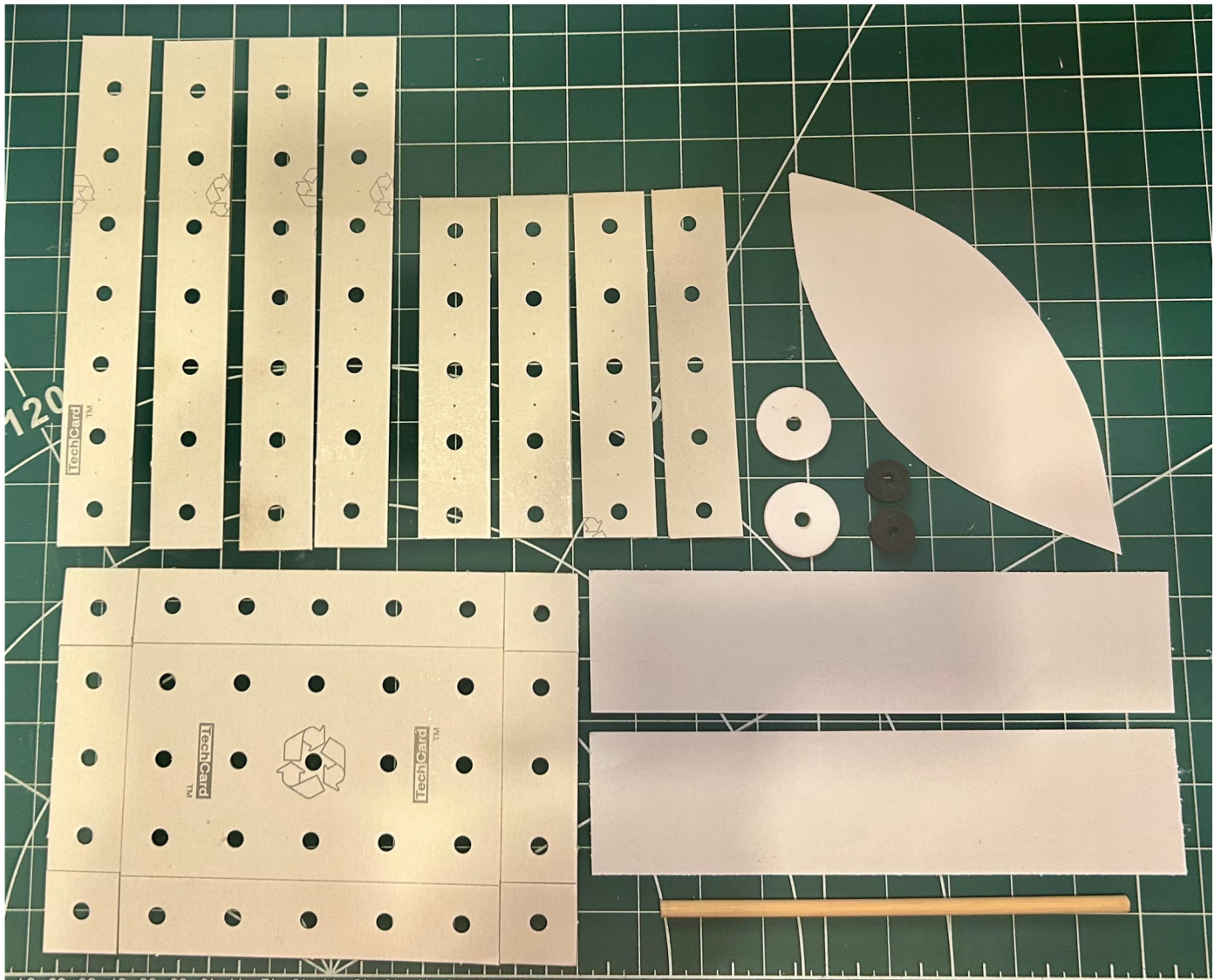


Pirate ship - template

Use TechCard or draw the parts to scale onto card and cut them out. If you are using card, you will also need a hole punch.

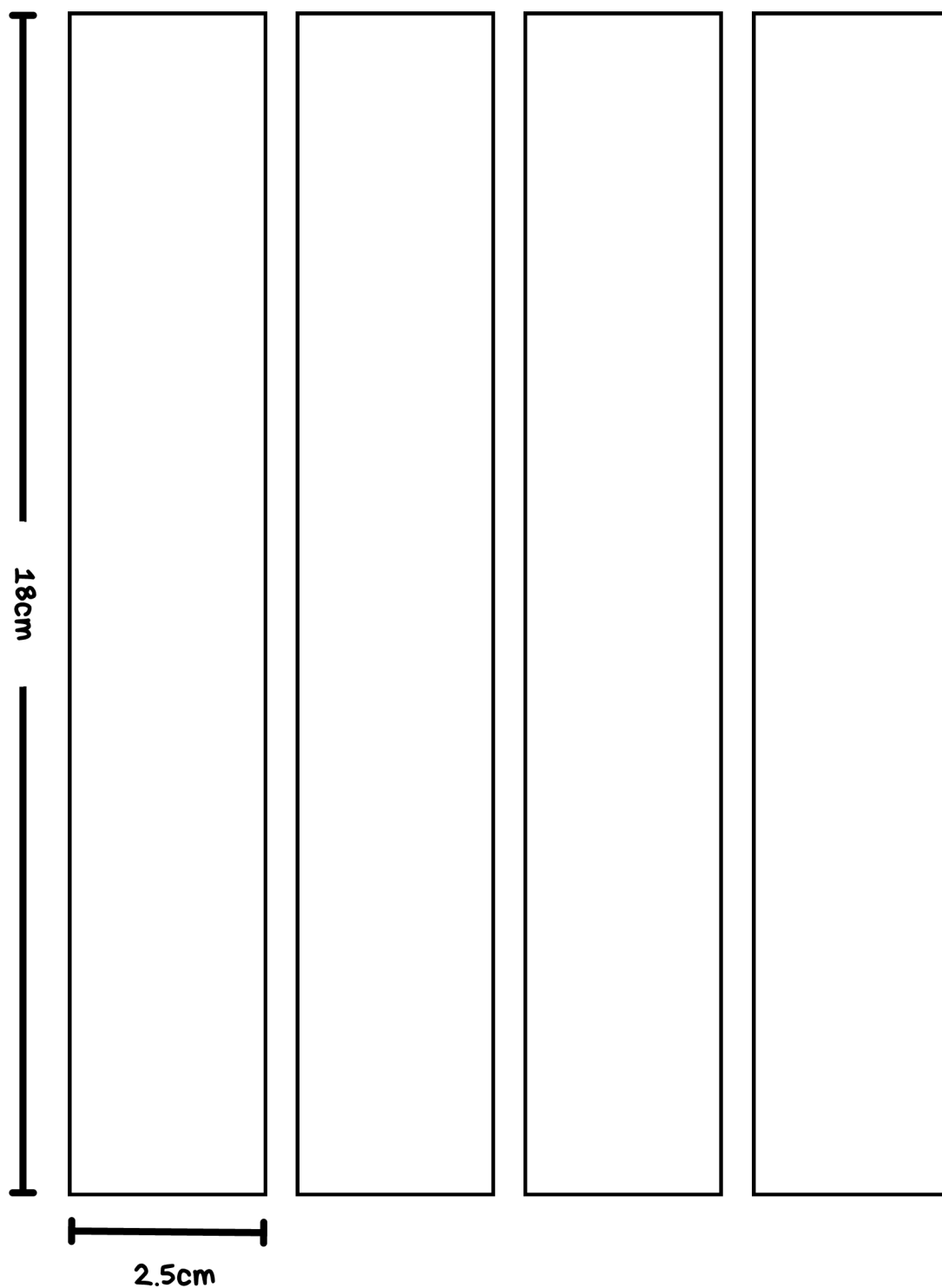
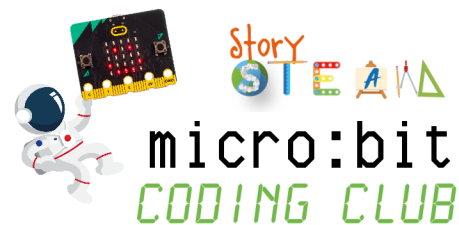


- 4 x 18cm strips
- 4 x 12cm strips
- 1 x 12.5cm box
- 1 x 16cm hull
- 2 x 19cm x 4.5cm sides
- 4 x wheels
- 1 x 10cm dowel
- 1 x 180° servo



Pirate ship - template

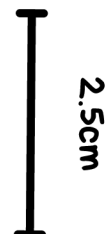
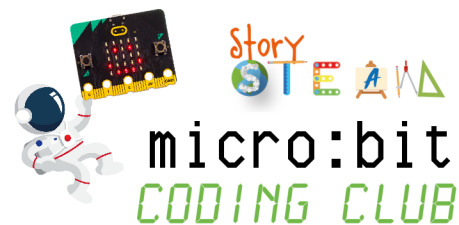
Print or stick on card. (A frame)



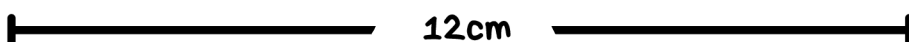
storysteam.com

Pirate ship - template

Print or stick on card. (A frame + ship)



2.5cm

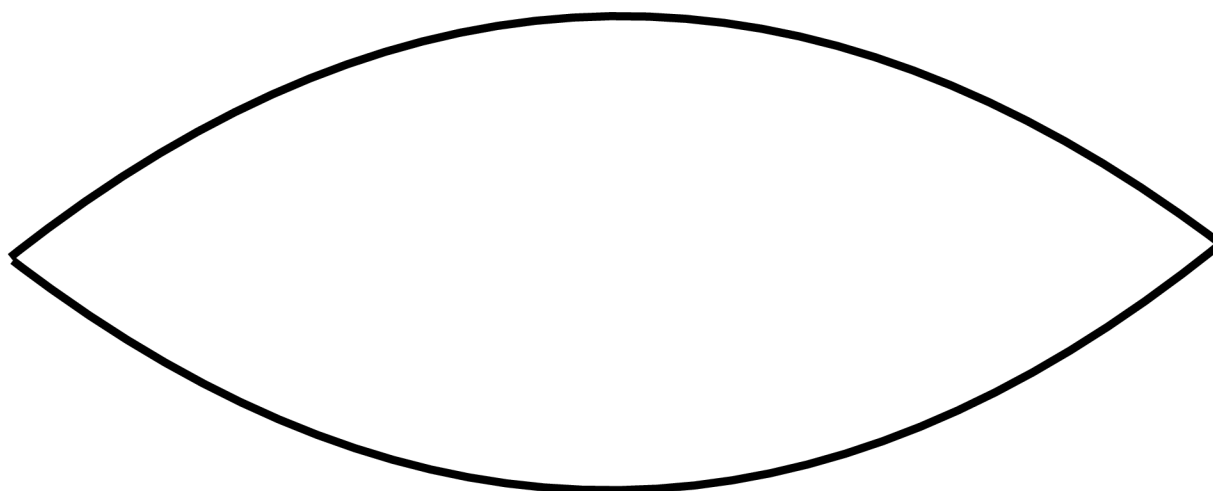
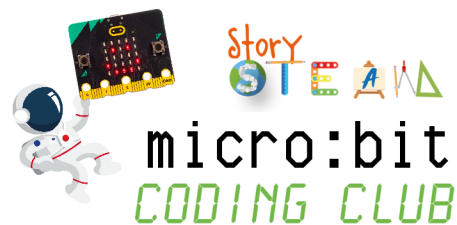


12cm



Pirate ship - template

Print or stick on card. (Ship hull + sides)



16cm



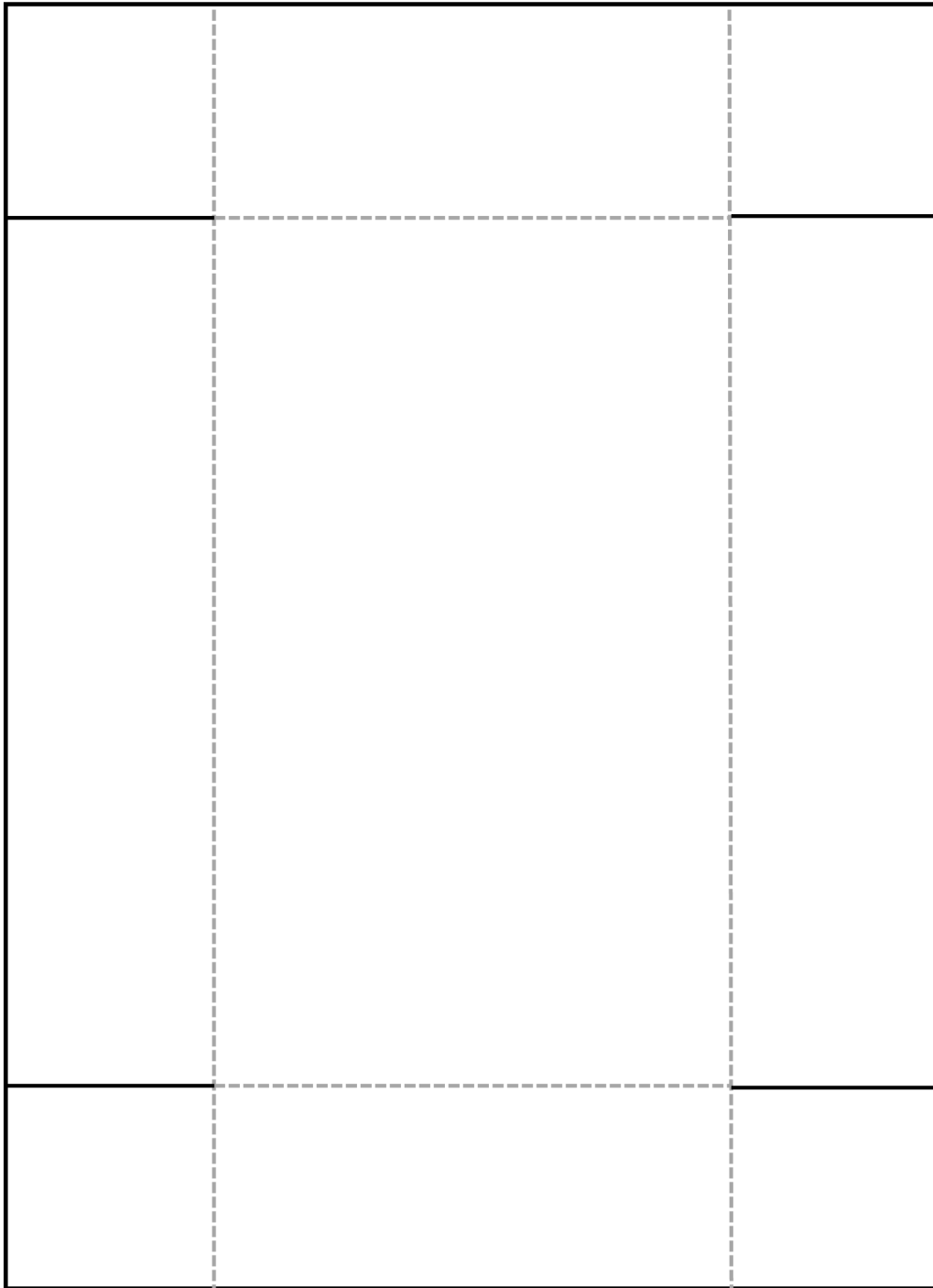
4.5cm

19cm



Pirate ship

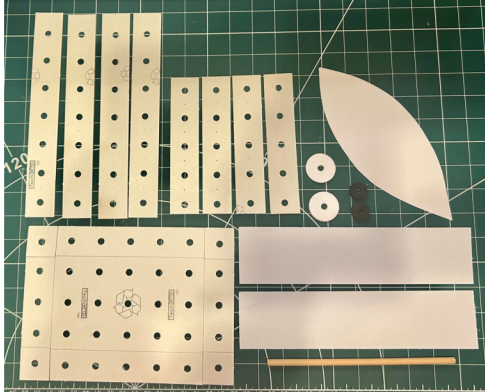
Print or stick on card. (Box)



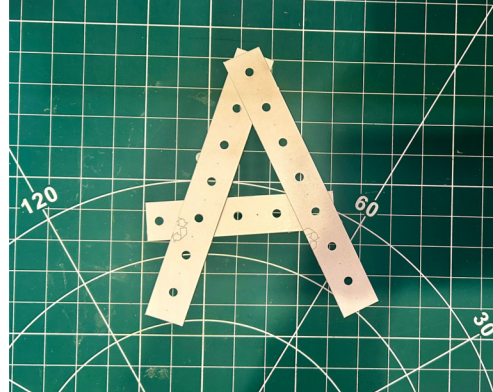
storysteam.com

Pirate ship

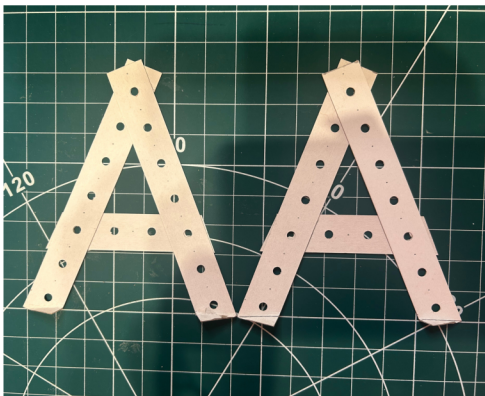
1. Use TechCard or draw the parts to scale on card and cut them out. (See pages 1-5)



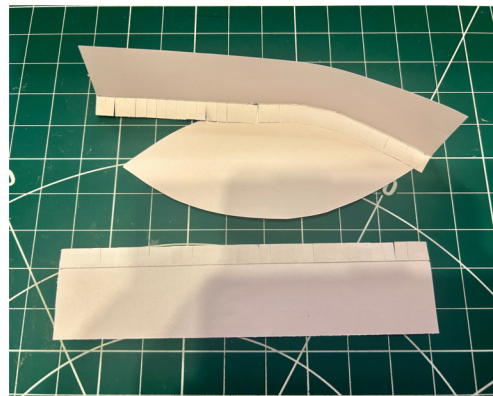
2. Line up the top of the A Frame and glue them together. You'll need 2 of these.



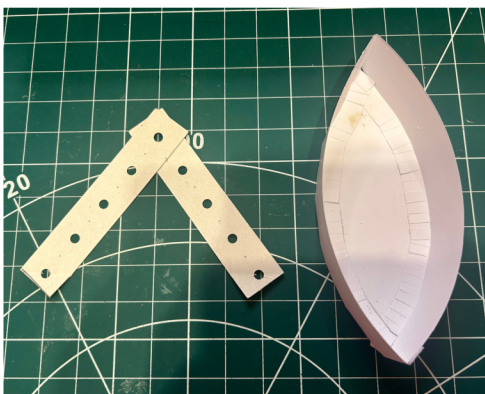
3. Score the bottom edges straight, so they will stick to the base board.



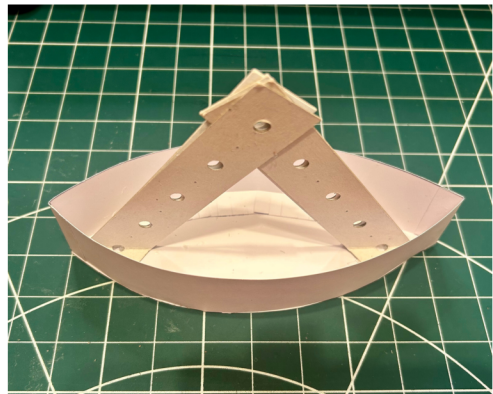
4. Cut a 'fringe' along one edge of each side piece and glue on to the hull.



5. Glue the 2 remaining 12cm strips together, lining up the holes at the top.



6. Score the bottom edges and stick in the ship's hull.

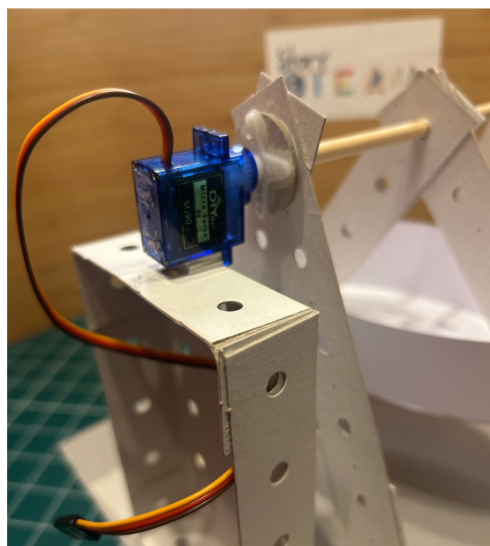


Pirate ship

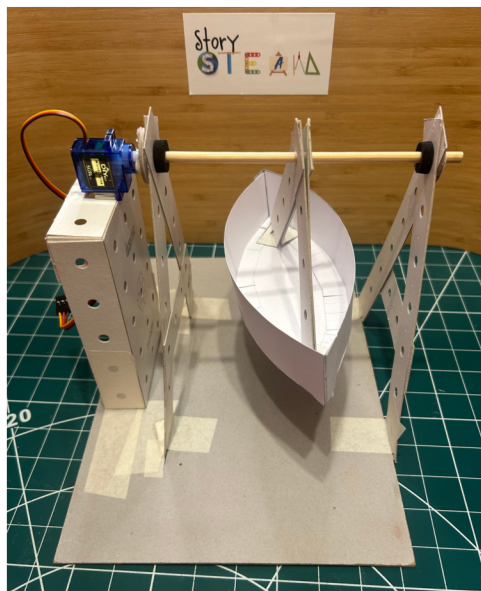
7. Thread the dowel rod through the holes and glue in the centre.



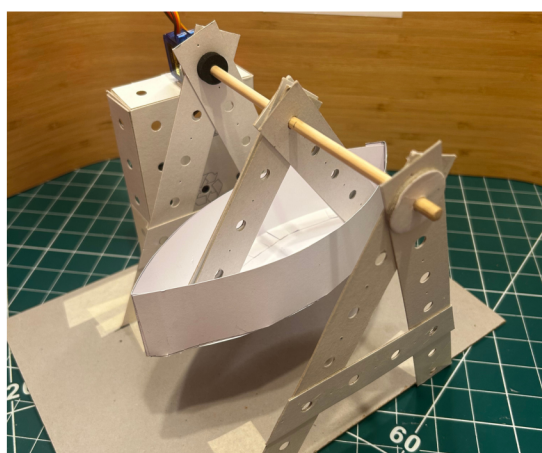
9. Place the box next to one of the A frames and stick the 180° servo on top - lined up with the dowel rod.



8. Glue the main A Frames to the base and place the dowel rod and ship between them.



10. Glue a servo horn onto a small card wheel and then glue that onto the end of the dowel. Make sure the dowel is not stuck in the A frame.



Now, code you pirate ship ride!

Challenge:

- Add a LED animation using the micro:bit's LEDs. (See week 1)
- Compose and code some music that plays while the pirate ship is moving. (See week 9)