Design a Shelter For...

The Desert

What's it like there?

Dry - An area that receives less than 25cm of rain a year is considered a desert, but some don't see rain for years at a time. It is often windy, and very hot in the day and very cold at night.

What can I build with?

Rocks, stones, animal skins, woven blankets, rope made from animal hair, palm leaves.

What should I consider?

The extreme heat and cold. There could be sandstorms if the wind is strong. Water is difficult to find, so you will need to be close to an oasis, or able to pack up your shelter and move it to follow the rain clouds. When rain does come, floods can happen in low areas. Poisonous snakes, scorpions and insects are a risk.

Write a description of your shelter and draw a picture of it.



Design a Shelter For...

The Jungle

What's it like there?

Jungles are rainy, damp, hot areas covered in tangled trees, grasses and bushes. They are found in tropical regions and close to the equator in Central America, South East Asia, India and central Africa.

What can I build with?

Mud, wood, large leaves, bamboo and vines. Today, many jungle-dwellers also use sheets of metal in their buildings.

What should I consider?

The hot, wet weather. The animals that live in the jungle (tigers, monkeys, parrots, snakes, alligators) and the insects (mosquitoes, flies, spiders, cockroaches), some of which carry diseases. Think about being close to a river for food, water and transport.

Write a description of your shelter and draw a picture of it.





Design a Shelter For...

The Mountains

What's it like there?

Mountains are steep, often rocky peaks of land. In Britain, experts say they should be at least 300m high to be considered 'mountains' rather than 'hills'. Mountains are found all over the world, and are prone to extreme weather conditions.

What can I build with?

Wood, stone, slate.

What should I consider?

The weather can change very suddenly: from hot to cold, from high winds to a blizzard. There could be avalanches or landslides. Think about where to build — maybe close to a mountain lake or stream, in a spot that's sheltered, close to transport, or on a plateau for farming?

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