





**2 BEDROOM & 1 BATH**  
**529 SQ. FT.**

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## EXPLAIN:

Students will review their blueprint design.

Compare and contrast your blueprint to any of the blueprint examples above. What are the differences and similarities? These questions should be answered based on the work that was completed.

**Watch this video about blueprints:** <https://www.youtube.com/watch?v=DkJLbCCI6Zs>

**Connection and optional activity:** Think of video games where you can create buildings, such as Minecraft, Animal Crossing, The Sims, or Rollercoaster Tycoon. Do blueprints come in handy when playing these games? You have to conceptually visualize the space inside and out when creating buildings, similarly to an engineer. Try recreating your hand-drawn blueprints in your favorite video games. Does it look similar? Remember to add details, such as doorways, furniture, closets, and more! Check out an example of this optional activity:

<https://education.minecraft.net/lessons/making-homes-part-1/>

## Review STEAM Vocabulary:

- **Blueprint:** A physical or electronic drawing of a structure.

- **Design:** A plan for the construction of an object.
- **Scale:** The ratio of measurements. For example, 1 inch on a blueprint would be 1 meter in real life. If you used graph paper for your blueprint, 1 square could represent 1 foot in real life.

## EVALUATE:

- Have students think about how engineers utilize blueprints in real life.
- Will one simple drawing of a structure suffice? Or will they need multiple drafts?
- What else do engineers have to keep in mind as they map out their blueprints?
- Is it convenient to have a blueprint the size of the actual building? Why or why not?
- Is it easier to draw a blueprint by hand or use a computer to design a building?

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