BDS DESIGN DAY

Today, we are constructing a geodesic dome. Many different types exist out there, and the one we're making is called a 3v 5/9 Icosahedron Dome. This version has 165 total members and 61 points of connection. Our dome will be 16 feet in diameter, and more than 9 feet tall.

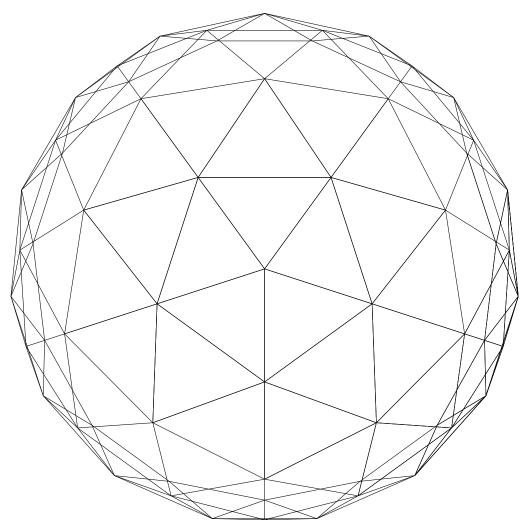
We will form five groups and will be working in teams to accomplish parts of the dome that will be added to form the whole structure. We'll be working with bamboo stakes, rubber bands, and cable ties to create the final structure, but we're going to start with toothpicks and marshmallows.

In your small teams, we'll make a scale model to use as reference (and practice) for making the full-scale object. Designers work this way often and it is a great way to see the whole scope of a project in a scale that makes sense.

In the directions that follow, solid lines are members you build in each module. Dashed lines show where you'll connect to a piece that is already built.

You've been given 33 bamboo sticks. Six of them are specially marked with a red line. These members make part of a special shape, in step two and four, and are shown as a solid yellow line.

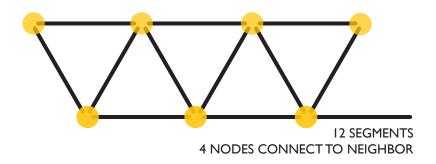
Have fun while you work - ask questions of the volunteers - and enjoy the experience!



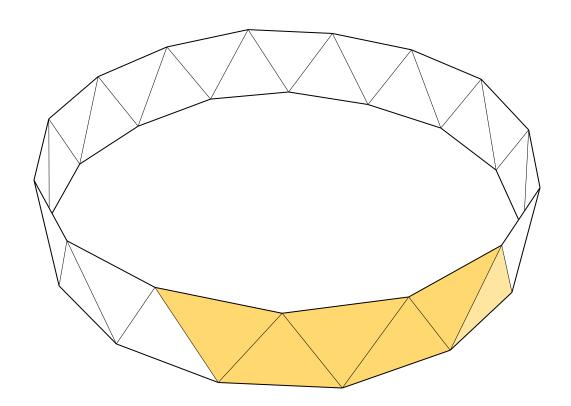
MARCH 8, 2014 ZIGER/SNEAD

STEP ONE

EACH TEAM CREATES ONE:



ASSEMBLE FIVE UNITS TOGETHER

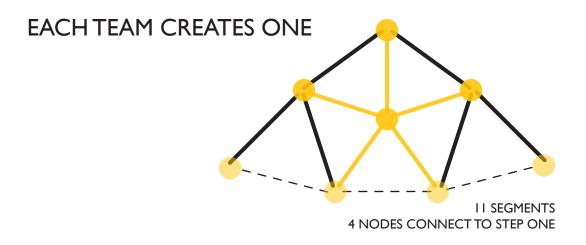


REINFORCE BOTTOM JOINTS

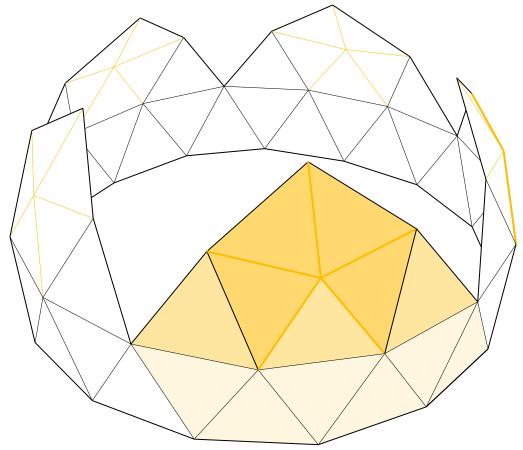
CREATE RIGID JOINT WITH CABLETIES WHERE NO NEW JOINT WILL OCCUR.



STEP TWO



ATTACH ALONG DASHED LINE TO LARGE STRUCTURE

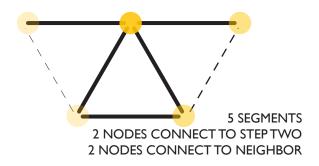


REINFORCE LOWER JOINTS

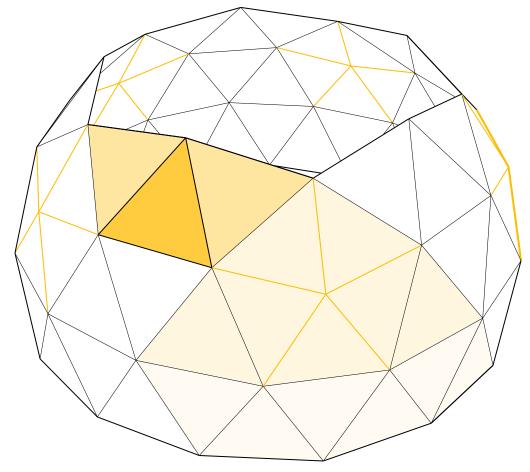


STEP THREE

EACH TEAM CREATES ONE



ATTACH ALONG DASHED LINE TO LARGE STRUCTURE



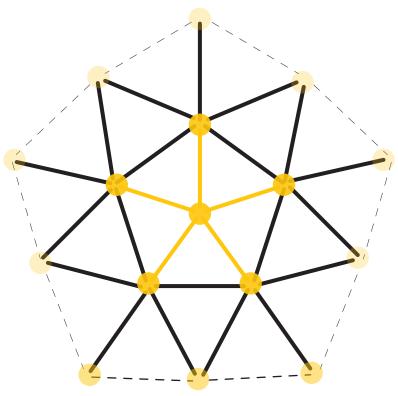
REINFORCE LOWER JOINTS

STEP FOUR

EACH TEAM CREATES ONE

5 SEGMENTS 2 NODES CONNECT TO STEP THREE 2 NODES CONNECT TO NEIGHBOR

ALL TEAMS COMBINE TO CREATE CAP

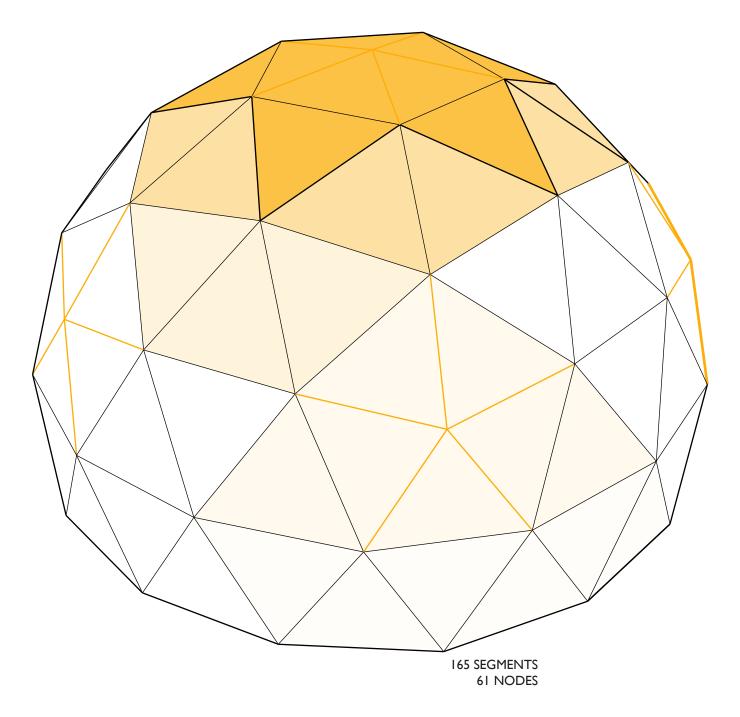


25 SEGMENTS 10 NODES CONNECT TO LARGER ASSEMBLY



STEP FIVE

ALL TEAMS RAISE CAP INTO PLACE



REINFORCE ALL JOINTS

