

A Mouse in the House

Friendly Mouse Trap Invention

Situation

Sometimes mice find their way into places that they aren't welcome, like closets and cupboards. One of the ways to catch mice is to use a mousetrap, but that usually kills the mouse. Although mice sometimes frighten people, it may not be the best idea to kill them.

Design and build a device that will catch a mouse without hurting it so that it can be set free outdoors.



Resources

Time	About 90 minutes total
People	Groups of two
Energy	Only human energy can be used for the device.
Information	What do mice eat? How do some other mousetraps work?
Money	None
Tools	Scissors, pencils, and any other that can be safely used with teacher permission.
Materials	Paper, glue, cardboard to start, but any available in class or brought from home may enhance creativity.
Space	The device should be no larger than one foot in any direction.

Teacher Tips

This activity works well with children's literature such as *If You Give a Mouse a Cookie* or *The Mouse and the Motorcycle*. Perhaps preface the activity with a reading from one of these books.

You will probably find that children will come up with some very complex solutions to this problem. They may make a maze or have the mouse go through some series of events until it is finally caught. Try to focus their solutions to be workable during the modeling process.