

## DESIGNING THE APOCALYPSE

The following activities have been designed to simulate disasters that can affect housing structures. They are organized from the least likely to the most likely. It is suggested that you only pick 3-5 from the list; however, depending on the complexity of your students' structures, you might add additional tests.

For the best chance of student success, you should start with the least destructive and then advance to the most destructive. You could also assign each disaster a number and use a random number generator like Random.org or our tech tool **CPM Probability Generators** (<https://learn.k20center.ou.edu/tech-tool/2317>) to select them in a random order.

### Probable Scenarios:

Earthquake - Place the house on a TV tray and shake it vigorously.

Flood - Submerge the house in a container of water for a brief period of time.

Hailstorm - Pelt the house with crushed ice.

Rain - Spray the house with a hose.

Tornado - Spin the house on a lazy susan.

### Less-likely Scenarios:

Extreme Heat Wave - Use a low temperature heat gun on the houses.

Meteor Strike - Throw an orange, tennis ball, softball, or basketball (depending on the size of the structures) at the model house.

Sandstorm - Throw sand at the house.

Tsunami - Dump a bucket of water on top of the house.

### Optional Fictitious Scenarios:

Dinosaurs come back - Attack the house with plastic dinosaurs.

Jumanji - Attack the house with plastic animals.

Increased gravity - Stack books on the house.

Kaiju attack - Stomp on the house.

Zombie attack - Attack the house with action figures.

### Source

K20 Center. (n.d.). CPM probability generators. Tech Tools. <https://learn.k20center.ou.edu/tech-tool/2317>