

# Bridging the Gap: Activity Guidance

## Learning objectives

By the end of this activity, young people will be able to:

- Apply core engineering concepts such as tension, compression, and structural strength in a practical context.
- Solve problems creatively by designing and adapting a bridge using limited materials.
- Work collaboratively to plan, build, test, and refine a structure within time constraints.
- Understand how shape and material choice affect load-bearing and structural performance.
- Reflect on the design and iteration process through testing and evaluation.
- Communicate and present design decisions effectively to peers.

## Suggested resources



### Main Building Materials (Core set – provided)

- Lolly sticks – the primary structural material for building the bridge.
- Bulldog clips – allow for quick and secure joints.
- Clothes pegs – helpful for clamping or connecting parts temporarily.
- Tray – acts as the canal and sets the span for the bridge challenge.
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**Note:** For extended sessions or more advanced groups, consider offering optional extras such as string, masking tape, or cardboard strips to explore different joining and strengthening methods.

### Testing Materials

Cans (or similar items) – to test bridge strength by gradually adding weight.

Toy canal boat or cardboard cutout – used to check if the bridge allows clearance underneath.

Stopwatch or timer – to manage build and testing phases.

Optional: Use a ruler or tape measure to compare bridge lengths, heights, or load-bearing capabilities.

## Task brief

Your challenge is to design and build a bridge that spans a canal tray, allows a canal boat to pass underneath, and supports as much weight as possible (and at least one can) using only the materials provided.

- You will work in teams to plan, build, test, and improve your bridge. You'll be judged on two things:
- Structural integrity – how much weight your bridge can hold.
- Creativity in design – how innovative and aesthetic your bridge looks.

You're the engineers today!



### Design & First Build Phase (20 minutes)

Teams plan their design (sketching optional) and build using:

Volunteers or teacher circulate, prompting with:

- "How are you supporting the middle?"
- "Will your bridge hold at both ends?"
- "What shape is strongest here?"
- "Does your bridge allow a boat to pass underneath?"

### Preliminary Testing (5 minutes)

Each team places their bridge across the tray.

Begin testing by adding one can at a time to the centre.

### Observe and ask:

"Where does the bridge bend or fail?"

"Is there tension or compression?"

"What could you do to strengthen it?"

### Modify & Improve (20 minutes)

Teams return to improve their design based on test results.

Encourage creative fixes and collaboration.

### Final Testing & Presentations (10–15 minutes)

One by one, test each bridge to maximum load.

- Teams present their bridge and explain:
- Their design choices
- What changed after the first test
- How they tackled challenges (e.g. height, weight, balance)

**Judges assess both:**

**Maximum weight held**

**Creativity / innovation in structure**

# Testing criteria

## Strength Test

- Add weight carefully in the centre of the bridge.
- Observe for compression and tension in different parts.
- Look for signs of buckling, shifting or collapsing.

## Design Evaluation

- Does the boat pass underneath safely?
- Is the bridge wide and stable across the canal?
- What is the maximum load it held?
- How innovative or aesthetic is the final structure?

## Suggested Evaluation Criteria

**Structural Integrity:** Did the bridge support a significant weight? Were strong shapes used?

**Creativity in Design:** Is the bridge visually unique, well-constructed or inventive in structure?

**Problem-Solving:** Did the team identify and solve structural weaknesses effectively?

**Team Collaboration:** Was the team organised, communicative and fair in their collaboration?

## Plenary Discussion

- What shape made the biggest difference to your structure's strength?
- Which material was most useful — and why?
- What would you change if you had more time or different materials?
- In the real world, how do engineers decide what materials and shapes to use?

## Curriculum Links

KS3 Science & Design and Technology

- Forces and structural integrity
- Working scientifically: planning, testing and evaluating
- Design thinking and iteration

## KS4 Physics / Engineering / D&T

- Forces and stress distribution
- Engineering principles and material properties
- Problem-solving and analysis through iterative design

