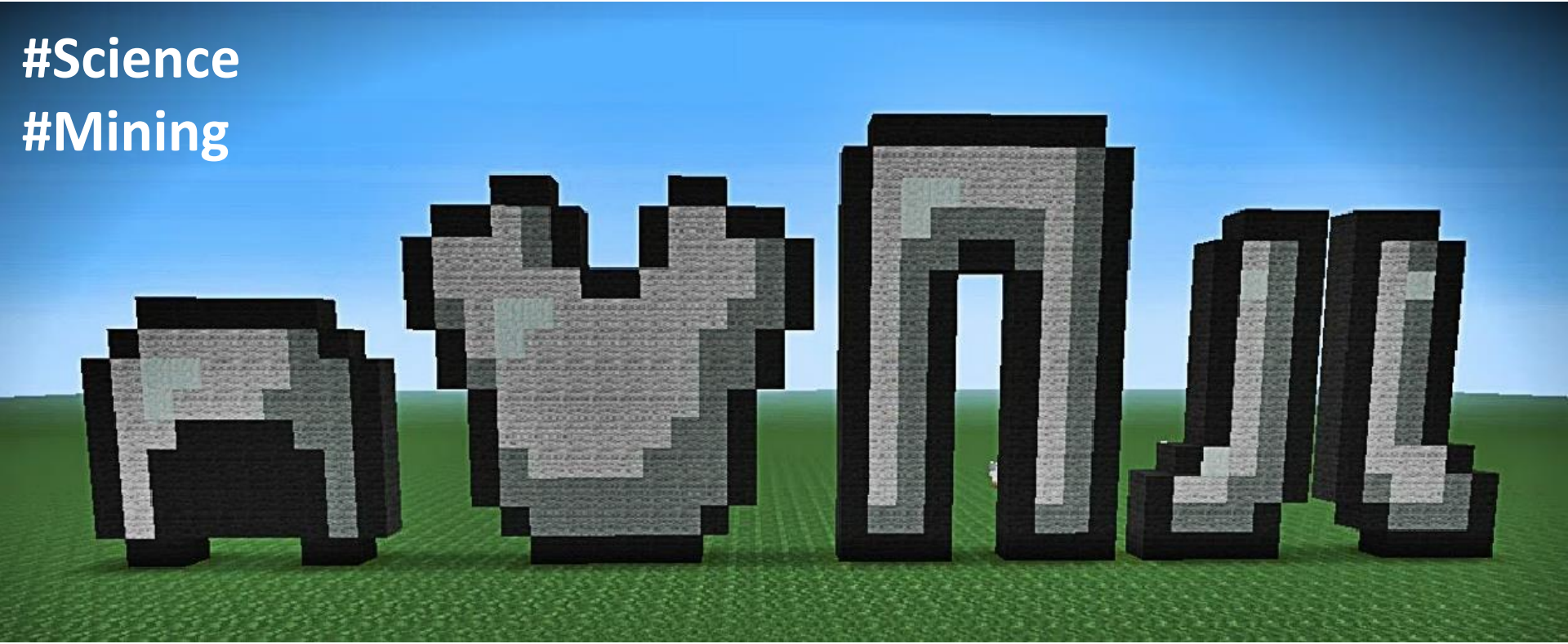# DESIGN & TECHNOLOGY WEEK

**#Science**
**#Mining**

# ARMOUR DESIGN

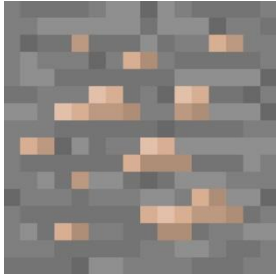Name:                                          Class:

# Design Brief

You are to design the next generation of MINECRAFT armour. The armour should be strong but also visually appealing and should not be blocky. You can use a variety of shapes and design styles. You may choose from one of the following styles to create your armour; **Medieval Knight, Samurai or Mechanical/Robotic**.

You will be given a limited supply of **Coal** to use to smelt ore to give you **Gold, Copper and Iron**. You will need to decide what materials you will use and where to place them on the armour.

## Design Styles

1. Label the ore blocks below with the correct names: **Copper, Gold, Iron.**
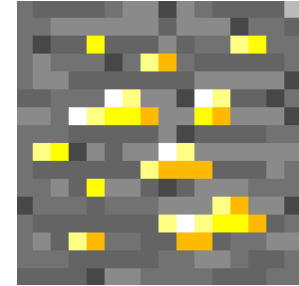2. Research the melting temperatures for each metal ore.

Type of Metal:

_____

Melting Temp:

_____

Type of Metal:

_____
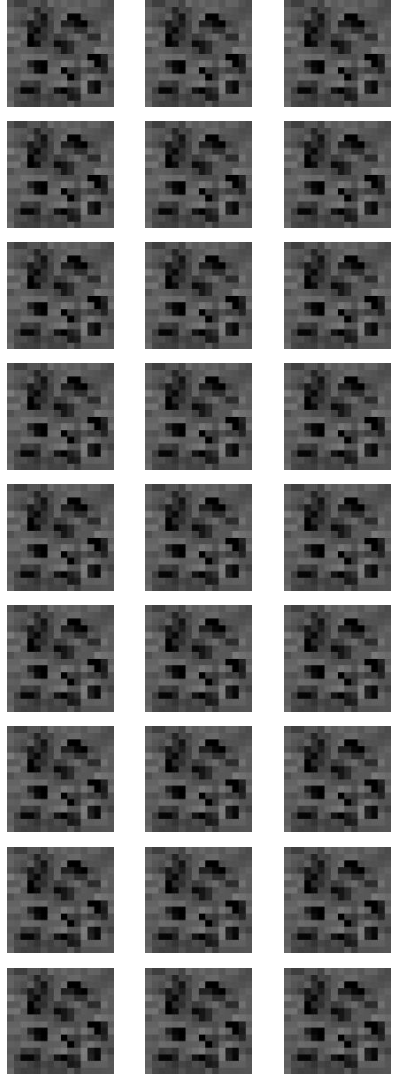
Melting Temp:

_____

Type of Metal:

_____

Melting Temp:

_____

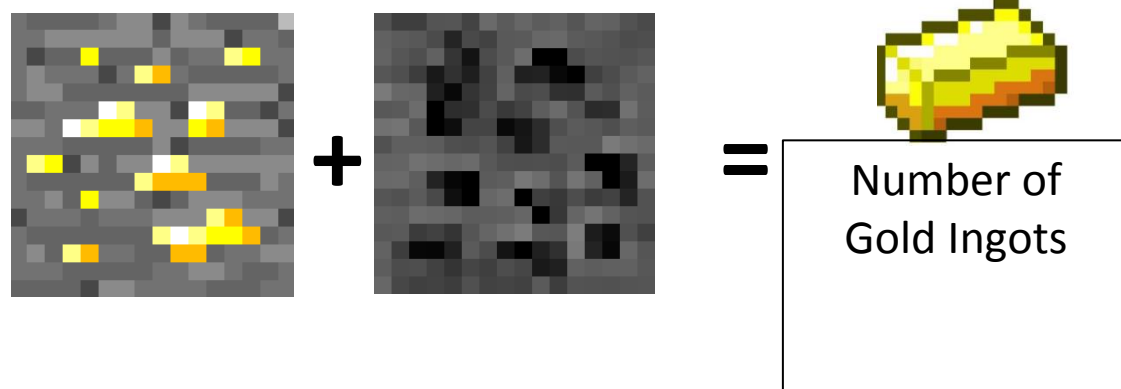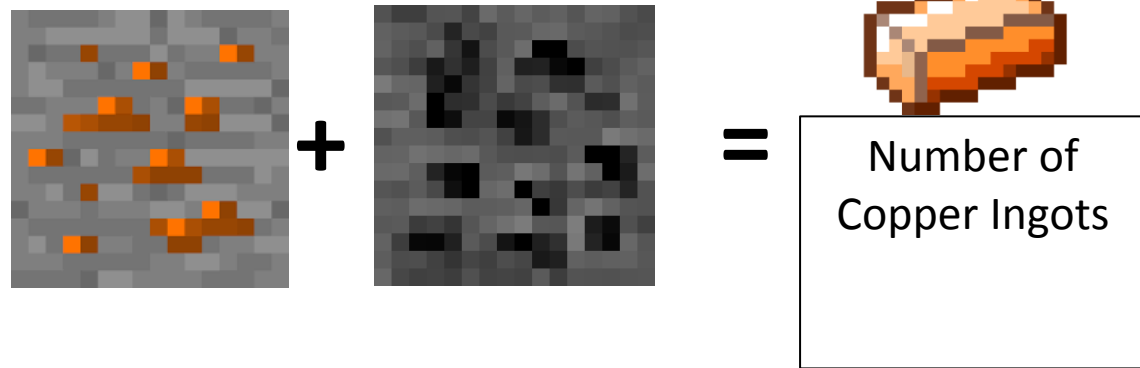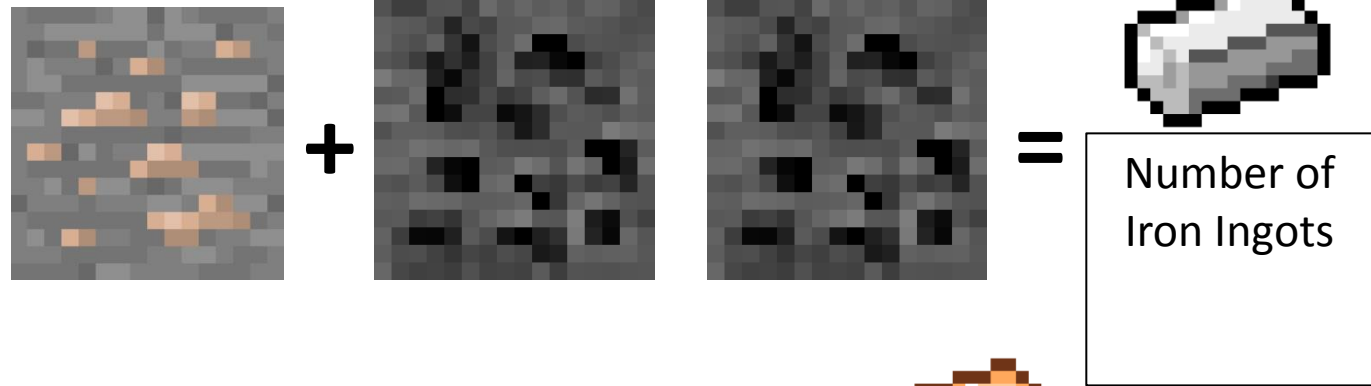**1 block** of coal will smelt one block of metal ore up to **1,100°C**

To smelt metal ore **over 1,100°C** you will need to use **2 blocks of coal.**

# You have only 27 blocks of coal to create the ingots you require.

Cross off your coal as you use it.

No limit to ore required – 18 ingots required.



= Number of Iron Ingots



= Number of Copper Ingots



= Number of Gold Ingots

# 18 ingots required to complete a full suit of Armour.

Sketch over these templates, you need one metal for each square.

You can design armour for male or female characters or both!

Outline your amour with pen and use colour if you can.

No blocks, use design styles provided.