## Structure – Constructing a ziggurat

2D shapes	Flat objects with 2-dimensions, such as square, rectangle and circle.
3D shapes	Solid objects with 3-dimensions, such as cube, oblong and sphere.
Ziggurat	An ancient Mesopotamian temple tower consisting of a lofty pyramidal structure built in successive stages with outside staircases and a shrine at the top.
Design criteria	A set of rules to help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Façade	The front of a structure.
Feature	A specific part of something.
Flag	A piece of cloth used as a decoration or to represent a country or symbol.
Net	A 2D flat shape, that can become a 3D shape once assembled.
Recyclable	Material or an object that, when no longer wanted or needed, can be made into something else new.
Scoring	Scratching a line with a sharp object into card to make the card easier to bend.
Stable	Object does not easily topple over.
Strong	It doesn't break easily.
Structure	Something which stands, usually on its own.
Tab	The small tabs on the net template that are bent and glued down to hold the shape together.
Weak	It breaks easily.

Basic 3D Shapes









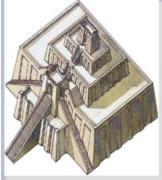


## Key facts





## **ZIGGURAT.**

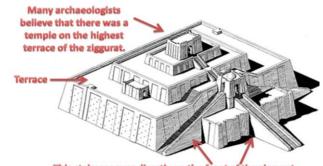


The ziggurat is a templeshaped tower.

It is built on sun-dried brick (ladrillos de adobe).

The ziggurat were considered the houses of the gods. Ceremonies were held outside the building.

To access the ziggurat there was a series of steps up to the chapel at the top of the ziggurat.



This staircase runs directly up the front of the ziggurat. Possibly only the temple priests were allowed to climb these steps to get to the higher stages of the ziggurat.