Name: _



Design Flaws

By Kelly Hashway

A mara clicked pause on the video and ran to the craft drawer in the kitchen.

"What are you doing?" Amelia asked her.

"I need supplies to make this doll tree house I saw online," Amara said, digging through the drawer and taking out the glue stick, scissors, ribbon, and popsicle sticks.

"You're making a tree house for your dolls?" Amelia asked.

"Yeah, there's a step-by-step tutorial online. It shouldn't be too hard to do." Amara took her supplies and headed back to the computer in the living room. She pressed play on the video and tried to keep up with the woman on the screen as she assembled the tree house.

Amelia watched over Amara's shoulder. "This looks pretty tough, Amara. Don't be upset if your tree house doesn't come out exactly like that one."

"Why wouldn't it? I'm following the



<image>

a knot in the tree."

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Tree nouse.

"I don't get it."

"What?" Amelia asked, walking back into the living room.

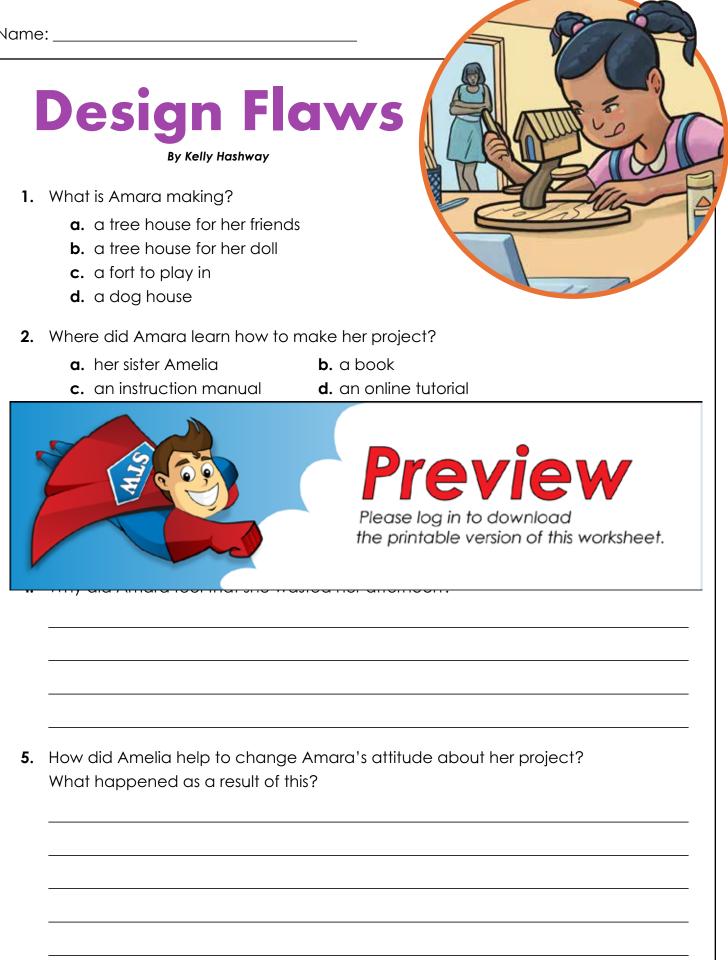
"I did everything the woman said, but my tree house isn't as smooth as hers. There's this bump here, and the newspaper left wrinkles on this side." Amara slumped back on the couch. "I wasted my afternoon for nothing."

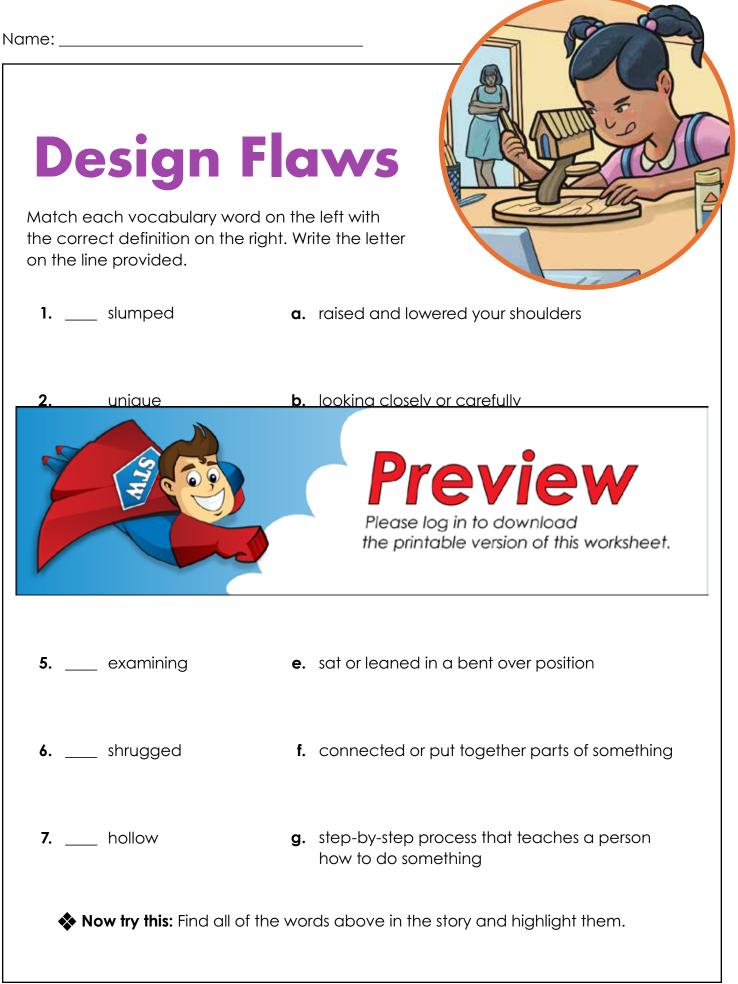
Amelia leaned down, examining the tree house. "What if you drew some lines here to make these wrinkles look like tree bark? And this bump could be Amara cocked her head at the tree house. "Maybe I could hollow that bump out and put an owl in the hole."

"That would be awesome," Amelia said. "See, sometimes design flaws lead to more creative things."

"And if I make vines down this side, it would cover the wrinkles and give my dolls something to swing on. It can be a jungle tree house," Amara said. She smiled at her sister. "You're right, Amelia. I'm glad my tree house didn't come out like the one in the video. It's better."

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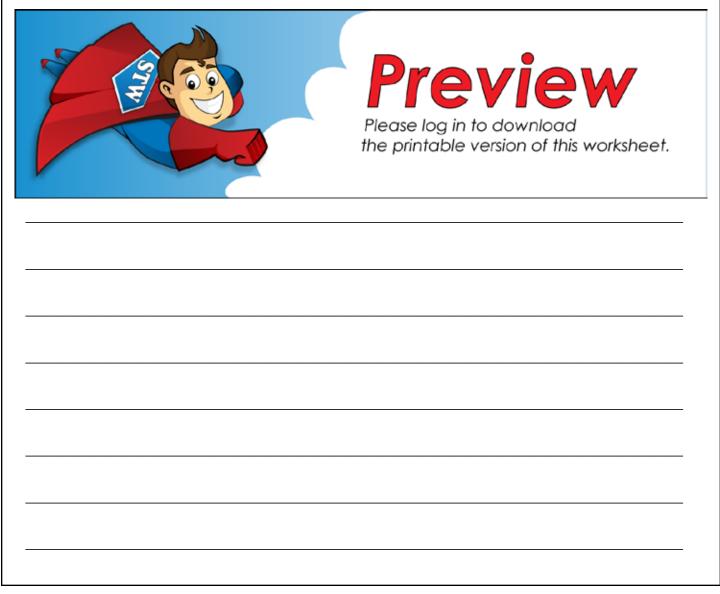


Name:

Design Flaws

In the story, "Design Flaws," Amara was trying to make a doll tree house that was exactly like the woman's on the tutorial. When Amara's did not turn out the same, she was very upset until her sister helped her realize that, "sometimes design flaws lead to more creative things."

Has there ever been a time in your life when you began a project and realized it wasn't turning out the way that you had planned? How did you feel? What did you do to change it?



ANSWER KEY

Design Flaws

By Kelly Hashway

- 1. What is Amara making?
 - a. a tree house for her friends
 - b. a tree house for her doll
 - c. a fort to play in

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realize that even though her project didn't look exactly like the one in the tutorial it was still good in its own unique way. After that, Amara realized that she could build upon the idea of the doll tree house instead of copying it exactly. She then turned her "errors" into new ideas and her doll tree house became a unique jungle tree house.

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ANSWER KEY

