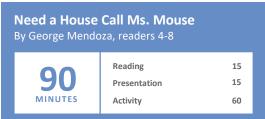# Need a House? Call Ms. Mouse!

George Mendoza · Doris Susan Smith

Let's Learn About
Architecture

This book features Henrietta, the world-famous architect mouse, as mouse, as she designs homes for different forest creatures. From From squirrels to frogs, she designs homes to meet each animal's animal's needs for a perfect home, teaching students about the the positive impact of design.

Need a House Call Ms. Mouse
By George Mendoza, readers 4-8

90 MINUTES		
	Reading	15
	Presentation	15
	Activity	60

Download this lesson card and presentation.
Add an architect volunteer to your classroom.

California Architectural FOUNDATION
AIA California

Lesson supported by:

LPA

Build a Structure Inspired by the Book!

Materials

Ask participants to save and bring cleaned, recycled items they have on-hand and add cardboard, cardstock, aluminum foil, pipe cleaners, popsicle sticks, glue sticks, tape, yarn, paper, etc. to add to increase creativity.

Steps

1 Break participants into small groups (3-6 depending on size of group).

2 Give each group 5 minutes to brainstorm what they will be build. Prompt them to consider shape, texture, materials and function. How would the featured architect or architectural concept apply to their design?

3 Allow groups access to the materials and start building either individually or as a group. (20-30 minutes).

4 Reflect on the build. Use reflection ideas in the next column or create your own!

Reflection Suggestions

- Ask participants to share their build with group. What do they love about it? What was challenging?

- Display the finished builds together. Reflect on the differences in approaches and materials.

- Ask participants to share their inspiration for their build. How did they apply it to their design?

- Select a build and sketch it on paper from a chosen point of view (side,top, front). How did drawing reveal its design?

credit: Christopher Garcia