

Camera obscura

Name of the object and creator	Camera obscura by Logopsycom				
Recommended ages	9-12 y.o				
Thematic areas combined (STEAM)	Sciences	Technology	Engineering	Arts	Mathematics
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Materials needed	<ul style="list-style-type: none"> • An empty cereal box • Cardboard • Scissors (and or cutter) • Masking tape • Ruler • Pin • Tracing paper or baking paper (white is better) 				
Outline of the steps	<ol style="list-style-type: none"> 1. Preparation of the box 2. Preparation of the window 3. Preparation of the "glasses" 4. Test your camera obscura ! 				
References	Reeve, M. (s. d.). Réalise une caméra obscura. https://www.unige.ch/campusjunior/files/9914/2602/0554/Bricolage_camera_obscura.pdf				

STEP BY STEP: How to build a camera obscura

Step 1: Preparation of the box

Estimated time: 5min

- Gather all the material needed.



- Cut out the top of the box.



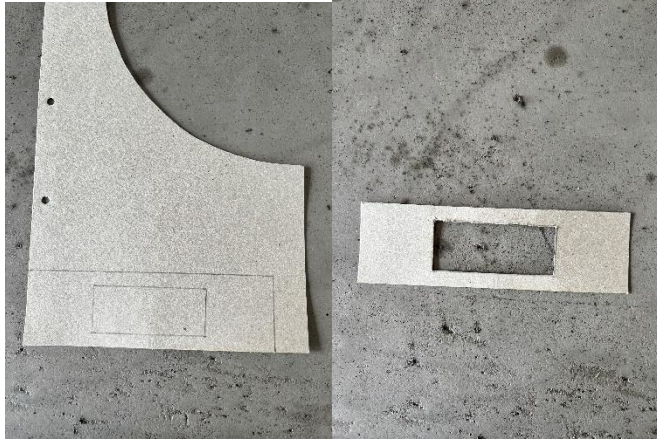
Step 2: Preparation of the window

Estimated time: 15 min

- Measure the length and width of the box. Cut out a slightly smaller rectangle from a piece of cardboard.



- Create a window inside the rectangle.



- Cover the window with tracing paper (or baking paper) and tape it in place.



- Place tape around the cereal box, 8 cm from the bottom of the box.



- Tape around the window you made earlier to hold it in place inside the box.



Step 3: Preparation of the "glasses"

Estimated time: 15 min

- Cut a piece of cardboard the size of the box lid and cut out two cones from an egg carton.



- Cut two holes in the rectangle to match the distance between your eyes.



- Place the two cones over the holes and tape them in place.



Step 3: Test your camera obscura

Estimated time: 10min

- Use a pin to poke a hole in the bottom of the box.



Stand in a very bright place, place the glasses in front of your eyes and you should see the image appear upside down on the tracing paper.

DISCLAIMER

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



**Co-funded by
the European Union**