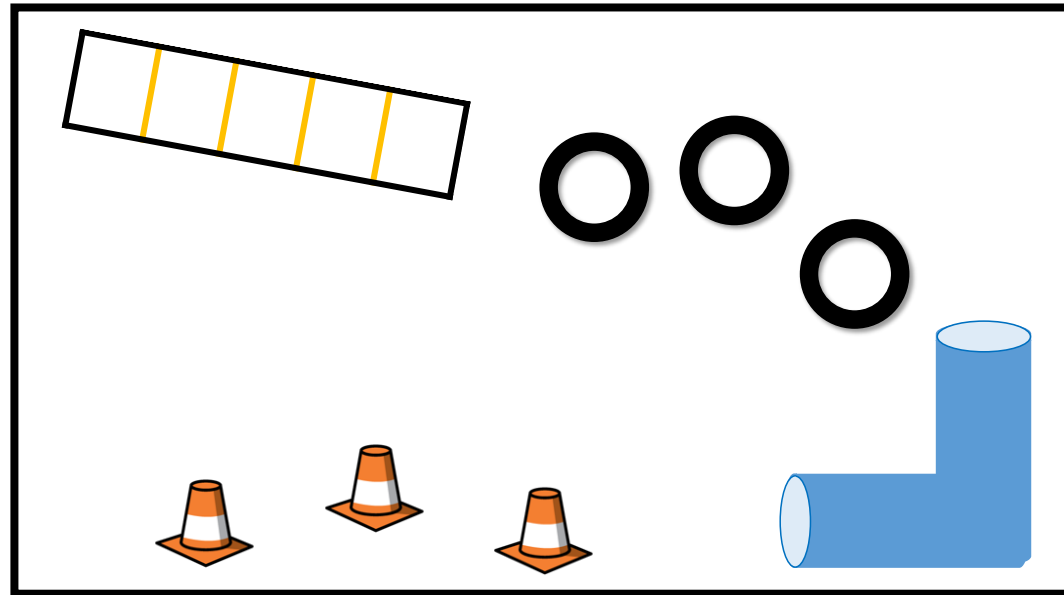Design a map of an obstacle course.

Have a think about what objects you are going to use and where they are going to go.

Then use your map to build your course.

What do you need first? What do you need next?