

# The Military Intelligence Museum



**Mission 2:**

**Design a uniform**



When soldiers go out into combat zones, they need to be wearing the right uniform!

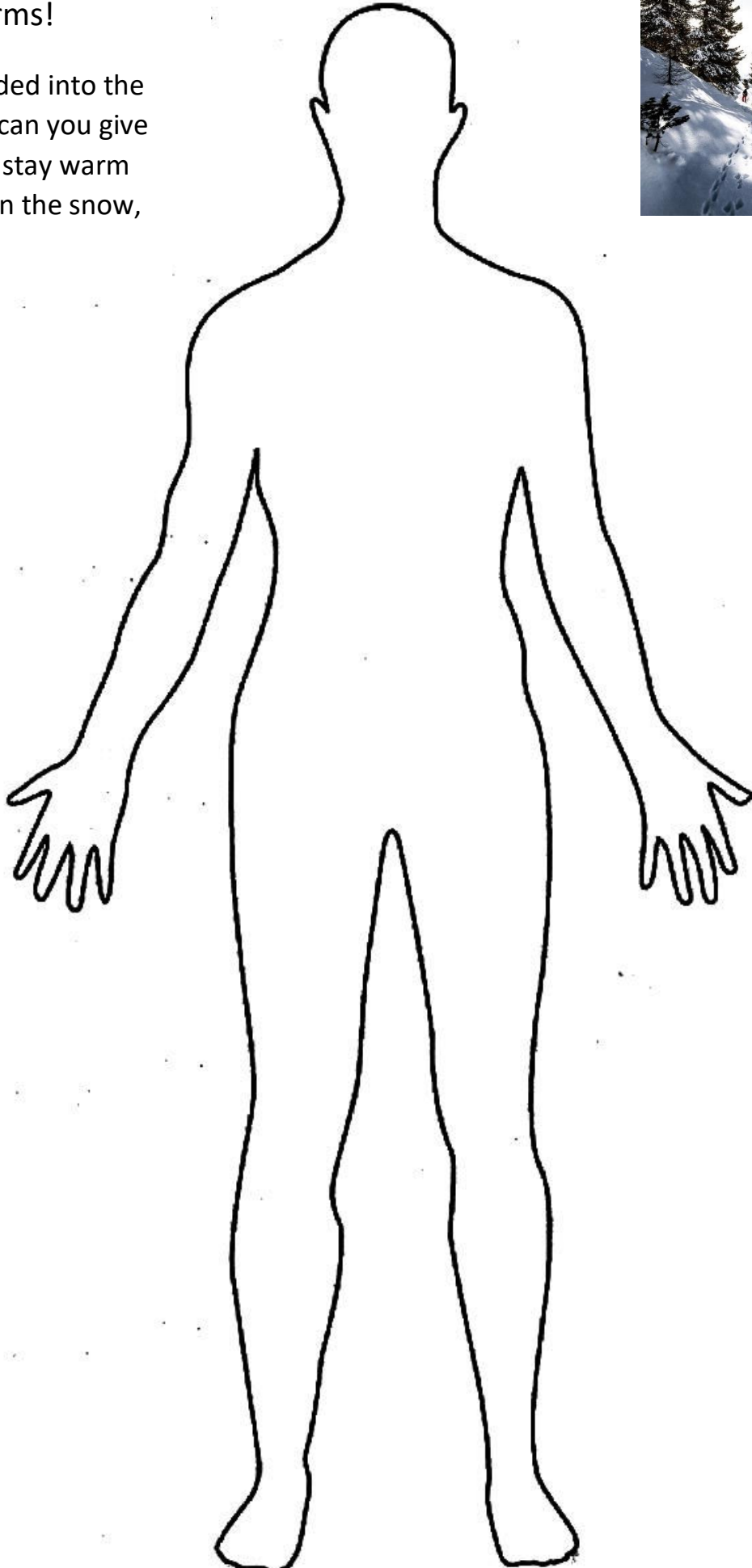
Uniform not only protects the wearer, but can give soldiers the camouflage they need to hide from the enemy when they don't want to be seen. Different climates require different types of kit.

Have a look at some of the pieces of uniform that we have at the Military Intelligence Museum. Can you figure out where they would have been worn?

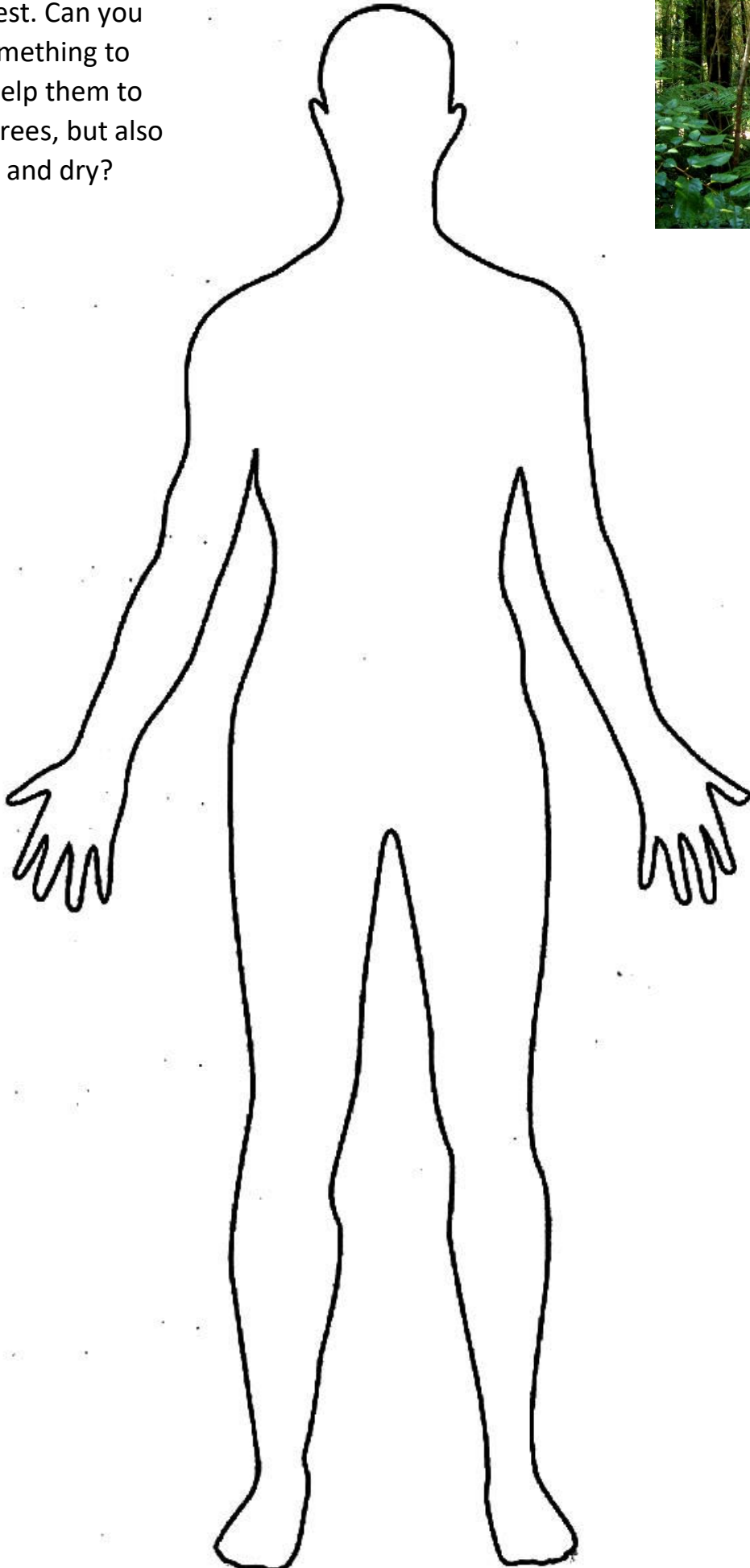


Now have a go at designing your own uniforms!

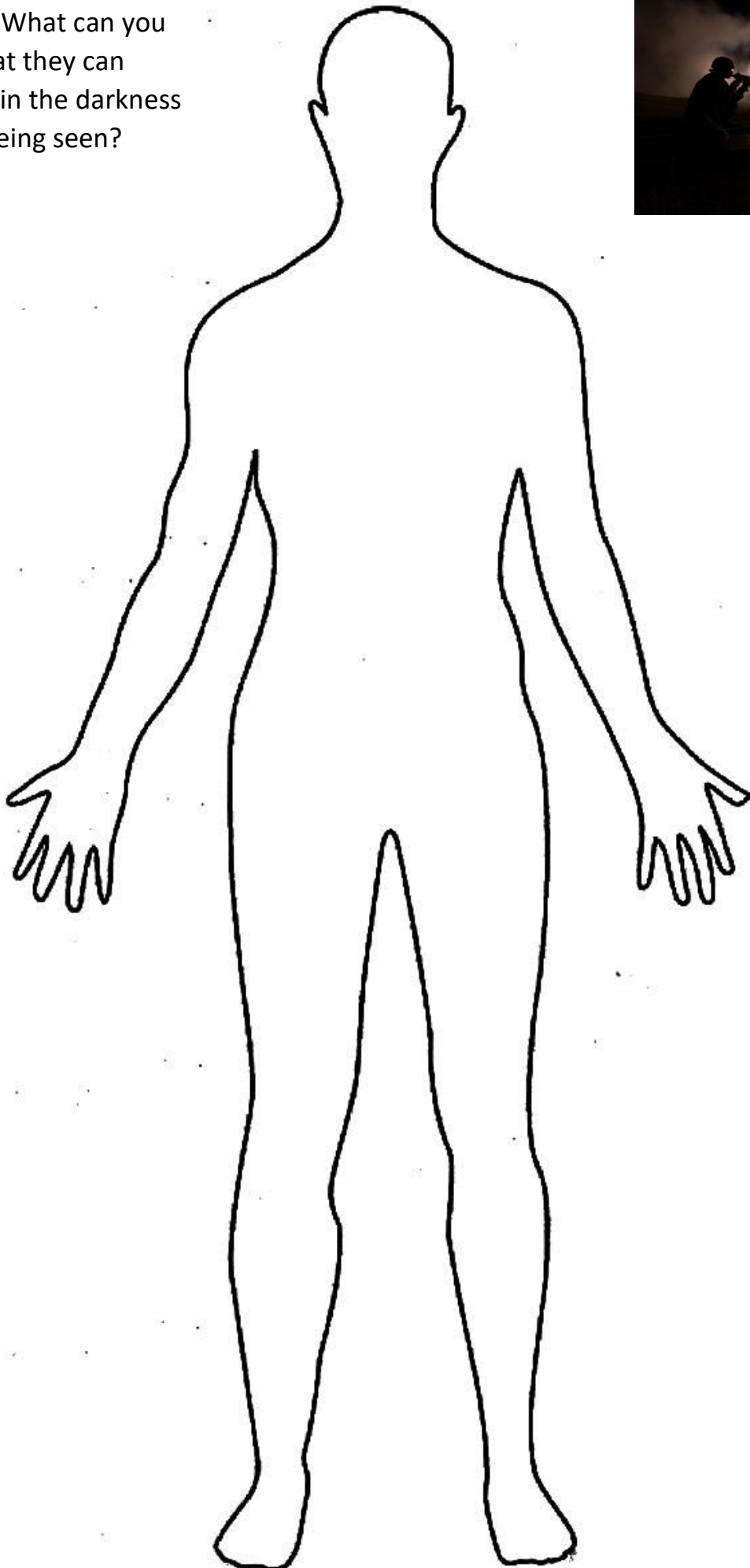
This soldier is headed into the mountains. What can you give them so that they stay warm but camouflaged in the snow, rocks, and ice?



This soldier is going into a tropical rainforest. Can you design them something to wear that will help them to blend into the trees, but also keep them cool and dry?



This soldier will be operating mostly at night. What can you give them so that they can work efficiently in the darkness and can avoid being seen?



This soldier will be going undercover to gather intelligence in a city. Can you design them something to wear that will allow them to 'hide in plain sight'?

