

Spirit of Innovation STEAM Engagement Year Three Activity Overview	S	T	E	A	M
	Science	Technology	Engineering DT	Art	Maths
Curriculum Topic	Forces & Magnets	Data Collection	Cams	Mission Patch Designs	Tangrams and Paper Planes
Spirit of Innovation Programme Activities including Teaching Resources	Design, make and test a pilot's seat	Sorting recycling	Introducing Cams – inputs and outputs	Design a Spirit of Innovation mission patch	Tangrams Challenge Make the most aircrafts, only using the given tangram shapes
	Repeat Activity 1 but with a 'limited budget.' Use specified quantities of materials to design, make and test another pilot's seat	Recording findings using data handling packages	Design a Spirit of Innovation moving model that incorporates cams		
	Exploring repelling and attracting magnets	Make your own weather station	Make a Spirit of Innovation inspired moving model		
	Predicting and sorting magnetic and non-magnetic materials	Recording findings using data handling packages			
	Make a compass	Use a computer art package to design a 'Being GREEN' poster; linked to their technology findings	Flight Test 2 Design and make a second plane, using data recorded from the top 6 planes Compare and explain findings from both flights		
Other Activity Suggestions		Centre of gravity – Balancing planes			



PIONEERS OF POWER

