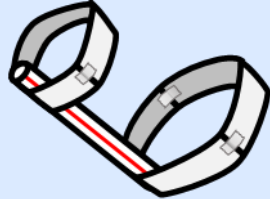
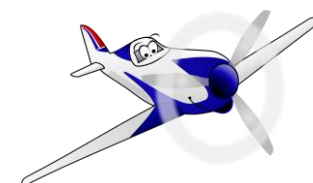


Spirit of Innovation STEAM Engagement Year Two Activity Overview	S	T	E	A	M
	Science	Technology	Engineering DT	Art	Maths
Curriculum Topic	Investigating Everyday Materials	Algorithms and Presentations	Levers, Wheels and Axles	Nose Cone and Fuselage Designs	Measurement, Position and Data Handling
Spirit of Innovation Programme Activities including Teaching Resources	Explore (recycled) materials to see if they bend, twist, squash or stretch. Record their findings.	Coder and Robot Game Simple algorithms Design a Bee-Bot Test Flight Map	Understanding levers and their outputs – Moving Pictures	Using the PowerPoint presentation representing nose cone and fuselage, ask pupils to design their own planes	Design and make a loop plane (paper straws if possible) 
	Choose materials for a specific purpose and give reasons why.	Produce a 'Whole Class' presentation based on Flight.			
	Using knowledge of materials, design and build own plane, using recycled materials. <i>*Links with Engineering.</i>	Teacher to combine each page ready for a "WOW Show."	Using knowledge and findings from the Science activities; design an aircraft. Label what materials are required and what parts are going to move	Repeat Activity 1 using a suitable art package to create a vibrant computerised piece of art	Measure and observe the top 4 planes Re-design and make third plane Class Test Flight based on overall observations and measurements. Discuss findings



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Other Activity Suggestions	The importance of recycling	Internet Safety	Use classroom construction kits to build planes with moving wheels and propeller; k'nex, Lego®, Gears		
		Design, make and write parent/carer invitations to WOW show			
		STEAM Popcorn activities linked to whole class 'WOW Show.'			
		Computer aided aeroplane nose cone and fuselage artwork * Links with Art			



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