How can I design a machine to help me?

How do I engineer a solution to a problem?

WOW!
Trip to Renishaw – Engineering workshop

Immersion: skills

Identifying a problem

Drawing 3D models

Modeling using recyclable materials

Oral presentation skills

Renishaw Engineering workshop

Have-a-go: skills

Draw 3D models of machines of interest

Model machine of interest using recyclable materials

Oral of the machine

Immersion: knowledge

Classify – what are machines and what aren't? (microwaves, washing machines, hoovers, a car, army tank)

Machine terminology

History – machines – first, most revolutionary

Workshop with aeronautical engineer from Airbus – Is a plane a machine and how are they made?

Environmental issues and sustainable energy

How does creativity help? (STEAM)

Have-a-go: knowledge

Describe the workings of machines using technical terminology – comparing old to new – typewriter with laptop

Explaining environmental issues and how they could be addressed – linked to their own invention.

The Challenge
Design a machine that solves a problem

Documenting the challenge:

Display array on machine on website and Facebook page

Celebrating the challenge:

Exhibition – invite parents in