



BRING HOME THE AWESOME
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TOPIC_ Building the rocket

TITLE_ Meeting the awesome challenge.

KEY STAGES_ 1 to 2 ages 6 -11

AIMS:

To:

- build the rocket.

EQUIPMENT

- *The LEGO® Movie 2* Pack including launch pad & sticker sheet.
- **Pupil Activity Sheet** to support Lesson Plan.
- **Teacher guide.**

STARTER (TEACHER-LED/WHOLE-CLASS)

- **Pupil share issues** & potential problems encountered during the design part of the Design & Build process.
- **Other pupils/teacher** suggest solutions.





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FIRST PHASE (GROUPS)

- **Teacher:**
 - divides class into 4 or 5 working groups.
 - distributes decals & other appropriate rocket-building materials.
 - groups begin work on rocket.
 - teacher tours classroom. offering support/advice as appropriate.

SECOND PHASE (PLENARY)

- **Each group** presents their rocket in its current stage of progress to the whole class.
- **Teacher** decides whether further work/lessons necessary.
- **Teacher** awards Pupil Wobblers to every participating pupil.

THIRD PHASE:

Homework (optional):

- Where practical, pupils carry out further work on their rocket.





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CURRICULUM LINKS

Science DFE National Curriculum

All pupils:

- Develop scientific knowledge and conceptual understanding through the specific disciplines of biology, chemistry and physics.
- Develop understanding of the nature, processes and methods of science through different types of science enquiries that help them to answer scientific enquiries about the world around them.
- Are equipped with the scientific knowledge to help them understand the uses and implications of science, today and for the future.

Maths DFE National Curriculum

- Solve problems by applying their mathematics to a variety of routine and non-routine problems, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

Art and Design DFE National Curriculum

- Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Design Technology DFE National Curriculum

Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern-pieces and computer-aided design.

Make

- Select from and use a wider range of tools and equipment to perform practical tasks accurately.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional qualities.

