

AP Learning outcomes and curriculum fit



Learning opportunities

The Alexandra Palace Let your imagination fly! challenge provides great opportunities for children to develop their creative and problem-solving skills.

Learning objectives

To learn that inventions are all around us, that invention is a way to create solutions to problems or challenges.

To learn about Alexandra Palace and its history, including Victorian entertainers and innovators.

To understand the value of having ideas and creative thinking in the past, present and future.

To identify where an invention could be useful in relation to a given brief.

To use art and drawing as a way to express their ideas.

To make hypotheses and evaluate their invention ideas.

Learning outcomes

To generate ideas for inventions.

To use drawing and artwork as a mean to develop and express their ideas.

To explore the world around them and use their imagination to enhance it.

To use physical parameters and volume as a basis to plan their thinking.

To articulate and communicate their ideas in drawing, writing and speech for an audience, as well as plan and evaluate their writing.

To start using scientific methodology through making predictions, planning and evaluating.

Curriculum fit

By promoting creative thinking and problem-solving skills, the Alexandra Palace, Let your imagination fly! challenge offers many opportunities to link to several curriculum areas in elementary schools, in particular:

Art and design

The challenge fully supports the art and design curriculum by encouraging children to produce creative work and explore their ideas using drawing and design.

This resource offers children opportunities to:

- use drawing to develop and share their ideas, experiences and imagination
- develop their confidence in their own imagination and creativity
- develop techniques with creativity.

Science

Hypothesising, experimenting, evaluation based on results and drawing conclusions are all scientific skills which are key to science education. Participating in the challenge is a great way to invite your children to work and think scientifically in the context of sustainability and the future of scientific development. children will have opportunities to:

- observe the world around them
- encounter more abstract ideas and begin to recognise how these ideas help them to understand and predict how the world operates
- recognise that scientific ideas change and develop over time.

Design and technology

Using creativity and imagination, the challenge allows children to think freely about objects that could solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. children learn how to become resourceful and innovative. This resource offers children opportunities to:

- draw purposeful, appealing products for themselves and others
- develop criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals
- generate, develop, model and communicate ideas through annotated sketches.

Literacy

Let your imagination fly! offers children opportunities to:

- write clearly, accurately and coherently, adapting their language and style in and for a range of contexts, purposes and audiences
- use discussion in order to learn.

Maths

By working through the main activity sheets, children will have opportunities to engage with mathematical principles such as volume and capacity. They will have the opportunity to combine their imaginations with practical problem solving through core numeracy.

Citizenship

The challenge offers children opportunities to consider the world around them including:

- what improves their local and natural and built environments and develop strategies and skills needed to care for these
- living in harmony within their community and the wider world.