

# Learning Opportunities and Curriculum Fit

## Learning Opportunities

**Little Inventors** provides great opportunities students to develop their creative and problem solving skills.

### Learning objectives

- To understand that inventions are all around us, that invention is a way to create solutions to problems or challenges.
- To identify potential problems or areas where an invention could help reduce the amount of food we waste.
- To describe and evaluate their invention ideas.

### Learning outcomes

- To know that wasting food also wastes money and adds to global warming, but can be largely avoided.
- To generate ideas for inventions that help people reduce wasted food.
- To articulate and communicate their ideas in drawing, writing and speech for an audience, as well as to plan and evaluate their writing.

## Curriculum fit

### Science

Students can base their invention ideas on observations of the world around them that present *opportunities for innovation*. They can:

- look for and identify patterns, similarities and differences
- classify and organise different materials
- use scientific language and illustrations to discuss, communicate and justify their ideas.

## English and Literacy

Students can write both descriptively and persuasively. They can plan and evaluate their writing and *communicate their ideas in speech*. They can:

- 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
- elaborate and explain clearly their understanding and ideas.

## Art and design

Students can produce creative work and explore their ideas using *drawing, design and optionally crafts*. They can:

- use drawing to develop and share their ideas, experiences and imagination
- optionally, use a range of materials creatively to design and make products
- analyse and evaluate their own work, and that of others.

## Design and technology

Students can use their *observations and insights* to design innovative, functional, appealing products aimed at particular individuals or groups in a variety of situations. They can:

- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.