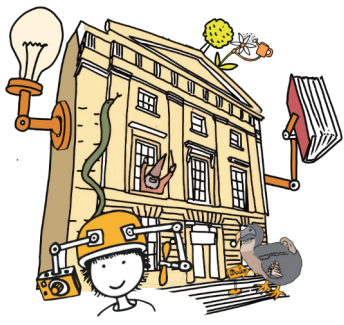




The Lit & Phil Invention Challenge 2026

MYTHS AND LEGENDS

Modern tales for everyday life

Learning Opportunities and Curriculum Fit

Little Inventors provides great opportunities for students to develop their creative and problem solving skills, linking to several curriculum areas with an integrated approach.

By taking part in the Lit & Phil Invention Challenge 2026, the students will have the opportunity:

- To be engaged, inspired and challenged by a cross-curricular activity linking English and Literacy, Art and Design, Design and Technology, History and Citizenship.
- To be introduced to myths, legends and folktales from cultures with a connection to the North East of England, namely: English and Scottish folk tales, Celtic legends, Norse and Roman mythologies (with a few Greek examples)
- To articulate and communicate their ideas in drawing, writing and speech for an audience
- To use a deliberate design process for generating ideas (research, planning, prototyping, assessing)
- To think critically about the role of storytelling in society.
- To think critically and creatively about the type of challenges their communities face in the 21st century
- To learn about important people and places in the history of invention and engineering in the North East of England

This project can be used to support curriculum knowledge and skill development in English and Literacy, Art and Design, Design and Technology, History and Citizenship:

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:

- Use language to represent their idea
- 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 craft. They can:

- Use drawing to develop and share their ideas, experiences and imagination
- Use a range of materials and tools creatively to design and make prototypes of their idea
- Be exposed to the work of craft makers and designers
- Think creatively and experiment with both ideas and materials

Design and technology

- Generate, develop and communicate their ideas through discussion, annotated sketches and prototypes
- Consider real and relevant issues their creative idea could help address, considering their own and others' needs, wants and values
- Evaluate and test their ideas through prototyping using a range of materials and tools
- Apply their understanding of how to strengthen, stiffen and reinforce their cardboard prototype

History

- Learn about legends from different cultures with a historical connection to the North East of England: English and Scottish folk tales, Celtic and Anglo-Saxon legends, Norse mythology connected to the Vikings; Roman mythology connected to the Romans
- Noting connections across different civilisations with oral history cultures
- Learn about the Lit & Phil, an important historical institution in their region and its role in advancing knowledge and invention in the 19th century and beyond.

Citizenship

- Think critically about what might improve their local, natural and built environments and how people should behave towards each other.