



The Lit & Phil Invention Challenge 2026

MYTHS AND LEGENDS

Modern tales for everyday life

Teacher Guide - KS2

Welcome to the Lit & Phil Challenge 2026: Myths and Legends, produced by Little Inventors and funded by the Reece Foundation. In this teacher guide, you will find all the information you need to organise your own legendary workshop and enter your students' ideas into our competition.

What is the Lit & Phil Invention Challenge?

The Lit & Phil Invention Challenge is a 3-year funded project aimed to nurture a new generation of inventors and innovative thinkers in the North East. The Lit & Phil is Newcastle's exquisite independent library and the home of invention in the North East of England. It has been at home on Westgate Road since 1825 and boasts a collection of over 200,000 books on all topics from Natural Sciences to History, Engineering and Art.

Award-winning creative education organisation **Little Inventors** (part of Tomorrow Projects Limited) have been commissioned to curate and deliver a programme of workshops and public events shining a light on the Lit & Phil and its collection, and flicking the switch of invention in North East Children.



Check out our 5 min 2025 pilot video for a flavour of the project!

Each year, we will select 10 ideas from all self-led and facilitated workshops for an exhibition at the Lit & Phil:

- Three winning ideas will be brought to life by professional makers
- Seven runner-up invention drawings will also be showcased at the library



What's in it for my students?

By taking part in the Lit & Phil Invention Challenge, the students will engage in an inspiring cross-curricular challenge linking English and Literacy, Art and Design, Design and Technology, History and Citizenship in fun and memorable ways.

The workshop will enable them to grow their fledging creative thinking abilities as well as practice their drawing and making skills.

Please refer to our **Learning Opportunities and Curriculum Links** PDF for more details.

All the students' ideas uploaded to our microsite will receive positive feedback from our team.

They might even be chosen by the Lit & Phil team to be brought to life by one of our Magnificent Makers!

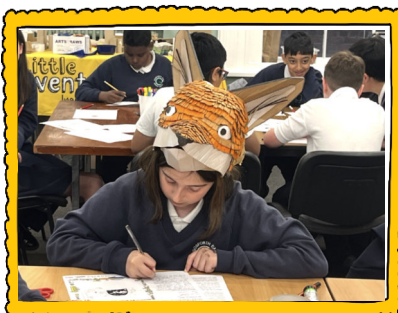
Workshop running order

There are 3 parts to a Little Inventors Workshop:



1: Inspiration

Learning about myths and legends using our powerpoint and any books at your disposal



2: Imagination

Thinking up a new myth idea and communicating it using writing and drawing



3: Prototyping

Creating a model of the invention idea using cardboard, recycled waste or other materials at your disposal

The prototyping part of the workshop is optional, depending on time and materials available. Should you wish to run all 3 parts of the workshop, we recommend a running time of 2 to 2.5hr.

Key project dates

Challenge
launch

Wednesday
2nd September
2026

Challenge
close

Friday 16th
October
2026

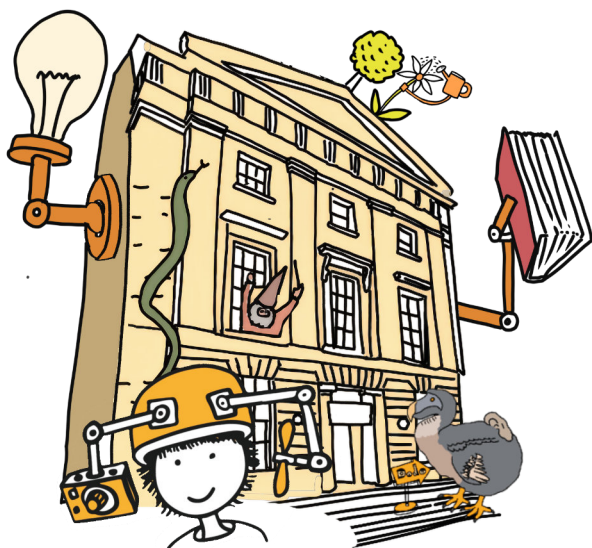
Winners
Announced

Thursday
22nd October
2026

Exhibition opens
at Lit & Phil

Saturday 5th
December 2026

The Challenge Theme



Myths and Legends: Modern Tales for Everyday Life

Long ago, people believed strange creatures, magical places and mysterious inventions existed all around them, hidden in forests, wells, rivers and roads. These stories helped our ancestors understand the world around them.

Today we face different challenges like pollution, loneliness, climate change and misinformation, so perhaps **we need new myths for modern life.**

What mythical inventions, hidden places, or legendary creatures might exist around us today? What do they do? Who do they help? Where are they found? How do they change everyday life?

It's up to your students to create the next legendary tale for modern life.

Resource Pack Checklist

Use this Resource pack checklist to make sure you have all of the core materials to hand to deliver the challenge!

All resources are available at:
litandphil.littleinventors.org

- ☐ - Challenge Powerpoint Presentation
- ☐ - Challenge Launch Video
- ☐ - Printable PDF Drawing Sheet
- ☐ - 3x Printable PDF Prompt Sheets

In addition to the printed materials your class will need:

- Pens and coloured pencils
- Scissors, tape, glue
- Recycled materials for prototyping ideas and for students that prefer to think with their hands rather than sketching (e.g. cardboard boxes, plastic bottles, pipe cleaners...anything destined for the bin that can be re-used to make a model)

Your lessons and activities can be adapted to suit your specific learning environment and students' needs



Submitting your students ideas

Scan all invention drawing sheets and follow the quick and easy upload instructions on our upload page to submit your ideas.

Visit the upload page here:

<https://litandphil.littleinventors.org/challenges/lit-phil-invention-challenge-2026-myths-and-legends/upload>

Should one of your students ideas be selected, we will contact you on Thursday 22nd October with next steps, including an opportunity for the pupil to meet the maker.

The Lit & Phil invention challenge 2026:
 Myths and Legends: Draw a modern tale for everyday life.

My invention is called...

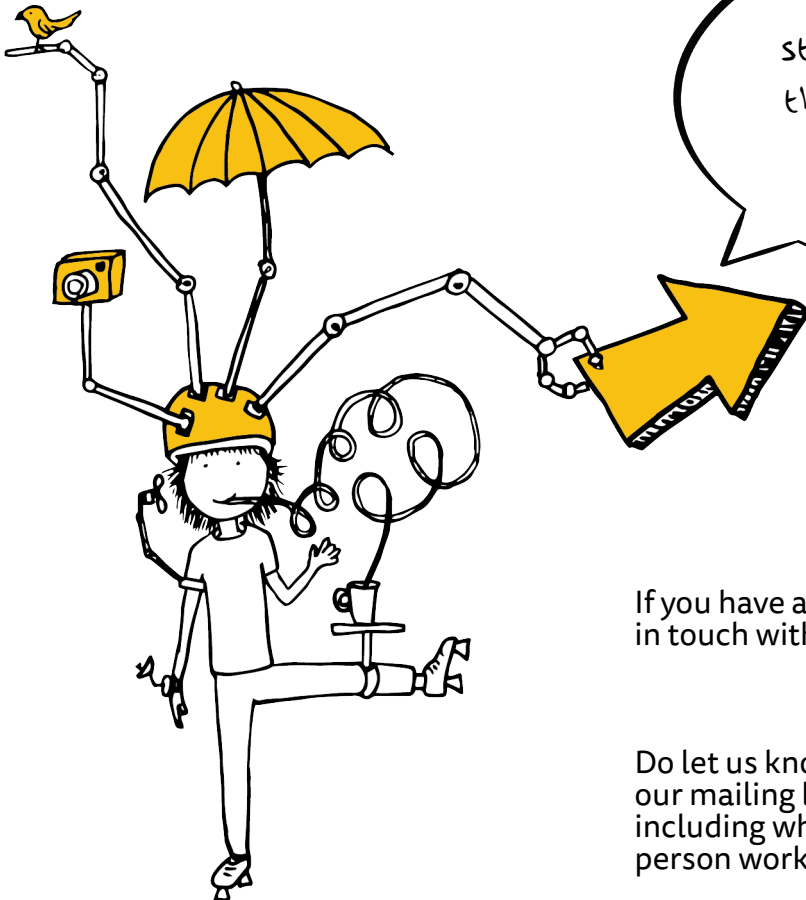
First name _____
 Age _____

Tell us more
 What does _____
 How does _____

Deadline
16th October 2026

Draw your invention here! Use a black pen, add colours and labels!

We're here to help!



We wish you and your students the best of luck with the challenge and can't wait to see the inventions!

If you have any questions or need any help please get in touch with Justine at Little Inventors:

justine@littleinventors.org

Do let us know also if you would like to be added to our mailing list for upcoming Lit & Phil challenges, including when dates will be released for free in-person workshops at the library in 2027 and 2028.