

Spirit of Innovation STEAM Engagement Year Five Activity Overview	S	T	E	A	M
	Science	Technology	Engineering DT	Art	Maths
Curriculum Topic	Forces – Air Resistance	Coding – Scratch	Circuits and Lights	Leonardo da Vinci	Geometry
Spirit of Innovation Programme Activities including Teaching Resources	Recap on gravity and an introduction the force 'air resistance'	Design and programme a Maze Air Speed Record Game using Scratch	Design and make own Spirit of Innovation plane with at least one moving part and working lights.	Study and depict a piece of artwork based on the techniques of artist Leonardo da Vinci	Explore the link between shape and speed
	Investigate how canopy size affects a parachute rate of descent				
Other Activity Suggestions	<p>Make a gravity spinner</p> <p>Make your own timed marble run, using recycled materials</p>	<p>* Link Maths</p> <p>Use a suitable research engine, to find out facts about Concorde, Tornado, Hawk (Red Arrows) and other aerodynamic planes. Use this knowledge when designing their paper plane for maths.</p>	<p>Use construction kits to create a moving Spirit of Innovation planes or a Leonardo flying machines</p> <p>*Link Art.</p>	<p>Lego Model Leonardo Flying Machine</p>	<p>Battleships Spirit of Innovation Style - using numerical coordinates</p>



PIONEERS OF POWER

