

INFORMATION PACK

Join us on a quest to inspire young minds, help children to develop an understanding and appreciation of the National Science Curriculum whilst fundraising for your school PTA.

A 'Gadget Shop' provides a fantastic, hassle free way to fundraise for your school.

'It was a great success: we had to order a second kit as it sold out on the first day!'
Rachel Quayle, Lydgate Junior and Infant School, West Yorkshire

'For the past few years I have been ordering a 'Gadget Shop' from you for our Science Week. It has been so successful that last year I ordered a bigger one and sold everything.' Alison Copeland, Bluecoat C of E Junior School, Durham

A 'Gadget Shop' will help to inspire young learners and develop an appreciation for the National Science Curriculum.

"...we were very impressed with the quality of the stock, the whole idea is great and we would certainly hope to use this service again!" Over Primary School, Cambridge

A 'Gadget Shop' will help to encourage entrepreneurial thinking as well as developing communication, ICT, literacy and numeracy skills.

"The children loved selling and purchasing the products during National Science week, there was a real buzz around the school."

Rachel Cheek, Rushall Primary School, West Midlands

A 'Gadget Shop' is a must have edition to your Science activities.

"We were impressed with the quality of the products and the efficiency of your company. We would not hesitate to use you again, and recommend you to other schools." Horfield Primary School, Bristol

The Pack

Welcome to your personal 'Gadget Shop' information pack.

Here you can explore:

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What is a 'Gadget Shop'?

Well, firstly a 'Gadget Shop' is HASSLE FREE.

A 'Gadget Shop' is designed to help your school generate the maximum possible income from fundraising activities.

When you select your chosen shop size (see below for details) we will send you a 'Gadget Box' full of gadgets, gismos, curiosities, toys and games that can be sold at your school. A 'Gadget Shop' can be run during break times, lunch times and after school, as well as during the school day.

BUT a 'Gadget Shop' is much more than just another fundraising activity!

A 'Gadget Shop' is also linked to aspects of the National Science Curriculum. Each gadget, gismo, curiosity, toy or game is interactive and requires children to 'do something' and become part of science in the real world. Additional activities also encourage entrepreneurial behaviour and skills development in KS2.

A 'Gadget Shop' is aimed primarily at children of a Primary School age.

A 'Gadget Shop' has three simple, yet fundamental, aims:

No.	Aim	Checklist
1	A 'Gadget Shop' is designed to help your school to fundraise in a fun and interactive way whilst developing a curiosity for science and the world around us.	✓
2	A 'Gadget Shop' is designed to be high quality and HASSLE FREE (We operate a two click system here at Gadget HQ; the first click is to order your 'Gadget Shop' and the second is to turn on your kettle, for a well-deserved cup of tea or coffee!)	✓
3	A 'Gadget Shop' is designed to support learning with the National Curriculum for Science as well as encouraging entrepreneurial behaviour and skills development.	✓

Why should my school host a 'Gadget Shop'?

There are millions of great reasons why your school should play host to the weird and wonderful world that is presented through a 'Gadget Shop'. But here are our top five favourite reasons to join the revolution...

No.	Benefit	Checklist
1	A 'Gadget Shop' will help fundraise vital monies for your school.	✓
2	A 'Gadget Shop' offers a superb selection of child friendly gadgets and gismos to excite young minds .	✓
3	A 'Gadget Shop' helps to develop children's understanding of the National Science Curriculum . The NEW experiment cards have been a real hit!	√
4	A 'Gadget Shop' helps to develop entrepreneurial skills and attitudes .	√
5	A 'Gadget Shop' is exceptionally good fun and interactive . It provides the perfect 'WOW' to your science activities in school.	✓

How does a 'Gadget Shop' support fundraising?

(Ah ha! Here's the magical bit...)

No.	Fundraising Solution	Checklist
1	Firstly, through the sale of gadgets, gismos, curiosities, toys and games your school is guaranteed to make up to 100% profit on EVERY SINGLE ITEM that is sold. If you choose the MINI kit (£199), you'll make up to £400 – that's £201 Profit!	√
2	Secondly, the FREE GIFT supplied with every 'Gadget Shop' can raise additional funds through a 'Gadget Raffle' at no extra cost to your school. 100% of the profits go directly to your school and you don't even have to fork out for a prize!!!	√
3	Thirdly (and perhaps most importantly), a 'Gadget Shop' can help to raise awareness of, and excitement surrounding, your school's fundraising activities. By using the FREE resources in the days leading up to your event a significantly increased profit can be made as children purposefully bring in additional monies to spend on your stall.	√

Does a 'Gadget Shops' size really matter?

Getting the right size delivery can make or break your 'Gadget Shop'; having too much stock is wasteful (although you can easily store items for future events). But, more importantly, no one wants a group of disappointed children when your stock sells out.

Use the table below to determine which size shop might be best suited to your school...

Shop Name	No. of Items	Recommended School Size
MINI SCIENCE Gadget Shop	208 GADGETS (24 more than last year!)	Up to 100 pupils
MAXI SCIENCE Gadget Shop	416 GADGETS (48 more than last year!)	100-250 pupils
Supernova SCIENCE Gadget Shop	624 GADGETS (72 more than last year!)	250-350 pupils*

^{*}Please note, if you have more than 350 pupils on role, we recommend you purchase more than one kit to avoid disappointment.

Speculate to Accumulate: the profit margin

The table below shows how much a 'Gadget Shop' costs and the amount of **profit** that will be generated for your school.

Please remember that the **FREE raffle prize**, worth at least £20, can significantly increase the monies raised on the day. The '+' sign is shown next to the school profit as all prices are only recommended. Some schools may wish to sell their items for a greater price.

As well as the obvious financial gains, there are many other reasons why your school should host a 'Gadget Shop'. See the relevant section for details.

Shop Size	No. of Items	School Purchase Price	School Sale Price	School Profit
MINI SCIENCE Gadget Shop	208 (24 more than last year!)	£199 (with £3 of FREE stock)	UP TO £400+	£200+*
MAXI SCIENCE Gadget Shop	416 (48 more than last year!)	£399 (with £5 of FREE stock)	UP TO £800+	£400+*
Supernova SCIENCE Gadget Shop	624 (72 more than last year!)	£599 (with £7 of FREE stock)	UP TO £1200+	£600+*

Notes:

¹⁾ The selling price is only a recommendation; it is at the discretion of the individual school to decide on final selling prices.

^{*}School profit includes monies generated through a FREE raffle prize.

So, what's included in a Science 'Gadget Shop'?

Item Picture	Item Name	School Purchase Price	Suggested Selling Price	Current Price from a popular online retailer	Quantity: Mini Shop	Quantity: Maxi Shop	Quantity: Supernova Shop
A THE	Stretchy Lizard	£0.25	£0.50	£0.75	20	40	60
	Dinosaur Puzzle Kit	£0.25	£0.50	£0.99	20	40	60
Mankaya 1	Stretchy Monkey	£0.25	£0.50	£0.75	16	32	48
(a) (b) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	Animal Putty Tub	£0.50	£1.00	£1.50	16	32	48
2020 Sales	Bubble Tub	£0.75	£1.00	£1.99	8	16	24
	Flying Glider	£1.00	£1.50	£1.99	16	32	48
	Biplane Glider	£1.00	£2.00	£2.99	16	32	48
	Rainbow Spring	£1.00	£2.00	£2.50	4	8	12
	Rattle Magnets	£1.50	£2.00	£1.99	4	8	12
	Bubble Wand	£1.50	£2.00	£2.99	8	16	24
	Mini Metal Vehicle	£1.50	£2.00	£2.99	4	8	12
	Light Up Flying Shooter	£1.50	£2.00	£2.50	8	16	24

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	Cotton Sand Tub	£1.50	£2.00	£2.00	4	8	12
	Bouncing Putty	£1.50	£2.00	£2.99	4	8	12
	Crystal Putty	£1.50	£2.00	£2.99	4	8	12
	Dinosaur Fossil Dig Out Kit	£1.50	£2.00	£2.99	4	8	12
	Gemstone Dig Out Kit	£1.50	£2.00	£3.99	4	8	12
Decree 1	Growing Egg	£1.50	£2.00	£3.99	4	8	12
	Glow Bracelet	£1.50	£2.00	£3.99	8	16	24
	Glow Show	£1.50	£2.00	£1.99	8	16	24
OFFICE OF STREET	Rainbow Growing Tree	£1.50	£2.00	£3.99	4	8	12
	Make Your Own Bouncy Ball	£1.50	£2.00	£3.99	4	8	12
	Gold Panning Kit	£1.50	£2.00	£4.99	4	8	12
	Glow Dinosaur Dig Kit	£1.50	£2.00	£4.99	4	8	12
	Crystal Growing Kit	£1.50	£2.00	£5.99	4	8	12

Crystal Gems	Crystal Gems Dig Kit	£1.50	£2.00	£5.99	4	8	12
	Volcano Kit	£1.50	£2.00	£5.99	4	8	12
					(£202) But we'll call it	(£404) But we'll call it	(£606) But we'll call it
					£199	£399	£599

NO RISK: Unsold Gadgets? Future EVENTS!

90% of our customers say that they sell 90% of their products on the day of their event!

All of our products are designed to be appealing and attractive to young minds; children will happily choose our products over any others at your event or fair!

NO hassle, NO ties, MAXIMUM profit for your school.

Of course, you can easily store a few unsold items for future events and can use our online website to easily restock your 'Gadget Shop'.

FREE RAFFLE PRIZE THIS YEAR (Worth £20)



Added Value:

As well as providing great value for money, a 'Gadget Shop' also provides great educational value as well!

Because we supply our products to schools right across the country we are able to offer you the very best wholesale prices. Any savings can be passed directly to our customers (you) allowing your school to make the maximum possible profit from your 'Gadget Shop'.

Of course, the value of a 'Gadget Shop' goes far beyond the funds raised for your PTA. If just one child is inspired to delve deeper into the world of science then we believe our mission has been successful. However, we know from experience that a 'Gadget Shop' can get your school literally **buzzing** with **scientific excitement** both before and after the event.

The entrepreneurial activities that accompany and complement each 'Gadget Shop' allow pupils to develop key business skills and develop a sense of ownership over their schools fundraising activities.

The National Curriculum:

So, how exactly does a 'Gadget Shop' support the National Curriculum?

The gadgets contained within a 'Gadget Shop' are all science based. They offer children the chance to take part in an interactive and fun activity, which is sometimes quick or sometimes takes place over an extended period of time.

A 'Gadget Shop' really comes alive when teacher's themselves purchase items to be used in their classrooms. Children then get an appreciation for how science impacts on the world around them, rather than seeing it as merely a subject taught in schools.

A 'Gadget Shop' will allow learners to explore the world of science on their own terms, in their own time. Exploration and investigation are the best ways to instil a love for a subject. 'Gadget Shops' help to bring the science curriculum to life!

Do we get anything else?

In a simple, one word answer....yes, you do get something else. In fact, you get a lot of extra 'something else's'.

No.	Extra	Checklist
1	A FREE raffle prize worth at least £20	✓
2	FREE lesson plans, assembly plans and STEAM activity cards for KS1 and KS2	✓
3	FREE activities to encourage entrepreneurial thinking and skills development & FREE marketing suggestions and materials	✓
4	A FREE poster to advertise your 'Gadget Shop' and a FREE Price List	✓
5	FREE email support, 24 hours per day	✓

How to Order

To place an order, please follow the instructions below... but, why not simply log on to our website: For further information please visit: www.popcorneducation.co.uk.

From here you can order from our digital store.

		op' from Popcorn Education follow these five easy steps			
1		ownload a copy of our order form my documents' folder on your computer)			
2	Fill out the relevant details				
3	Apply by Email Apply by Post	Attach the completed form to an email and return to: sales@popcorneducation.co.uk Send the completed form to: Popcorn Education 134 Bedowan Meadows Newquay Cornwall TR7 2TB			
4	yourself a pat on the b	a well-deserved cup of tea or coffee. Give ack whilst you imagine all the fun scientific g to take place at your school this year.			
5	You'll receive a magical	l box of gismos and gadgets directly to your school!			

Contact Us

By Email support@popcorneducation.co.uk

Our preferred contact method. Emails will always be read and a response issued within 24hours; in many cases a response will be issued much

sooner.

By Post Popcorn Education

134 Bedowan Meadows

Newquay Cornwall TR7 2TB

By Phone *Tel. 07751 793799*

Y5/6 – Lesson Plan 3

Is a building ever really 'earthquake proof'?

Aim:

To explore the materials and methods used in the construction of earthquake proof buildings, analyse the benefits of those materials and methods and design our own earthquake proof building.

Key Words:

- earthquake proof
- material
- shape
- base
- walls

Resources:

- ICT access with internet
- PPT with images of earthquake proof buildings

Prior Learning: pupils will have learnt how different materials are affected when put under stress.

WC /		Wa	arm-up:				
WC/	Discuss the ways in which	ch a building can be designed s	o that it can be made earthqual	ke proof: shape, base, walls	0-5		
PT	and other. How can a building be constructed to be made earthquake proof?				mins		
		<u>Mai</u>	n Teach:				
	Use the following li	st of features to support notet	aking whilst researching earthq	uake proof structures:			
	Deep foundations to add stability to the building.						
wc/	• X-sł	nape supports prevent the buil	ding from twisting and make it s	tronger.	40.45		
•	•	Emergency shut off switches fo	or gas and electricity to prevent	fires.	10-15		
PT	• Th	in walls with steel bars help to	reduce the movement of the b	uilding.	mins		
		 Sprinkler syster 	n to put out any fires.				
	• Shock absorbers in the base can absorb the shock waves produced by the earthquake.						
		 Shutters on window 	s to stop any falling glass.				
		<u>A</u>	ctivity:				
1/	Children use their research findings to design their own earthquake proof building using the key features discussed						
1 /	at the beginning of the lesson. Designs can be fine lined, coloured and labelled with features linked to shape, base,						
S	walls and 'other' categories.				mins		
		Extension	n Challenge:				
	Children are to research	other aspects of building desig	n or materials that have been s	uccessfully used around the	0-15		
I		world to support earthquake proof design.					
	ALSO: design an earthquake proof building for a hot (or cold) country.				mins		
	ALSO: design an earthquake proof building for a more (or less) economically developed country.						
		<u>P</u>	enary				
WC	Was it possible to design a building that was 100% earthquake proof? Why did you come to that conclusion? Why			5			
VVC	do many MEDC's have a better track record of designing safe buildings?			mins			
	WC – Whole Class	PT – Partner Talk	I – Independent	S - Support			

Challenge A	Make the tallest tower you can which is capable of standing freely and not attached to anything.
Challenge B	Make a boat which floats successfully in a tank of water and can carry a cargo of at least one penny.

Y3/4 – Assembly Plan 1

Who was Charles Darwin?

Background:

In 1831, a young naturalist called Charles Darwin boarded a ship called the HMS Beagle and set out on a fantastic five-year voyage around the world to study and collect animal, plant and rock samples.

Darwin was amazed at the variety of species he saw on his adventure. The Beagle visited the Galápagos Islands (a group of 19 islands and more than 100 islets and rocks in the Pacific Ocean, about 1,000km off the coast of Ecuador in South America) and while he was there Darwin collected specimens and made notes that would eventually change the way people thought about the world...

In 1858, Darwin revealed his 'theory of evolution by natural selection', to explain how animals adapted to their environment to survive. And the following year, he published On The Origin Of Species – a book that would change the world forever! Darwin explained how species can 'evolve' (change or develop) over time through a process called 'Natural Selection'. This shocked everyone because, until then, it was widely believed that all the animals on the planet had been made at the same time by one creator. Some people still believe that today. But Darwin scientifically proved all the species on Earth had evolved from earlier species – and that includes us!

Preparation:

- You will need a new £10 note featuring Charles Darwin (specimen pictures might be enlarged from the Bank of England website: www.bankofengland.co.uk).
- A globe, an observing glass, a fossil, and a pen and notebook, displayed on a table, will help to tell the story of Charles Darwin.
- Be prepared to explain some of the terms used in this assembly.

1	Introduce the theme of scientific observation by inviting the children to talk about creatures that they find especially fascinating. Reflect upon the purpose of some of the characteristics that are described: e.g., the colours of some animals provide camouflage, to help them remain hidden from sight. Some animals have tails adapted for climbing trees, claws which they use as weapons, or eyes providing powerful vision. Using examples given by the children, contrast different creatures. Refer to dinosaurs. Although they are extinct, we can learn about them from fossils.
	When reviewing the discussion, say that many creatures have only become familiar to us through television natural history programmes such as those of David Attenborough.
2	Display the £10 note and introduce the portrait of Charles Darwin. He lived from 1809 to 1882. Rather like David Attenborough, Charles Darwin was a naturalist. He accepted an invitation to go on a voyage around the southern hemisphere with other explorers on a ship called HMS Beagle. Their voyage was to last for five years and 40,000 miles! A ship similar to HMS Beagle is also featured on the £10 note.

3	Using the globe, indicate how the Beagle explored the southern hemisphere, visiting South America, South Africa and Australia and many remote islands, such as the Galapagos. On the voyage, Charles Darwin came across some amazing sights and animals and birds in different parts of the earth. Often, they made expeditions inland, for hundreds of miles.
	Refer to the observing glass, the fossil, and the notebook. Darwin saw wonderful plants and creatures that he carefully drew and wrote about in his notebooks. He collected thousands of specimens of insects, birds and plants. There were also fossils that helped him to learn about creatures living millions of years ago.
4	Pause to challenge the children's powers of observation. Can they identify the bird featured on the £10 note and spot the hidden fossils? (The bird is a green and red hummingbird, and the ammonite fossils are portrayed most clearly at the bottom of the security pattern to the left of the Queen's head.)
5	After his voyage, Charles Darwin spent many years thinking hard about everything he had seen. He wondered how so many species (kinds) of creatures and plants had come to exist. He eventually came to believe that life on earth had developed gradually in a process called 'evolution'. The many different plants and creatures which live on earth (not forgetting human beings!) have been formed through a struggle for survival that has lasted for hundreds of millions of years. Darwin wrote down his ideas about this in a book called The Origin of Species. It helped people to see themselves and the world in a new way.
6	Conclude by reflecting that scientists continue to explore the world in which we live. Today, we can learn about their exciting discoveries from television and the internet, as well as from books. The £10 note with a picture of Charles Darwin reminds us of the importance of science. There is no need for us to go on a long sea voyage! Wherever we are, there are things to discover if, like Darwin, we will observe carefully and think about what we see.

Reflection

Creator God,

Thank you for the excitement of exploration and discovery, for new ideas and thoughts and for science, which helps us to understand your world.

Amen.

Music

'Think of a world without any flowers' (Come and Praise, 17) (The version in the book Hymns & Psalms includes the verse 'Think of a world without any science'.