Y3/4 – Assembly Plan 1

How do inventors and designers change the world?

Preparation:

- Print or project 4-5 examples of useful inventions (e.g. a bicycle, a bridge, a torch, Velcro, a lunchbox).
- Prepare a short story or real example about a young inventor (e.g. a child who created something helpful at school).
- Optional: bring in a simple tool, recycled object, or gadget.

1	**1. Welcome & Question (2 mins)** Begin with the *Big Question*: **"How do inventors and designers change the world?"** Ask: What does it mean to invent something? Who might be a designer?
2	**2. Picture Prompt (3 mins)** Show images of a paperclip, a bridge, a bike and a water bottle. Ask: What do these things have in common? Answer: They were all **designed** to solve a problem.
3	**3. True Story: Velcro! (4 mins)** Tell the story of how **Velcro** was invented. A man walking his dog noticed burrs sticking to his trousers and created Velcro by mimicking their tiny hooks. Point: Great inventions often come from noticing small things.

4	**4. Children Can Be Inventors Too (3 mins)** *Share a real or fictional story about a child who created something useful (e.g. a pencil grip, a bag from old clothes, a bird feeder from plastic bottles).* *Ask: What would YOU invent to make school easier?*
5	**5. Designer's Toolkit (3 mins)** *Explain that all designers use these steps:* 1. **Notice a problem** 2. **Imagine ideas** 3. **Make and test it** 4. **Improve it** *Invite children to imagine something they could design to help at home or school.*
6	**6. Key Message (2 mins)** *You don't have to be a grown-up to make a difference.* *Every time you make something helpful or solve a problem — you're a designer!*
7	**7. Reflection (2 mins)** *Close your eyes. Think about a problem you've had recently…* *Could you invent something to solve it?* *Open your eyes. Maybe this week is the time to begin.*

Music

"Hall of Fame" *by The Script ft. will.i.am (clean version) – celebrates ordinary people doing extraordinary things*

Or

"Try Everything" *by Shakira – encourages trying, failing, improving*

Cross-Curricular Links:

D.T.: *Identifying problems, designing purposeful products*

Science: *Understanding how materials and objects work*

PSHE: *Perseverance, problem-solving, growth mindset*

English: *Speaking and listening, explanations, storytelling*