

HIAS CREATIVE HOME STUDY RESOURCE

Flights of Imagination

Creative Home Study Project Week 9

HIAS Teaching and Learning Team
Summer 2020
Final version

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HIAS Creative Home Study resource

Using the Home Learning Materials

The materials

- Each resource contains an overarching weekly theme and all the activities relate to this.
- There will be a new theme each week, but activities can be carried over from one week to the next.
- There is no time limit to the activities, and they may take more than one week.
- All the activities can be adapted for different age groups, even though age recommendations are given.

How to use

- Read the instructions carefully before you start an activity.
- Parents or carers may have to help with resourcing the activities, but children can mostly work independently.
- Each activity has ideas and question prompts to consider.
- The activities are all planned with limited resources in mind.

How can parents, carers and siblings help?

- Select the activities that most interest your child. They have been considered to have a high level of independence with the role of the parent/ carer being an encourager not a teacher
- Read the activities aloud with your child and discuss how they could be adapted.
- Help your child select the appropriate activities and talk through the safety aspects of each task.
- Adapt any of the resources and materials as you feel necessary to support your child's needs.



Flights of Imagination



Key theme:

This theme is based on how we use our imaginations and will encourage children to invent and create different imaginary worlds.

These activities can be adapted and used with all year groups or as a family, as appropriate.

The big idea

Invent a new country
All Primary year groups



How to do it

This activity is all about using your imagination to invent a new country. You could plan your country and then show it in lots of different ways.

Getting started:

- Consider the climate of your new country. This will determine what the landscape is like
- Think about where your country will be situated. Will it be large or small?
- Think about the landscape of your country. If it is rural it will have more fields, plants, and flowers. If it is populated by more people, it will have the feel of a town or city
- Consider who might live in your country. Could you invent different sorts of people and animals to live there?
- Research current countries to give you some idea of what your country could be like
- You will need to plan out your ideas using notes before you start the activity

Completing the activity:

Once you have decided on your country, you need to think about how you will show your findings. This could take the form of:

- A painting or drawing of the country and the people who live in it
- The writing of a non-chronological booklet (not in time order)
- A 3D model of the country

Complete your painting or drawing by:

- Drawing an outline of the country
- Completing the detail in pencil first
- Colouring using different colours to represent different things

You could make your drawing or painting more interesting by labelling the different parts of the country and writing short explanations about them.

Writing a non-chronological booklet – think about:

- The format of your book. This could take the form of non-chronological booklet with a different page that charts the information about the features of areas in the country
- Using different sub-headings in your booklet such as: climate, landscape, inhabitants (the people that live there), animals, town, cities etc.
- Taking notes and then organising them into the subheadings - you could make your own planning format to do this
- Making your booklet more interesting by adding in drawings and diagrams

A 3D model of your country:

If you are going to create a 3D model of your country, then you could use the following materials:

- Card or a hard surface to make the base. An unused tray may be useful, although check with an adult first!
- Some household items such as plastic tubs that could form the base of mountains. The websites www.redtedart.com or <https://www.bbcgoodfood.com/howto/guide/how-make-paper-mache> have some useful ideas using papier-mâché, which can be used to make mountains and boulders if you want to make a 3D model. You will need an adult to help with this as it uses hot water
- Silver foil for rivers and water etc.
- Paint to complete the finish. If you have any, watered down PVA glue can form a useful ‘top’ coat to make sure that your model stays watertight. You will need an adult to help you with this

Designing and making the people and animals that live in your country:

If you are drawing your country, then it will be easy to add in the people and animals that live there. If you are making a model, then you might like to make 3D models of them.

You could use:

- Plasticine or playdough
- Lolly sticks with material or paper added to make the detail

You could also:

- Design a new flag for your country. Look at current flags from around the world to give you inspiration
- Invent a currency, draw, and explain it (currency is the system of money that is in general use in a country)

What you will learn**Inventing your new country will help you to:**

- Use your imagination
- Improve your DT skills
- Improve your writing skills

Useful websites: www.redtedart.com <http://buggy+buddy.com> <http://kidscraftroom.com> <https://www.momjunction.com>

The big idea



Design a game for a games console Advertise it! Years 3,4,5, and 6



How to do it

This activity is about imagining you are a games designer and you must design a game for children to use. Once you have designed the game, you could also draw a poster to advertise it.

N.B: you may need an adult to supervise this activity to ensure that the research is appropriate for your age.

Think about:

- Looking at some games that you are already familiar with. Remember that this game is for children so the content must be suitable
- The theme of your game. You could base it on hobbies, sports, famous storybook characters, animals, or anything else that you are interested in. Your game could be educational which means that children will learn something when they play it
- The name of your game. This needs to be simple and give the buyer some idea of what the game is all about
- The way in which your game will work. Will there be different levels of achievement where the player will gain points as they achieve each level? How will the scoring work?
- Consider having characters in your game. Many games have one or more characters that go through the game and score points as they go

Completing the activity:

You could show your game in many ways. These could include:

- A storyboard where you draw the different parts of the game and write simple instructions underneath. There are many storyboard templates on the internet to get you started
- Drawings which show the parts of the game and how it works

Design a poster to advertise your game:

Posters need to stand out and make people want to buy the object that is being sold. You could design a poster with striking images and pictures to advertise your game and tell people how good the features are. If your game is educational, you could use some persuasive phrases to tell children how they will gain knowledge from playing the game. Posters also look more interesting if they have pictures with simple colours and interesting borders.

Design and make the packaging for your game:

Games often come in eye-catching packaging so this is your chance to extend this activity and make the packaging for your own game. Look at some game packaging before you start to give you some ideas.

Consider:

- What to use to make the packaging. The ideal packaging would be an old CD or games box that you could redesign using a paper sleeve
- Having the name of the game prominent (showing clearly) on the packaging
- Drawing eye-catching pictures that show what your game does
- Using key words, telling the buyer about the game, and making them want to purchase it
- Showing the age bracket that the game is suitable for

What you will learn**Designing your game will help you to:**

- Use your imagination
- Improve your art and DT skills

Useful websites: Take a look at some current games that are on the market and suitable for children to give you some ideas.

The big idea



Create and make an imaginary story book character All Primary year groups



How to do it

Think about all the characters that you have read about in stories throughout your life so far. Authors bring their stories to life by focusing their books around one or two central characters. This is your chance to create a new character of your own for a story. You can choose to do this activity in many ways including:

- Drawing your character
- Writing a character profile
- Making the character as a 3D model

Think about:

- The type of characters you like to read about in stories. They often have different characteristics such as a sense of humour, helpfulness, mischief etc.
- Whether your character is a person such as an elf, princess, prince, fairy, or an imaginary character of the sort that an author like Roald Dahl created
- Where your character could live. This will affect the type of person they are and how they behave
- What your character looks like and their personality. You could draw a pencil outline and put their personality traits inside the figure and what they look like outside the figure to help you plan

Completing the activity:

Drawing the character (KS1)

One way you can describe your character is through a drawing or painting of them.

- Start your work by researching some famous characters and how illustrators (the artists that draw for stories) have depicted characters in famous stories
- Draw an outline in pencil first and then fill in the detail with colour. Remember that their clothes will also show a great deal about the type of person they are
- You could add further detail by including a speech bubble with some words that the character is saying

Writing a character profile (KS2)

You can show a great deal about your character by writing a character profile and there are many templates on the internet to help you with this. A character profile is a description of a character and shows what they are like, both in appearance and in personality.

Making a 3D model:

Once you have planned your character you could also make a 3D model of them.

The materials that you could use are:

- Plasticine or play dough (there is information on the internet to help you make your own play dough)
- Lolly sticks with material or paper to give the detail
- White card that is cut to make the outline of the figure and coloured in to make the detail

Think about:

- What makes your character special? How will you write about this in your profile?
- What does your character look like and how will you describe their appearance and clothes? You may want to use describing words (adjectives) to show this in more detail
- What are the main features of your character's personality? They might take various actions and behave in a certain way which will show what they are really like
- What your character might say as you can often depict them through their speech. You could use inverted speech marks to show this

What you will learn

Creating your story book character will help you to:

- Use your imagination
- Improve your art skills
- Improve your writing skills

Useful websites: www.actionforchildren.org.uk (play dough)

The big idea



Invent (and make) an imaginary way to travel by air

All Primary year groups



How to do it

There are many ways to travel by air and these have changed enormously over the last few hundred years.

This activity is your chance to invent, and make if you want to, a different form of air transport. You can choose to just draw this or to create a model!

Getting started:

- Start by researching the different ways that you can currently travel by air. These could include aeroplanes, helicopters, hot air balloons and rockets
- Then imagine you are a designer and you have been tasked with making a new and improved way to travel by air. Jot down your first thoughts

Think about:

- What your form of transport could look like
- Where it would be going. Your form of transport will need to be very different if it is going to space than if it is just flying from one country to the another
- What will drive your transport (air, engine etc.)?
- Who will fly in your type of transport?

Drawing your new machine:

- Use a large piece of paper or card for your picture
- Draw the outline of your form of transport, making sure that it fills the size of your paper but has room for some labels
- Complete the details and show the different features
- Consider writing small captions or labels around the outside of your drawing, giving more information

A 3D model:

You could design and then make your air transport. The materials that you will need will depend on the design that you have but you might want to use:

- String or ribbon
- Material

- Paper plates
- Shoe boxes or small cardboard boxes
- Silver foil
- Coloured paper to make the outside
- Glue or sticky tape to fix it together

What you will learn

Inventing your air transport will help you to:

- Use your imagination
- Improve your art and DT skills

Useful websites: www.natgeokids.com

The big idea



Create a helicopter based on a sycamore seed
Write a diary about its flight
All Primary year groups



How to do it

Sycamore trees are a species of tree that are widespread in our woods. The seeds look like mini helicopters and can be seen in the autumn when the leaves start to fall off the trees.

Although the seeds will not be around for us, due to the time of year, we can still use our imaginations and create a helicopter based on these natural seeds.

Making the helicopter:

- Use some thin card or coloured paper to make your helicopter
- Find a photo or picture of a sycamore seed and cut around it to make your template
- Draw around the template to get the shape
- Decorate the helicopter in bright colours
- Attach some string or ribbon to the 'stalk' so that the helicopter can fly

Write the diary:

Now think about where the helicopter could fly and what could happen to it.

- What personality does the helicopter have?
- Where could it fly to?
- What happens to it when it gets there?
- How does it get home?
- What does it learn on its adventures?

Features of a diary:

A diary is a recount and tells the reader what has happened to the person.

- Written in the past tense
- Written in the first person using 'I' and 'we'
- Written in chronological (time) order, using adverbials
- Can use 'chatty' language
- Will include thoughts, feelings, and opinions
- May include description (adjectives)

What you will learn

Making your helicopter and writing a diary will help you to:

- Improve your fine motor skills
- Improve your writing skills
- Use your imagination

Useful websites: www.woodlandtrust.org.uk

The big idea

Take a magical bus tour around the United Kingdom Research famous landmarks Years 3,4,5, and 6



How to do it

Just imagine you were on a magical bus that could fly you over all the famous landmarks in the United Kingdom! This is your chance to imagine that you are doing just that.

N.B. A landmark means a recognisable feature that stands out in its environment. In this case it also means a structure that is a local or national symbol.

Completing the activity:

- Start with a large piece of paper to record your findings
- Either draw an outline of the United Kingdom using a map or an atlas to guide you, or use a completed map from an atlas or the internet
- Decide on the starting point for your bus tour. It may be a famous city or where you live. You can then take your bus across famous towns and cities and make a 'stop' at each of them
- When you make the 'stop' you can research a famous landmark, draw the landmark, and write a label to go with it
- Alternatively, you could make a non-fiction booklet of the facts that you find

Features of a non-chronological booklet:

- An eye-catching heading in large font – you could add in a picture
- An introductory paragraph – this could tell the reader all about the bus and its magical features!
- The text split up into paragraphs with a sub-heading for each paragraph
- Usually written in the present tense
- Use of pictures and diagrams to make the booklet more interesting

You could also use a range of conjunctions to make the text more interesting. For example: and, as, but, because, although, so

Drawing the landmarks:

When drawing the landmarks consider:

- Drawing the detail in carefully
- Using the correct colours for each part
- Writing labels to explain each part of the label and where they are

What you will learn

Researching the famous landmarks will help you to:

- Find out more about the landmarks
- Improve your researching skills
- Improve your writing and drawing skills

Useful websites: www.loveexploring.com (landmarks) www.projectbritain.com

The big idea



Create a timeline of the history of flight Years 3,4,5 and 6



How to do it

Air travel has changed hugely since the time that aircraft was invented. This activity focuses on the research and creation of a timeline that shows how air travel has changed.

Start the activity by researching the different types of air travel. You might want to focus your ideas around the following areas:

- One specific type of air travel e.g. helicopters
- Key types of air travel across the ages
- How the mechanics of air travel has changed e.g. take a part of a plane and design your timeline around this
- Important events related to air travel e.g. air shows, record breaking events etc.

Completing the activity:

- Research your chosen idea using books and the internet and make notes of main ideas, particularly key dates
- Use a large piece of paper for your timeline
- Draw a long line across the middle of the paper
- Put the key dates along one side of the line
- Write and draw the main events against the dates on the other side of the line

You might want to draw some extra pictures around the timeline to make it look more exciting.

What you will learn

Creating your timeline will help you to:

- Learn more about the history of air travel and different forms of air transport
- Improve your drawing and writing skills

Useful websites: <https://www.britannica.com/technology/history-of-flight> www.grc.nasa.gov

HIAS Teaching and Learning Team

The HIAS Teaching and Learning Team give practical and supportive advice through coaching and mentoring teachers to improve outcomes for all pupils. They use a 'plan, do, review' approach to teaching and learning which broadly includes observation of teaching, personal target setting with areas given to improve, planning, demonstration of lessons and team teaching. The team focus their work on impact within the classroom.

They also work with Senior and Middle Leaders to develop the coaching model in their schools.

For further details referring to Primary Teaching and Learning support, please contact **Sarah Sedgwick**, Teaching and Learning Adviser: sarah.sedgwick@hants.gov.uk

For further details on the full range of services available please contact us using the following details:

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