

prospectus

Develop your creativity:

3 points

- ◆ Design and make your own fantastic flying machine
- ◆ Make a hot air balloon and a basket to hold your favourite teddy bear. Create a model of an airport from LEGO.
- ◆ Create a collage of a flying insect using coloured paper from old magazines, brochures and catalogues.



This half term's POWER Project is:

'Fantastic flying machines'

HAND IN BY:



Choose projects to achieve your minimum

5 POWER Points.

By all means go over 5points!

Tick off what you have completed to achieve your points.

Explore your mathematical/scientific skills:

2 points

- ◆ Make something that will actually fly- parachute, helicopter, paper aeroplane. Test it to make sure it is the best it can be.
 - How big is it?
 - What shapes does it have?
 - How far can it fly?
- ◆ Go on a flying seed hunt. Make a pictogram using your seeds to show how many you have found.

Explore your locality:

1 point

- ◆ Go on a 'Flying Hunt' Can you find anything that flies in nature? E.g. Butterflies, sycamore keys.
- ◆ Create a scrapbook of photos or pictures of the different types of things that you see. How many different flying machines did you find? Which was the most interesting?

Extend your research skills:

2 points

- ◆ Which children's films shows have fantastic flying machines? E.g. Up, Chitty Chitty Bang Bang.
- ◆ Collect pictures of these.