

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 <i>Big Question</i>: “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