



MAKING THE FUTURE:

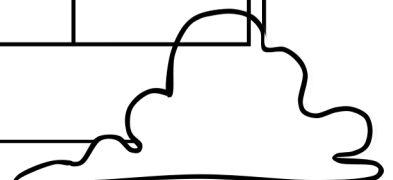
LESSON PLAN

Welcome

The Climate Action Toolkit is a set of enriching and engaging classroom activities designed and tested by staff at the University of Cambridge Y5-6 pupils (9-11 years old) to explore the urgent topic of climate change. 5 hour- long lessons which have been tested in primary schools.

Lesson Plan

Activity	Guidance	Resources Needed	Time
01 Starter Everyday Inventions	This activity aims to get pupils realising that nearly everything they use or see in their lives was once invented! They were all designed and made to solve some kind of problem. As times change, people have different problems that need solving, so different inventions are needed. From here we will scale up to build confidence that they can be part of this inventive world.	Mini whiteboards and pens PowerPoint	5 min
02 Activity Would you rather?	Pupils pick the invention that they would rather and vote from the PowerPoint slide (either on a card or by hand). Why have you made that decision? What to do for this activity: Hand out the bingo cards with everyday inventions Pupils are asked to continue the would you rather game picking between: Tell the story of Ethan's morning routine. Pupils should get bingo with 'bus' at the end of the story. • bikes or skateboards? • video games or phone games? • fridges or washing machines? • television or internet? • body wash or shampoo? • roads or wheels? Script (optional) We're going to play a game of bingo. You have a card with 16 different things that someone once invented. These are all inventions because someone had to think about them and make them. These things are inventions - designed by people to make life better and solve problems. I'm going to read a story. Every time you hear a name of an invention on your card, put an X through that item. Pupils will choose one of the three silly problems and come up with an invention to solve it. When you get a full line of inventions crossed out, then put up your hand and say BINGO! • invent something to stop a seagull taking your food at the beach • invent something to help you reach things high up • invent something to stop your mug spilling	PowerPoint	10 min
03 Activity Think like an inventor	inventions because someone had to think about them and make them. These things are inventions - designed by people to make life better and solve problems. I'm going to read a story. Every time you hear a name of an invention on your card, put an X through that item. Pupils will choose one of the three silly problems and come up with an invention to solve it. When you get a full line of inventions crossed out, then put up your hand and say BINGO! • invent something to stop a seagull taking your food at the beach • invent something to help you reach things high up • invent something to stop your mug spilling	2 x 3 locations sheets (6 total) 2 x 3 climate sheets (6 total) 1 piece of plain paper per student Coloured pens/pencils Post-it notes	25 min





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	<p>1. Pupils draw and label their own invention</p> <p>2. Get into groups of people who picked the same challenge - what are the best bits of each idea? Use post-it notes to share WWW and EBI</p> <p>Repeat this exercise with the climate challenges:</p> <p>sun water rain</p>		
04 Extension	Ask pupils to improve their inventions using the feedback from their peers		
04 Plenary	To conclude the lesson, each pupil must take their invention and find a pupil with a different challenge. The pair then take turns to describe their invention, what its features are, and how it works		5 min

