Puppets

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| **AOLE:** Science and Technology  |
| * **4 Purposes : enterprising creative contributors who can : connect and apply their knowledge and skills to create ideas and products**
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| **WM:**  | **DL:**  |
| **LO:** Planning and designing an effective set for the Butterfly Hunter show including equipment, materials and apparatus. Experimenting with different resources to create a prototype for a set.  |

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| Introduction:  | * Put a variety of different puppets out in the class.
* Discuss : what is a puppet ? What is their purpose ? Why did they use them in the show ? Were they effective ?
* What puppets could you create as a class ?
* What makes a good puppet ? Create a Success Criteria together.
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| Main body:  | * Having discussed the puppet and the pupils' ideas, the pupils could experiment with different material (patterned, different colours, thick, thin, etc) to see which is best.
* the pupils can draw a sketch of the puppet they have chosen, suggest different resources/tools they could use to make the puppet.
* In groups or pairs, the pupils can experiment with the different resources to try to design a puppet. Time for them to make a small prototype to evaluate/ improve.
* Give the pupils opportunities to evaluate each other's work : what went well ? Even better if...
* Pupils make their own puppet using a shoebox size small box.
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| Extension:  | * You could use the Task Wheel to help with the design work. See resources
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| Plenary:  | * Evaluating their puppet - did they reach the Success Criteria ?
* What do they like about their set ?
* Is there anything they'd like to change ?
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| Next steps …. | The puils could show their puppet to the younger years in the school - those pupils could try to guess what the puppet is. Use in their role-playing areas ?  |
| Resources :  | Task Wheel (Provided) |