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** | |
| **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. |
| 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. |
| Extension: | * You could use the Task Wheel to help with the design work. See resources |
| 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 ? |
| 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) |