

THE MOST MAGNIFICENT THING

Synopsis

A girl has the wonderful idea to make the most magnificent thing! But making her magnificent thing is not as easy as she thought. She tries and fails, repeatedly. Eventually, the girl gets really, really mad, so much that she quits. But after her dog convinces her to take a walk, she comes back to her project with renewed enthusiasm and manages to get it just right.

Lessons and objectives

When we are frustrated and mad because we can't solve a problem, it is good to take a break, go for a walk or do something else. When you come back you will be refreshed and have a new idea!

Materials Needed

- Interview sheets
- Pencils
- A4 paper
- Pencil Crayons
- Resource box
- Scissors
- Craft Glue
- Sticky Tape
- Glue Stick
- Paint Brushes
- Paint
- Water Bottles

Discussion Questions

1. What three steps did the girl do to make her most magnificent thing?
2. Why were they shocked?
3. Why did she get mad and explode?
4. What did she do that helped her try again?
5. Have you ever tried something and been angry because it didn't work? Did you give up?

Activities:

1. Vocab - Go fish
2. Interview
3. Design
4. Create

INTERVIEW

Lesson Focus and Goals

Today the children will interview a partner to discuss what kind of new invention their partner would be able to use. Encourage them to try solve a unique problem so they can invent something new and unique not just make an invention that already exists.

Materials Needed

- Interview sheets
- Pencils

Activity

In the book the girl wants to make a magnificent thing. In the end she makes many magnificent things for different people. Over the next few days the students will be divided into partners and will design their own invention or 'magnificent thing' that helps their partner.

First up make sure everyone has a partner and explain the next few days will be about designing a special magnificent thing for their partner.

Then explain the first step to invent something that someone will actually use is that you need to find out what they may like or want.

Ask them to fill in the interview sheets by speaking to their partners to find out more about their partners. This should help them to start thinking about ideas for an invention.

DESIGN

Lesson Focus and Goals

Today everyone will use what they found out about their partner yesterday to draw and plan their invention. Remind them their invention should be unique not just something that already exists in the world. You can go around asking them what makes their invention unique and ask them to workshop it more if it is just something that exists already. Try push them to be as creative as possible. They can even get their friends to brainstorm ideas with them.

Materials Needed

- A4 paper
- Pencils
- Pencil Crayons
- Resource box

Activity

Ask the children to fold their page in half. On the one side they should write the problem that they are solving at the top and then they should draw the design of their invention below.

On the other side of the paper they will write out a resource list that they will need to make the prototype.

Show them the box of resources that they will be able to use for day four's activity. They can plan out what resources they will need to make 'a prototype' and bring stuff from home if they need it.

Explain that a prototype is a model of what an actual creation might look like and does not have to be as big or have the exact same things as a real creation.

CREATE

Lesson Focus and Goals

Today the children will make 'a prototype' of their invention. Using the resources and their drawings they can make an example of what their invention would look like.

Materials Needed

- Resource box

Activity

Using their plan from the last session children can create their prototype.

At the end of the lesson everyone can share their prototype with the group and what it was designed for.

