

Y5/6 – Assembly Plan 1

How can great design make the world a better place?

Preparation:

- Gather images of eco-friendly designs (e.g. bamboo toothbrushes, recycled clothing, solar-powered homes, vertical gardens, water-saving devices).
- Prepare a short video or slideshow of real sustainable inventions.
- Optional: bring a recycled product to show, e.g. a pencil made from old newspapers or a bag made from plastic.

1	<p>1. Welcome & Question (2 mins) Display the <i>Big Question</i> on the board: “How can great design make the world a better place?” Ask: Can you think of anything that was designed to help the planet?</p>
2	<p>2. Think Like a Designer (3 mins) Ask: What problems does the world face? (e.g. too much plastic, energy waste, climate change) Explain: Designers help solve problems. Their ideas turn into real things — products, buildings, machines, clothes.</p>
3	<p>3. Amazing Sustainable Designs (4 mins) Show 3–4 examples:</p> <ul style="list-style-type: none">• A water bottle made from ocean plastic• A solar-powered backpack• A vertical farm in a city• A 3D-printed house made from recycled materials <p>Ask: What problem is each one solving?</p>

4	<p>4. Spotlight: Young Inventors (3 mins) Share a real story of a young inventor. For example:</p> <ul style="list-style-type: none"> • Boyan Slat, who started designing machines to clean the oceans at age 16. • A child who created a device to save water or clean air. <p>Message: You don't have to wait to grow up to change the world.</p>
5	<p>5. Challenge the Children (3 mins) Ask:</p> <ul style="list-style-type: none"> • What would you design to make life better for your school, town, or the planet? • Could you make it from recycled or natural materials?
6	<p>6. Key Message (2 mins) Design isn't just about how things look — it's about how they work and who they help. Every great design starts with one simple idea.</p>
7	<p>7. Reflection (2 mins) Close your eyes. Think about a real problem you care about — in the world or in your own life. Now imagine the thing you might create to solve it. What will your invention be?</p>

Music

“Count on Me” by Bruno Mars – promotes helpfulness and problem-solving

Or

“What a Wonderful World” by Louis Armstrong – ideal for reflection on protecting the planet

Cross-Curricular Links:

D.T.: Identifying needs, innovating, working with materials

Science: Renewable energy, sustainability, materials

Geography: Human impact on the environment

PSHE: Empathy, global citizenship, taking action

English: Presenting ideas, persuasive speaking