

The Next Big Idea

The Challenge

Charlie needs your help. He is all out of ideas for his factory and wants you to dream up the big invention! What will it be?

Can you design the next big idea for Charlie's factory?

Before you begin, it may be a good idea to explore some of the inventions in my factory.

Remember the chocolate waterfall that churns the chocolate? The lickable wallpaper? The machine that created the everlasting gobstopper!

Criteria: (You need to draw your design)

- What is the purpose of your machine?
- Label your design with the materials needed to create this machine.
- Include any levers, cogs, twists, pull strings, push buttons or other mechanical features that allow your machine to function and/or move.
- Your drawing might not be to scale. So include the measurements Include a short paragraph explaining how your machine will work.

**Decoration & visual presentation will get extra credit.*

Timeframe:

- Give a timeframe to complete the project within. This helps develop self-management skills during independent learning.

Extensions:

- Design a survey to find out from your friends what they like about your machine. Consider carefully what questions you could ask. This could be in written form, via audio on Seesaw or using a digital tool like Google forms or Mentimeter.
- Apply a budget. Offer pupils a link to a DIY store. Ask pupils to budget the overall cost of the design.
- Design & Make a prototype of your machine. Follow the steps of Explore, Plan, Make and Evaluate.
- Conduct market research with your class. Following the design, how many children would like this idea? What needs to be changed?
- Design a marketing strategy to sell their design to Dragons Den. This could include designing packaging for the machine, estimating the cost of production and possible profit to be made
- Integrate digital technology. Could the child create a TV commercial for their new machine/sweet using Windows Movie Maker or Adobe Spark? Could they create a digital poster on Adobe Spark or other online graphic software? Could they record a radio advertisement or jingle using audio?

Simpler versions:

- Design a sweet for Charlie. Ask your friend what they would like in a sweet. Work together as a team.
- What could you add to your current favourite sweet to make it even better? Will it be sweet, sour, fizzy etc?
- Pitch the idea to the dragons by describing your sweet orally. Record child's presentation on either audio or video.

