

prospectus



3 points

Develop your creativity:

- ◆ Create your own vehicle design.
- ◆ Make an advert to sell it
- ◆ Create a radio jingle or TV adverts.

3 points

Explore your locality:

Museums:

- ◆ Enjoy a day out with your family at a local transport museum, airshow, speedway, or race course.
- ◆ *Create a journal with photos, leaflets and notes to record memories of your day.*

This half term's POWER Project is:

'Design a vehicle'

HAND IN BY: Wednesday 23rd May



Choose projects to achieve your

8 POWER Points.

You can add with your own ideas too! Tick off what you have completed to achieve your points.

2 points

Explore your mathematical/ scientific skills:

Money:

- ◆ Investigate the cheapest way for a family of 4 to visit the British Transport Museum.

Measures:

- ◆ Create a scale drawing of your vehicle design with measurements.

Forces and measures:

- ◆ Set up a ramp test to test and explore how the weight of a toy car affects the speed it will go down a ramp.

1 point

Extend your research skills:

- ◆ Explore Wacky Races car designs to help generate ideas.
- ◆ <http://www.boomerangtv.co.uk/videos/wacky-races>