

Introducing our Schools Programme:

# Save Make Reinvent

“By the age of seven, children are already facing limits on their future aspirations in work.”



- » A whole term programme exploring the circular economy
- » Skills based activities that foster aspiration, creativity and problem solving
- » Offering live workshops and professional training
- » Resources and toolboxes for all participating classes

Brought to you by

**institute of  
imagination**



# Save Make Reinvent from the Institute of Imagination (iOi)

## Save Make Reinvent...

A playful and engaging way to introduce sustainability into the classroom. Through the circular economy, we look at how we can take used materials that we have in the home and school and empower children to apply their imagination to Save Make and Reinvent someone's waste into another person's treasure.

Over one term, your school can get involved in our unique interdisciplinary programme, receive creative learning resources, participate in live broadcast workshops direct into your classroom and engage in professional training for your teaching staff.

The programme will support your students with the following vital skills identified by the OCED and The World Economic Forum as fundamental to the development of children and young people in today's learning:

### Competencies

Creative thinking: being able to generate new ideas

Problem solving: being able to respond to a challenge and find solutions

Aspiration: being able to look into the future with a positive mindset

### Social functioning

Collaboration: being able to work in a group to complete a task or goal

Wellbeing: developing emotions that foster greater personal value

Curiosity: being interested in learning new things and investigating

### Literacies

Developing digital literacy skills

Developing an understanding of design and engineering concepts

Developing an understanding of scientific enquiry

*"The ideas and skills [from the iOi] have been implanted like a seed." - Helen Tarbuck, Deputy Head, St Luke's School*





# What is Save Make Reinvent?

## This is how programme runs across your school term

### Stage 1

Receive your imagination toolbox before the programme begins - packed with resources for each participating class.

The programme kicks off with professional teacher training covering all four activities in Save Make Reinvent. This will also be available on demand to playback.

### Stage 2

Your circular economy journey begins! You will introduce the idea of the Circular Economy to your class and start collecting additional materials needed for the activities. Your 90 minute creative workshop hosted by the iOi, will be broadcasted live directly to your classrooms.

### Stage 3

We provide you with the curriculum extenders, explainers and extra resources to integrate the themes and activities further into your classroom. Now let's get everyone involved! We will support your whole school to join in the learning and creativity.

### Dates

Teacher Training dates: choose between 12th or 17th October (or watch On Demand)

Workshops dates: between 31 October - 11 November (covering World STEM Day)

To book [CLICK HERE](#)



# Natural Inks



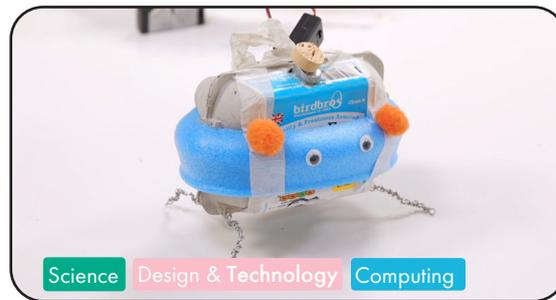
Paint pictures using fruit, veg and other kitchen ingredients!

**KS1:** Explore paints, colours, textures and food cycles.

**KS2:** Experiment with properties and decomposition.

Competencies: creative thinking, wellbeing, curiosity

# Junk Bots



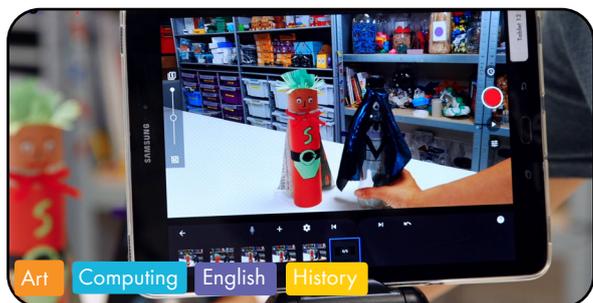
Build your own junk bot using recyclable material.

**KS1:** Design, make and evaluate your Junk Bot inventions.

**KS2:** Prototype, construct, evaluate and use hobby motors to tinker with aerodynamics.

Competencies: creative thinking, wellbeing, curiosity, confidence, literacy

# Digital Storytelling



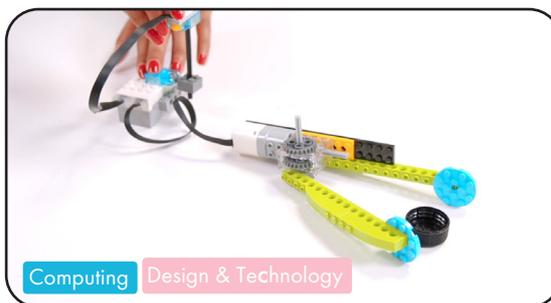
Explore stop frame animation with us! You will need access to tablets between groups to take part in this.

**KS1:** Draw your storyboards, write your story, make your characters and shoot your film.

**KS2:** Storyboard, write, narrate, design and shoot your film.

Competencies: creative thinking, wellbeing, curiosity, confidence, literacy

# Coding Inventions



Code and build your own eco machines using Lego WeDo Kits.

**KS2:** Build, adapt and code to tinker with your sustainability inventions.

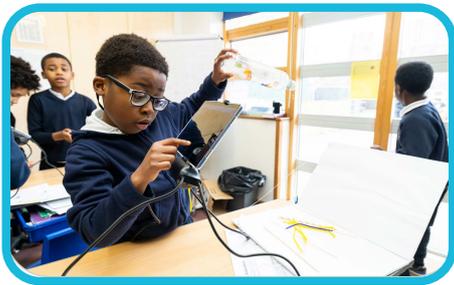
Competencies: creative thinking, STEM, curiosity, confidence, wellbeing



# About the iOi

We are a dynamic charity and social enterprise based in London designing and delivering award-winning creative learning experiences across the arts, sciences and digital technologies. Working nationally and internationally, our programmes have included partners such as The British Council, Micro:bit Foundation, TATE and LEGO among others.

Save Make Reinvent and the accompanying activities are applicable to the following facets of the National Curriculum Framework in England and equivalent in Northern Ireland, Scotland and Wales. This is an inclusive programme with SEND adaptations.



To book your place [click here](#) or go to [ioi.london/schools](http://ioi.london/schools)