PRIMARY INSPIRATION through ENTERPRISE

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#Primary2Prosperity

THE BIG PIE CHALLENGE BRIEF

We encourage all pupils in years 5 and 6 to take part in both stages of the competition. If the year groups are split/class sizes are very large we recommend having extra staff members to assist.

Stage 1 – Two timed STEM activities from 10am-12 noon

Stage 2 – Enterprise activity to be undertaken by the winning schools from Stage 1

PLEASE NOTE:

Teachers and school staff members are primarily responsible for coordinating the activities. PIE'oneers provide a supportive role to pupils and staff.

Stage 1 – School activity. Please encourage the pupils to spend around 20 minutes on the workbook before they start on the gliders and coding challenge.

Flying Gliders

- Each participating school is provided with foam gliders and tape measures, along with record sheets. The pupils will have 5 minutes to make their gliders
- Each pupil will be assessed individually on the distance their gliders travel indoors
- Please record the individual distances travelled inside
- If there is enough time, allow the pupils upto three attempts to obtain the best reading
- The schools with the furthest combined distances inside will go onto the next stage
- Safeguarding is paramount. A teacher should always be present to observe activities throughout the challenge

Coding Challenge

- Dependent upon the number of computers available, pupils will be split into teams
- You will need log in to: https://codecombat.com/ (you do not need to make an account for a one-time visit)
- The activity is to login to the game, choose your language and see how quickly you can reach level 5
- The alternative coding challenge can be accessed via code.org – click learn today – click start learning – scroll down to K5 courses, start express course, watch the video then click continue
- The winner will be the pupil to reach the highest level or the quickest time. For each session pupils' names and results will need to be recorded
- There are no coding skills required however it is advisable that the PIE'oneer and school staff member(s) familiarise themselves with the coding platform on the above link

Stage 2 – School activity ideally with help of local businesses

The winning schools will be loaned £100 by the PIE Project to plan, create and sell an item, multiple items and/ or services that they choose! The school can choose multiple income streams and can also sell their product/services online or at local convenience stores, but it is up to the school to try to achieve this! This stage is ongoing over one month, with pupils also completing a NCFE qualification. The PIE'oneer can come and assist when it is convenient for the school. This activity will be judged wholly on profit. Examples of past projects include: Cakes, Reusable bags, Stationery sets, Slime, Sweets.

This is the chance for the pupils to show their creative side! They can receive assistance from teachers and their PIE'oneer however the end product should be their own creation 😊.

Pupil Name	Activity 1 – Glider distance travelled	Activity 2 - Coding Challenge Time/level

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17 Main Street Ponteland NE20 9NH

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Combined distance travelled (all pupils):

Average coding level/Time: