

Let's invent

Age Range: Primary

This will give children a chance to try out their practical skills. It involves both science, technology and using computers. They will have lots of opportunity to discuss and develop their vocabulary as well as find out more about some of the inventors of the past.

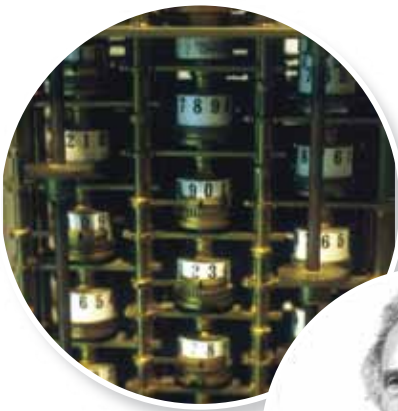
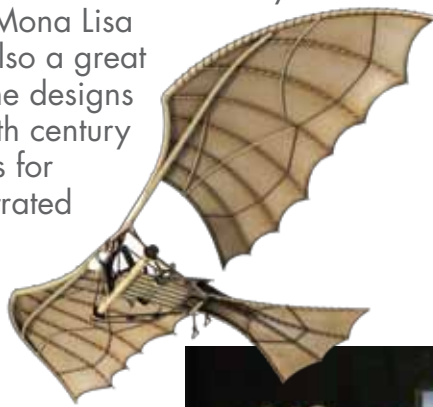
Time: 30 minutes.

Curriculum links: Science, ICT, Design and Technology, Art and Design, English and History.

Further Information

The Doctor loves inventing things, as often this is his answer to getting out of tricky situations. His sonic screwdriver is famous for opening doors and providing the answers to many of his problems, but he often uses other ideas. Over the years he has also used his sonic screwdriver to defeat his arch enemies the Daleks.

One of the greatest inventors to cross the path of The Doctor was Leonardo de Vinci. Not only was he the painter of the Mona Lisa and the Last Supper, but also a great inventor. His flying machine designs were outstanding. This 15th century genius came up with ideas for helicopters, tanks, concentrated solar power and even the calculator.



Using this introduction, it would be possible to look further at the work of Leonardo and then go on to other inventors who have changed the world we live in. Try to find some of the more unusual ones such as Charles Babbage who is credited for inventing the first mechanical computer or Marconi who was involved with the invention of the radio.

Activity

Discuss the way in which The Doctor is very good at inventing things. Ask the children what kind of person might be good at inventing things.

Perhaps read a short passage from one of the Professor Branestawm books written by Norman Hunter. A crazy inventor, he was always coming up with new ideas.

Talk about the kind of things that might be useful for The Doctor when he is on his travels. A new type of sonic screwdriver, a mobile time travel device, a translator or even a new TARDIS.

Using the enclosed sheet, ask the children to come up with some invention ideas. They could then make a model of their invention or use a suitable computer program to develop their designs.

Lower

Concentrate on the drawing and ask them to write down underneath what they have invented and why it might be useful for The Doctor.

Advanced

Write an explanation of how you might build the new invention and also a list of what you would need.

Put together a short presentation on the invention, what it does and how it can be built. This could then be incorporated into an assembly with the theme 'Inventions'.

Further ideas

- Investigate some of the famous inventors of the past such as Leonardo de Vinci who appeared in one of the Doctor Who episodes. Others worth investigating are Alexander Bell and the telephone, Robert Stephenson and his Rocket locomotive, Sir Christopher Cockerill who invented the Hovercraft and more recently James Dyson.
- Write a Doctor Who story incorporating the new invention or involving a different inventor.
- Put on a display of your inventions including some of the models and designs.
- Using the internet investigate some of the following inventions; rockets, space suits, maglev trains, microwave oven and mobile phones.
- Discuss what kind of person would make a good inventor and why The Doctor is so good at inventing things.
- Read some of the Professor Branestawm stories. Why is he such a good inventor?

