

Enterprise TROOPERS

Primary School Competition



Upper Primary

Activity 9: How do we make it?

This activity is for use with pupils whose enterprise involves production.

Learning Objective

- To provide an opportunity for pupils to work with others to create a suitable product.

Entrepreneurship Characteristics

Creativity

- Problem solving

Relationships

- Working with Others
- Communication

Organisation

- Planning

Learning activities

Ask the pupils to discuss how they will organise themselves to make their products in the most cost-effective way. Consider the following questions:

- *What do you need to make your product? E.g. equipment, materials, workplace.*
- *How safe, reliable and sustainable is your product?*
- *How many do you think you will need?*
- *How long do you think it will take to make all the products you think you can sell?*
- *Are you going to take orders for your product, or make a set amount or a combination of both?*

Introduce and explain the concept of quality control. If products look and feel good, people will be more likely to buy them.

Working individually or groups, pupils make prototypes of the product using different production methods. This could be a competitive activity. Whilst making the product encourage the pupils to check at each stage that their work is of a high standard.

Ask the pupils to make a record of the materials used, how long it takes to make one item. Discuss the different methods and agree the most effective production method for the pupils to adopt for their enterprise.

Ask the pupils to estimate the cost of making the prototype. Discuss how to keep costs down – can recycled materials be used or materials that are free?

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Learning outcome

Pupils work together in teams with agreed responsibilities and roles.

Resources needed

- Interactive whiteboard
- Materials to make their product

Curriculum for Wales

Areas of Learning and Experience

Expressive Arts

- Creating combines skills and knowledge, drawing on the senses, inspiration and imagination.

Science and technology

- Design thinking and engineering offer technical and creative ways to meet society's needs and wants.

Cross-Curricular Skills

1. Literacy

Speaking

- Purpose
- Collaborative talk
- Questioning

Listening

- Listening for meaning
- Listening to understand
- Listening as part of collaborative talk

2. Numeracy

- Financial literacy

