

# Schools Workshop

## Build A Pier – Chocolate and Pasta



**Construction KS2 (Y3-6) 2 hour**

### AIMS

- To understand more about a significant local landmark, who created it and why.
- To encourage careful observation.
- To use scientific ideas and evidence to consider why the pier was built as it was and apply this understanding.
- To consider the strength, attractiveness and cost of their pier design.

### BRIEF OUTLINE OF ACTIVITIES:

Activity 1	Constructing shapes with straws. Experiment to find the strongest shape.
Activity 2	Comparing the strength of a flat and 3D shape – the Milky Bar test Film showing the iron casting process
Activity 3	Looking at the Pier structure – Why were particular materials chosen. Looking at the different shapes used to build the Pier.
Activity 4	Build a Pier competition using knowledge acquired during the session, The 'materials' will be costed

### TIMETABLE

10.00 - 10.10	Welcome, introduction, toilets, snack
10.10 - 10.20	Inspiration for the day – introduction to construction
10.20 - 10.40	Experiment – the strongest shape
10.40 - 11.05	Experiment – the milky bar test
11.05 – 11.25	Looking at the Pier
11.25 – 11.55	Build a Pier challenge
11.55 – 12.00	Getting ready to leave

**If you would like the education room for lunch please arrange this before your visit with the learning team so we can check the availability of the space.**

**We also have some trails you could do independently after your session – we will send a suggested trail out with your booking confirmation information. These will be also available from our website.**

### CONTACT DETAILS

For more information please contact Susan Kent, the Learning and Education manager or Francesca Piacentini, the Education and Learning assistant. Email: [learning@hpcharity.co.uk](mailto:learning@hpcharity.co.uk) Tel: **01424 445566**.

### TO BOOK

Please complete a Booking Enquiry form on the schools area of our website: [www.hastingspier.org.uk](http://www.hastingspier.org.uk).

## **CURRICULUM LINKS:**

### **ENGLISH:**

- Listen, understand and respond to others
- Make relevant contributions to discussion and group work

### **MATHS:**

- Recognise 2D and 3D shapes
- Measuring – using weights, recording findings using a tally chart, money
- Using mathematical language – more/less than, heavier/lighter
- Estimation

### **SCIENCE:**

- Materials – Characteristics, Material Qualities, Fit for Purpose
- Forces
- Looking closely at the natural and humanly constructed world
- Making hypothesis

### **HISTORY:**

- Understanding of historical concepts – change/continuity, similarity/difference
- Significant local places and people – introduction to the engineer Eugenius Birch

### **DESIGN TECHNOLOGY:**

- Identify and solve design problems
- Build structures, explaining how they can be made stronger and more stable.