

# LET'S GET SHAUN HOME



### LEARNING OUTCOMES

- To understand Intellectual Property and its role in protecting: designs, trademarks, inventions and creative works
- To become creators and design a contraption to get Shaun back home to the farm

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### CURRICULUM LINKS

En6/1a	listen and respond appropriately to adults and their peers
En6/1b	ask relevant questions to extend their understanding and knowledge
En6/1c	use relevant strategies to build their vocabulary
Ar2/1.2	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials
DT2/1.1a	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
DT2/1.1b	generate, develop, model and communicate their ideas through discussion, annotated sketches and cross-sectional diagrams.

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### EQUIPMENT AND RESOURCES

- PowerPoint presentation 1
- Activity Sheet 1: Design a trade mark
- Activity Sheet 2: Invent a new contraption

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### STEM LINKS

Technology - designing the vehicle

Extension work - Science - which fuel to power the contraption/gadget, made using renewable energy, solar power etc

Maths - dimensions and accurate measurements.



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### STARTER ACTIVITY

Arrange the children into pairs and allow them a minute or two to think of as many different methods of transport as they know. Provide three large sheets of paper labelled: 1) Air, 2) Sea, and 3) Land. Each pair must write down a method of transport before handing the sheet over to the next pairing. Continue to pass the sheets around the classroom reminding the children that they cannot repeat a mode of transport that has already been written. The last pair to be able to write down are the winners.

### INTRODUCTION

Share the Learning Objectives with the class. Explain that many of the objects in the classroom originated from a creative idea belonging to someone. Intellectual Property or IP enables the creator to protect their invention, new design or brand name to prevent it being copied by somebody else. Discuss the fact that they are all going to be creators today and come up with a completely new invention (an engine powered by cheese) or an innovative design for an existing invention (turbo powered tractor).

### MAIN TEACHING PHASE

Using the Intellectual Property PowerPoint slide give an explanation for each of the IP headings – patent, design, trade mark and copyright. Focus on trade mark and ask the pupils to think of famous trade marks for different brands that they like. Ask the children to design their own trade mark using Activity sheet 1.

Play the video clip of Shaun the Sheep, explain why he needs to get back to the farm if necessary. Set the challenge and explain that the children will be creators, coming up with ideas to transport Shaun back home. Provide them with Activity Sheet 2 and the support sheets showing examples of past inventions as inspiration. Remind them that inventors always refine and improve their ideas as they work. Stress that their final work will be transferred on to a competition entry form each and will be entered into a national competition!

Explain a patent in more detail describing how it can be used to protect new inventions from being copied. Explain how its unique appearance could be protected by a registered design (e.g. the shape of a sports car). Explain how its name could be protected by a trade mark (e.g. Porsche). Explain that usually we would brainstorm our ideas as a class but for today's task we shall keep them a secret. Make the children aware that as soon as you tell someone your idea, there is the chance it can be used by another. Ask the pupils for examples of when it is good to share and when it is not.

### ACTIVITY

Children to design an innovative contraption to transport Shaun the Sheep back home to the farm. Encourage the children to label as much information as possible on their work sheet. Ask them to consider: *What materials will be used? How will you power the contraption? What will it look like? What size will it be? Where will they put their trade mark?* Draft designs to be completed on Activity Sheet 2.

### PLENARY

Encourage the children to peer assess each other's inventions by walking around the room and looking at others' ideas giving constructive criticism. Recap on the main features of Intellectual Property.

# MY TRADE MARK<sup>®</sup>



Trade marks can be made up of a mixture of symbols, images, letters or words.

**Can you design your own?**

Remember your trade mark shows that your inventions are different to everyone else's so be unique!