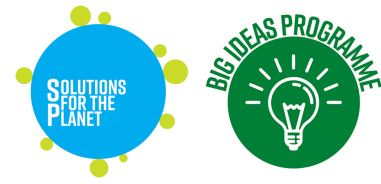




Teacher Notes

Development Session 2



OVERVIEW

Development Session 2 is for students to learn how to research both the issue they are tackling and how to develop their Big Idea.

RESOURCES

Access to internet needed for students for this session
'Research Skills for Developing Your Big Idea' PowerPoint from S4TP website
Research Top Tips sheet from S4TP website
Challenge 2 - Options A) Facts and Figures; B) SDG Poem/Rap (SDG sheet from S4TP website to support); C) Year 5 Leaflet Big Ideas Day Posters and Workbooks

INTRODUCTION

Start the session with students in their teams. Explain that they will be beginning to research their issue and Big Idea. Explain that the World Wide Web is a great platform that lets anyone share information and ideas. But, you need to think about whether the things you are viewing are reliable. Is it content that you can trust? And what are the most effective ways of searching for the information you need?

ACTIVITY INSTRUCTIONS

(Play the PowerPoint, go through each slide and its notes to run a session on research tips.)

- Before you all begin your research, you should outline what you want to know. Sometimes it will help you to make a list of what you already know about your product/ service/campaign and then identify where gaps are. So let's start by doing that in your teams for 10 minutes.
- When gathering your information, you should transfer anything useful you find into your own words - don't just copy and paste without reading and understanding it. If you do copy and paste a short bit of text, put it in quotation marks, and in both situations you should also note down the website you took it from as a reference.
- You may want to e-mail a person, a company or a university directly to help your research. This can lead to great collaborations; however, you must discuss this with me or another teacher, and follow our guidance. (The school safeguarding policy will likely state that the teacher must make contact on the students' behalf.)

(Hand out the Research Top Tips sheet from the S4TP website for students to keep as a reference/reminder)

- OK, let's get online and get started on some research!

CONCLUSION

All the teams, by the end of the session, should feel more confident about how to research, have started to identify and reference key facts and figures about the issue that they are tackling, and be ready to transfer these to their business plan next time.

CHALLENGE

We have designed an optional creative challenge for each development session - this can either be done as a development session or as a homework challenge, whichever works best for you.

Challenge 2 has three options to choose from - teams only need choose one option but are free to complete as many as they wish. Options A) Facts and Figures; B) SDG Poem/Rap (SDG sheet from S4TP website to support); C) Year 5 Leaflet - the details are on the Challenge 2 sheets on the website.