

PROGRAM

17/8/26

Curious Minds: Imagine, Design & Create



= Educator Idea



= Child Voice / Emerging Interest

Aim: This fortnight, children will explore how imagination can transform an idea into something new. Through art, construction, storytelling, dramatic play and collaborative projects, children will be encouraged to plan, design, create, experiment and adapt their ideas. Experiences will celebrate individual creativity while providing opportunities for children to inspire one another, solve problems and recognise that there can be many different ways to approach the same idea.

Creative arts: Creative experiences encourage children to express ideas, experiment with materials and discover different ways of bringing their imagination to life.

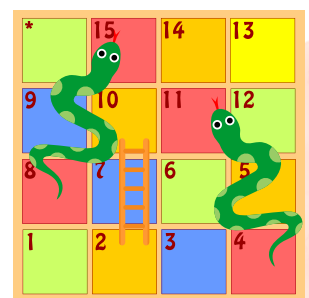
- **Recycled Creations:** Children will transform recycled and loose materials into their own creations, choosing what they would like to design and how they will construct it
- **Wearable Art Workshop:** Children will design and create hats, masks, jewellery, costumes or accessories using a variety of creative materials.
- **Collaborative Mural:** Children will work together on a large-scale artwork, contributing their own drawings, patterns and ideas to a shared creation.
- **Clay Creators:** Children will use clay or modelling materials to sculpt an object, character, creature or invention from their imagination.
- **Mix It Up Art:** Children will experiment with combining different art techniques and materials, including painting, collage, drawing and weaving, to create something unique.

Indoor Experiences: Indoor spaces provide opportunities for imagination, construction, collaboration and open-ended play.

- **Cardboard Construction Zone:** Large boxes, cardboard and recycled materials will be available for children to collaboratively transform into vehicles, buildings, cubbies or their own imaginative creations.
- **LEGO Free-Build Studio:** Children will design and construct something entirely from their imagination before sharing the idea behind their creation.
- **Loose Parts Creation Station:** Children will explore open-ended materials and discover how everyday objects can be combined and transformed into something new.
- **Create Your Own Board Game:** Children will invent a game by designing the board, pieces, objectives and rules before teaching their peers how to play.
- **Imagination Station:** A collection of fabrics, boxes, props and loose materials will allow children to create their own dramatic-play environments and stories.

Outdoor Experiences: Outdoor play provides children with larger spaces to design, construct, create and collaborate.

- **Design an Obstacle Course:** Children will use available outdoor equipment to collaboratively plan and construct their own obstacle course before testing and improving it.
- **Invent a New Game:** Children will use balls, hoops, cones and other equipment to create an original outdoor game, including developing their own rules.
- **Nature Art Creations:** Children will use fallen leaves, sticks, stones and other natural materials to create temporary artworks and designs.
- **Giant Chalk Creations:** Children will work individually or collaboratively to transform outdoor spaces using large-scale chalk drawings, games, roads, maps and imaginative scenes.
- **Loose Parts Builders:** Children will use large outdoor loose parts to construct cubbies, structures, vehicles or imaginative environments.



STEAM: Hands-on design challenges encourage children to plan, experiment, problem-solve, test ideas and make improvements.

- **Build a Moving Vehicle:** Children will use recycled materials to design a vehicle and investigate different ways of making it move.
- **Paper Plane Design Challenge:** Children will create, test and modify paper aeroplanes while investigating how different designs influence flight.
- **Bridge Builders:** Children will design and construct a bridge capable of supporting increasingly heavier objects.
- **Marble Run Engineers:** Children will construct marble runs using tubes, ramps and recycled materials before testing and refining their designs.
- **Protect the Egg Challenge:** Children will design a protective structure for an egg and investigate which materials and designs best absorb an impact.
- **Build It Taller:** Children will experiment with different materials and construction techniques to create the tallest free-standing structure possible.



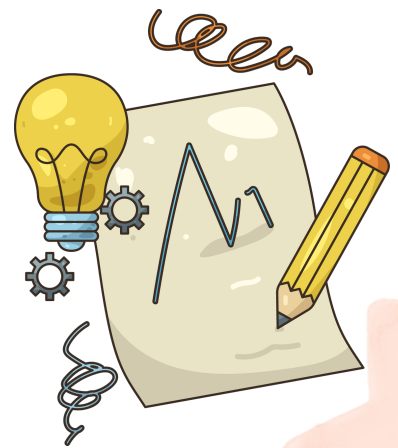
Nature and Living Things: Children will explore how creativity and design can be inspired by the natural world.

- **Nature's Designers:** Children will investigate patterns, shapes and structures found in leaves, flowers, shells, spiderwebs and other natural objects.
- **Design an Animal Habitat:** Children will select an animal and design a habitat that considers what it needs for food, water, shelter and safety.
- **Invent a Creature:** Children will combine characteristics of different animals to design a new creature and explain how its features help it survive.
- **Nature Weaving:** Children will experiment with weaving natural and recycled materials together to create patterns and artworks.
- **Build a Miniature Garden:** Children will collaboratively design a small garden or natural environment using plants, stones and loose natural materials.



Language & Literacy: Children will use storytelling, drawing, writing and discussion to communicate the thinking behind their ideas.

- **My Invention:** Children will draw and describe an invention they would like to create and explain what problem it could solve.
- **Creation Instructions:** Children will write or draw step-by-step instructions explaining how somebody else could recreate something they have designed.
- **Finish My Story:** Children will be provided with an imaginative story beginning and decide what happens next.
- **Tell Us About Your Creation:** Children will photograph, draw or write about something they have created and explain the process and thinking behind it.



Group Chat (Theme-Related Discussions): Children will use storytelling, drawing, writing and discussion to communicate the thinking behind their ideas.

- Where do ideas come from?
- Can somebody else's idea inspire your own?
- What makes something creative?
- Can there be more than one solution to a problem?
- What can we do when our first idea doesn't work?
- Does something have to be perfect to be successful?
- How can we improve something we have already created?

Creating Conversations (Cultural & Indigenous Perspectives): Children explore how creativity, design, observation and knowledge-sharing are expressed within Aboriginal and Torres Strait Islander cultures.

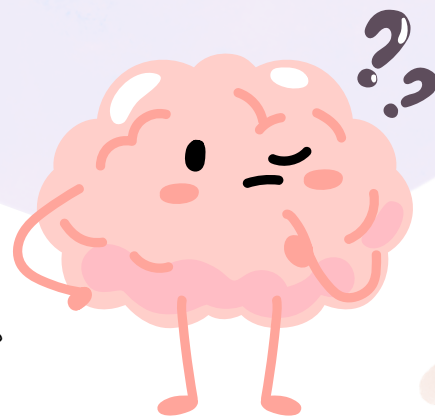
- **Designs Inspired by Country:** Children will explore how colours, shapes, patterns and materials can be inspired by the natural environment, before creating their own artwork based on what they observe around them.
- **Weaving and Creating:** Children will explore examples of Aboriginal and Torres Strait Islander weaving traditions and investigate how natural materials can be carefully manipulated, joined and woven to create useful and decorative objects.
- **Nature's Materials:** Children will investigate how natural materials have been used by Aboriginal and Torres Strait Islander Peoples for creating and making, encouraging discussion about using resources respectfully and caring for Country.
- **Creative Knowledge Across Generations:** Children will discuss how skills and knowledge can be learned from parents, grandparents, Elders and community members and consider who has taught them how to make or create something.



Wonder Wall

Children will be encouraged to ask questions beginning with "I wonder..."
Examples may include:

- I wonder how cars are designed?
- I wonder how inventors think of new things?
- I wonder how we can turn recycled materials into something new?
- I wonder why different materials are better for building different things?
- I wonder how nature can inspire things we design?
- I wonder what hasn't been invented yet?



Educators will revisit children's questions throughout the fortnight by encouraging prediction, investigation, experimentation and reflection before documenting new understandings.

Framework Connections – My Time, Our Place

Outcome 1: Children have a strong sense of identity

Children develop confidence in their own ideas and abilities as they make independent choices, take creative risks and express themselves through art, construction, design and imaginative play. They develop pride in their achievements while recognising and respecting the ideas and creations of others.

Outcome 2: Children are connected with and contribute to their world

Children collaborate on shared creative experiences, exchange ideas and explore how people use creativity and design to contribute to their communities. Through recycled and natural materials, children also consider how responsible choices can support and care for their environment.

Outcome 3: Children have a strong sense of wellbeing

Children build confidence, persistence and resilience as they encounter challenges throughout the creative process. They learn to manage frustration, embrace mistakes and experience satisfaction as they develop, adapt and complete their ideas.

Outcome 4: Children are confident and involved learners

Children use curiosity, imagination, experimentation and problem-solving to transform their ideas into creations. Through open-ended design and STEAM experiences, they plan, construct, test, modify and reflect on their designs while recognising that there can be many solutions to the same problem.

Outcome 5: Children are effective communicators

Children communicate their ideas and creative thinking through discussion, drawing, storytelling, construction and imaginative play. They listen to the perspectives of others, explain the thinking behind their creations and confidently share their discoveries and achievements with peers and educators.

This fortnight supports our Term 3 theme, Curious Minds, by encouraging children to imagine, design, create and experiment as they transform their ideas into meaningful creations. Through open-ended art, construction, STEAM and collaborative experiences, children are encouraged to explore different materials, solve problems, learn from mistakes and build upon their own and others' ideas. These experiences empower children to become creative, curious and confident learners who recognise that imagination can lead to endless possibilities.