

# Art, Design and Technology

## **Famous Inventions**

Choose a famous invention and research its history. Write a detailed report about the invention and its effect upon the world. Include:

- Who invented it and how they did it.
- When it was invented and what the world was like then.
- What problem it solved and what it was first used for.
- How it changed over time, developed and got better.
- Draw detailed, labelled diagrams showing the invention and exploring how it works.

Really interesting things to examine include: The Steam Engine (especially the Rainhill Trails); the Motor Car; the Lightbulb; Aeroplanes and man-made flying vehicles;

## **Design a musical instrument**

We made some drums last half term but maybe you can make some other musical instruments now? Think about:

- Musical instruments that work the same way.
- Famous songs that use that musical instrument.
- How the notes are changed on the musical instrument.
- How you are going to finish (make it look nice).

If you need some ideas, try Pinterest or ask a parent or carer to look on the internet for you.

## **Become a trans-media artist**

Look at some famous pieces of art and try to recreate them using other media (other ways of painting or colouring). If you have paints or pens at home, it doesn't matter. You could recreate a painting by Picasso as a collage, or turn a Jackson Pollock into a watercolour.

## **Famous Artist**

Look into famous pieces of art and decide on a favourite. Draw and paint/colour the artwork in your book and look at more paintings by the same artist. What sorts of things did they like to paint? Recreate more famous works by other artists with help from an adult or carer.