

# Introduction

Welcome to *Dynamo! Go*, the resource that promotes independent research and enquiry in the classroom. As part of a trio of *Dynamo!* products, *Dynamo! Go* works both collectively and on its own, because it follows the principles of the whole *Dynamo!* range – original ideas, individualised learning, and the understanding that having fun and learning aren't mutually exclusive.

In my 15 years of educational experience as a teacher, headteacher, consultant and writer, I have always found that children thoroughly enjoy investigating topics for themselves and making their own learning journeys. In fact, I have often found that given the freedom to explore for themselves, the learning that takes place becomes much more meaningful, and children show pride in what they have achieved.

In the spirit of the creative curriculum, *Dynamo! Go* asks children a range of initial questions that start the learning journey. The next range of questions builds on the previous answers, engaging children further and leading to a different set of investigations, compounding their understanding until they reach the final set of questions that confirms their knowledge and leads to total understanding of the subject being studied. *Dynamo! Go* comprises ten themes:

- Inventors and inventions (predominantly science-based with historical undertones)
- Your world (geographical, environmental and PSHE-based)
- History rocks! (history, with links to the modern world)
- Communication (literacy and ICT)
- A healthy lifestyle (science and PSHE)



- Round your way (history, geography, RE, ICT and PSHE)
- What is it made of? (science)
- Music, moving and making (the arts, music, DT)
- Money, money (mathematics and recent history)
- The weird and the wonderful (a mixture of everything, with record-breaking facts and figures)

*Dynamo! Go* covers most of the National Curriculum outcomes, while opening up learning opportunities by encouraging children to investigate topics for themselves. It also explores the issue of web safety, vital for enabling independent web-based research.

### **How to use *Dynamo! Go***

Because *Dynamo! Go* covers the dynamics of the National Curriculum, it can fit in to themes and topics as you write them. Ideally, it should fit into planning and could form part of your activities for the week, with children reporting back to the class what they have discovered. There are enough sets of questions to keep your class busy for the entire year! The questions could also form the starting point of your topics or themes, with whole classes taking on the learning challenges

In my experience, I have no doubt that each question will yield a range of different discoveries when used in this way. Because the main idea behind *Dynamo! Go* is independent learning and discovery, no matter how you use it, you can be sure that your children's understanding of the themes will grow as quickly as their confidence in their own abilities.

C J Fenton



# Inventors and inventions

Set 1/Card 1

## QUESTION 1

Thinking about your home, your school and your car, write a list of things that use electricity. Where does the electricity come from to make these things work?

## QUESTION 2

What actually *is* electricity? Was it invented or discovered? By whom and when?

**dynamo!**  
**go**

# Inventors and inventions

## QUESTION 3

How has our use of electricity changed over the last 100 years, and how are we making sure that using it doesn't damage the environment?

*dynamo!*  
**go**

# Inventors and inventions

Set 1/Card 2

## QUESTION 1

Think about the last time you were poorly. Write down what was wrong with you and the medicine that you took to help you to get better.

## QUESTION 2

How did people in the past try to get better when they were poorly? Have a look for some of the weird and wonderful medicines that were thought to cure people's illnesses!

**dynamo!**  
**go**

# Inventors and inventions

## QUESTION 3

What is medicine, and what have been the biggest discoveries over the last 100 years?  
Who made the discoveries and how did they improve people's lives?

*dynamo!*  
*go*