

## Projects for Digital Membership

An opportunity to learn and apply three essential skills over an extended project, focusing tightly on a couple of steps at a time.



Up to Step 0

### Go Explore! / Up to Step 0

Learners explore their learning environment and set up a treasure hunt.



### Groovy Gardeners / Up to Step 0

Learners design and plant their own garden, culminating in a child-led tour of the space.



### Ready Teddy Go! / Up to Step 0

Learners explore different foods and set up their very own teddy bears' picnic.



Step 0

### Free to be Me / Step 0

Learners think about what makes them special by re-creating themselves as superheroes.



### Brilliant Bakes / Step 0

Learners design, make and advertise their own baked goods in a pop-up bakery.



### Fabulous Fashion / Step 0

Learners design and make a fashion item. The project culminates in a fashion show.



Steps 0-1

### Special Delivery / Steps 0-1

Learners set up and run a delivery service within their community.



### Gallery Opening / Steps 0-1

Learners create an exhibition of art work and give tours to parents and other learners.



### Doing Good / Steps 0-1

Learners create a fundraising event to support a charity of their own choice.



Steps 1-2

### Going Green / Steps 1-2

Learners work to raise awareness of "green" issues within their community.



### Community Café / Steps 1-2

Learners set up a small café or food stand to promote healthy eating.



### Dream Space / Steps 1-2

Learners think about the needs of others by creating a dream community space.



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Steps 2-3

### Trash to Treasure / Steps 2-3

Learners explore environmentalism by designing and pitching their own eco-toy.



### Food, Glorious Food / Steps 2-3

Learners organise a food fair to launch their very own cookery book.



### Making Changes / Steps 2-3

Learners develop a healthy living campaign to promote wellness in their community.



Steps 3-4

### Brilliant Books / Steps 3-4

Learners promote reading in their community by creating a reward scheme and reading area.



### Number Crunching / Steps 3-4

Learners create their own confectionery brand and pitch it to an audience.



### Design Company / Steps 3-4

Learners explore the world of graphic design before designing a new product.



Steps 4-5

### Breaking News / Steps 4-5

Learners research and present news articles, podcasts or broadcasts.



### Number Games / Steps 4-5

Learners deploy their numeracy skills to design a board game for younger learners.



### Active Minds / Steps 4-5

Learners explore different fitness classes and create their own to deliver in the community.



Steps 5-6

### Construction Counts / Steps 5-6

Learners apply maths to design a new building; creating and sharing a 3D model.



### Big Business Challenge / Steps 5-6

Learners explore entrepreneurship and launch their own businesses that provide a service.



### Legal Eagles / Steps 5-6

Learners explore legal professions and take on one of three criminal cases.

