

Core Skills Analysis

ICT (Information and Communication Technology)

- Hardy learned fundamental digital design skills by creating a custom livery for a plane using software tools, enhancing familiarity with ICT applications.
- The activity encouraged the practical use of ICT to create visual content, integrating creativity with technology.
- Hardy practiced spatial awareness and precision by adapting designs to the constraints of a plane's surface within a digital environment.
- By using Roblox as a platform, Hardy gained experience navigating virtual environments and understanding user interfaces common in modern ICT.

Art and Design

- Hardy developed an understanding of color coordination and layout by designing an appealing and cohesive livery for the plane.
- The activity fostered creativity and artistic expression through personalized design choices and experimentation with patterns.
- Hardy worked on visual communication skills by considering how the design would be perceived on a 3D model (the plane).
- This task likely improved Hardy's attention to detail, important for fine-tuning a design to fit specific shapes and spaces.

Game-Based Learning and Digital Citizenship

- Hardy engaged with Roblox, a popular digital gaming platform, promoting familiarity with online collaborative and creative environments.
- The task supports an understanding of digital creativity as a form of self-expression and storytelling within the gaming context.
- Hardy may have encountered and navigated digital community tools or sharing features, building early digital citizenship awareness.
- Hardy developed problem-solving skills by designing within the technical constraints of the game's features and tools.

Tips

To extend Hardy's learning, encourage exploring more complex digital design projects that integrate storytelling, such as designing an entire airplane fleet with themes or backstories. Introduce basic principles of graphic design like symmetry, contrast, and repetition to deepen artistic understanding. Engage in discussions about how digital creations in games like Roblox can reflect real-world design and transport industries, helping Hardy connect digital creativity with practical applications. Consider activities that promote collaboration, such as designing assets with friends or family members, to foster communication and teamwork skills in digital environments.

Book Recommendations

- [Rosie Revere, Engineer](#) by Andrea Beaty: A playful and inspiring story about a young girl who loves inventing and designing, encouraging creativity and perseverance in STEM and design activities.
- [Iggy Peck, Architect](#) by Andrea Beaty: This book celebrates creativity in building and designing, perfect to inspire young learners like Hardy in architectural and design thinking.
- [Hello Ruby: Adventures in Coding](#) by Linda Liukas: An engaging introduction to technology and digital creativity, perfect for young children exploring concepts related to ICT and coding.

Learning Standards

- UK National Curriculum - Computing KS1: Understand what algorithms are; create and debug simple programs [Computing 2.2a]
- UK National Curriculum - Art and Design KS1: Use a range of materials creatively to design and make products [Art & Design 1.2b]
- UK National Curriculum - PSHE KS1: Recognise the ways they can use technology safely [PSHE 1.6]

Try This Next

- Design a worksheet where Hardy sketches different themes for plane liveries inspired by animals, space, or nature.
- Create a quiz with questions like 'What colors look best on a plane and why?' to deepen understanding of visual impact.