

## Core Skills Analysis

### Art & Design

Jaxson decorated a paper plate by drawing a sprunki design, showing he could plan and execute a creative illustration on a flat surface. He chose colors, applied them with fine motor control, and arranged the design to make the plate visually appealing. By turning the decorated plate into a frisbee, he linked his artwork to a functional object. This activity demonstrated Jaxson's ability to express ideas visually and refine his hand-eye coordination.

### Physical Education

After decorating the plate, Jaxson used it as a frisbee, practicing the throwing and catching motions required for safe play. He observed how the paper disc moved through the air, learning the basics of force, direction, and balance. The activity gave him an opportunity to develop coordination, timing, and spatial awareness. Jaxson learned how his body can control an object and respond to feedback from a thrown frisbee.

### Mathematics

Jaxson worked with the circular shape of a paper plate, comparing its size to other objects and measuring its diameter. While drawing, he used symmetry, ensuring the sprunki design was balanced on both sides of the circle. This helped him recognise basic geometric concepts like circle, radius, and symmetry. He also estimated the distance the frisbee travelled, connecting measurement to real-world context.

### Science (Physics)

By turning the decorated plate into a frisbee, Jaxson observed how air resistance and the angle of release affect flight. He noticed that a smoother edge helped the frisbee glide farther and that the weight of the paper plate influenced its speed. This provided a hands-on view of the forces of motion, gravity, and drag. Jaxson learned the cause-and-effect relationship between design and physical performance.

### Language Arts

Jaxson wrote the word "sprunki" on the plate, practicing spelling and word formation. He described his design verbally, sharing what the design meant to him. This encouraged oral language skills, vocabulary development, and the ability to explain creative choices. He learned how words can give identity to an object.

### Tips

Encourage Jaxson to design a series of "sprunki" themed frisbees, each using a different shape (triangle, square) and compare how they fly. Set up a simple flight "test station" where he can record distance, angle, and speed of each Frisbie, turning the activity into a data-collection project. Invite Jaxson to write a short story about the sprunki character's adventure, integrating the artwork into a narrative. Finally, organise a mini-tournament where classmates share and explain their designs, fostering public speaking and peer feedback.

### Book Recommendations

- [The Dot](#) by Peter H. Reynolds: A story about a simple dot that blossoms into a masterpiece,

encouraging confidence in artistic expression.

- [A Splash of Color: A Paint and Craft Adventure](#) by Julie McGowan: Offers step-by-step projects that blend art and science, perfect for kids making decorative objects.
- [The Science of Sport: From the Playground to the Olympics](#) by David Macdonald: Explains basic physics of sports, including how a frisbee works, in kid-friendly language.

### Learning Standards

- Art & Design – KS1: 1.1 & 1.2 (Explore and use a range of materials and techniques)
- Physical Education – KS1: 1.2 (Use equipment safely and effectively)
- Mathematics – KS1: 3.2 (Measure and compare lengths and shapes)
- Science – KS1: 3.5 (Understand forces and motion)
- English – KS1: 1.1 (Develop vocabulary and oral communication)

### Try This Next

- Create a "Frisbee Design Worksheet" with sections for sketching, labeling materials, and predicting flight distance.
- Set up a simple experiment: test three different paper shapes, record which flies farthest, then graph the results.
- Write a short "Sprunki Story" where the character travels through the sky, using the Frisbee as a prop.