

## THE BIG PIE CHALLENGE BRIEF

We encourage all pupils from years 4 to year 8 to take part in both stages of the competition. If the year groups are split/class sizes are very large we recommend having extra staff members to assist.

**Stage 1** – Two timed STEM activities from 10am-12 noon

**Stage 2** – Enterprise activity to be undertaken by the winning schools from Stage 1

### PLEASE NOTE:

Teachers and school staff members are primarily responsible for coordinating the activities. PIE'oneers provide a supportive role to pupils and staff.

**Stage 1 – School activity. Please encourage the pupils to spend around 20 minutes on the workbook before they start on the gliders and coding challenge.**

### Flying Gliders

- Each participating school is provided with foam gliders and tape measures, along with record sheets. The pupils will have 5 minutes to make their gliders
- Each pupil will be assessed individually on the distance their gliders travel indoors
- Please record the individual distances travelled inside
- If there is enough time, allow the pupils upto three attempts to obtain the best reading
- The schools with the furthest combined distances inside will go onto the next stage
- Safeguarding is paramount. A teacher should always be present to observe activities throughout the challenge

### Coding Challenge

- Dependent upon the number of computers available, pupils will be split into teams
- You will need log in to: <https://codecombat.com/> (you do not need to make an account for a one-time visit)
- The activity is to login to the game, choose your language and complete as many levels as you can across 60 minutes
- The winner will be the pupil to reach the highest level. For each session pupils' names and results will need to be recorded
- There are no coding skills required however it is advisable that the PIE'oneer and school staff member(s) familiarise themselves with the coding platform on the above link

### Stage 2 – School activity ideally with help of local businesses

The winning schools will be loaned £100 by the PIE Project to plan, create and sell an item, multiple items and/ or services that they choose! The school can choose multiple income streams and can also sell their product/services online or at local convenience stores, but it is up to the school to try to achieve this! This stage is ongoing over one month, with pupils also completing a NCFE qualification. The PIE'oneer can come and assist when it is convenient for the school. This activity will be judged wholly on profit. Examples of past projects include: Cakes, Reusable bags, Stationery sets, Slime, Sweets.

**This is the chance for the pupils to show their creative side! They can receive assistance from teachers and their PIE'oneer however the product should be their own creation 😊.**





