

CREATIVITY IN STEM RACING: DESIGN, BRAND AND RACE YOUR OWN F1 CAR



STEM - SUCCESSFUL LEARNERS

FROM AN INTEREST IN F1 TO THE START LINE OF A COMPETITION - TURN YOUR IDEAS INTO SOMETHING THAT ACTUALLY MOVES.

Develop creative, technical and teamwork skills by designing, branding and racing a miniature Formula-style car. You will work as part of a team to plan a project, create designs using CAD software, manufacture and test your car, and present your work to judges at a regional competition. The course links directly to real careers in engineering, design, marketing and motorsport, and provides the opportunity to achieve a National 5 Creative Industries qualification.



SKILLS FOCUS



COMMUNICATING



COLLABORATING



LEADING



CURIOSITY



CREATIVITY



CRITICAL THINKING



INITIATIVE



ADAPTING



FOCUSING



RECOGNITION OF ACHIEVEMENT

National 5 Creative Industries



SENIOR PHASE PROGRESSION

L5/6 Design and Manufacture, Graphic Communication and Business Management



LEARNING INTENTION, SUCCESS CRITERIA & CAREER OPPORTUNITIES

Learning Intentions

I will:

- generate original ideas and design solutions for my racing project.
- analyse problems and make informed decisions during the project.
- work effectively as part of a team to achieve project goals.
- explain my ideas, process, and results clearly and understand how these link to the engineering industry.

Career Opportunities

- Product design & engineering
- Branding, marketing & digital media
- Employability & Career Pathways
- Engineering apprenticeships
- Creative industries courses
- Automotive/industrial design

Success Criteria

I can:

- apply creative thinking to solve challenges.
- adapt and improve my designs based on feedback/testing.
- identify strengths and weaknesses in my design.
- justify my choice of materials, shapes, or mechanisms.
- I use technical vocabulary accurately.

The Four Capacities

