

START



'We need two parachutes. If we don't have parachutes we have to stay on planet earth. It says we need to take it to a purple planet and need to build an aeroplane.' Max (3:11)

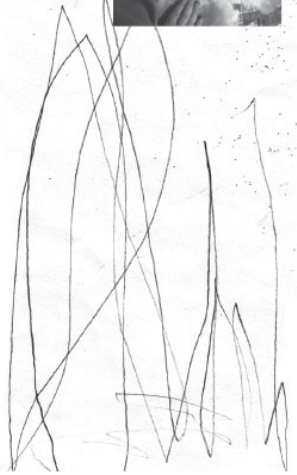
'all of the floor is the rocket so I'm blasting off too'

Felix (4:2)



'the rocket is switched on' Theo (4:0)

'I think all the buttons might do the same thing, maybe when you press them everything disappears. It goes into the air and then you don't see it anymore. It's got the light so that when you're scared you turn it on.' Amala (4:2)



ROCKET PROJECT

In August 2014 Adam, who was about to leave for school came into the Atelier with a plastic milk container stating,

'I want to make a rocket'

His statement gained much attention. Children set up a station in front of the tv screen where they carried out **research & development** by watching **NASA** documentaries in the confines of their 'Control Station.' The zone needed a roof and chairs to keep the activities *secret*.

Communication to the everyday world became significant. A phone line linked the rocket to the role-play room. Children began to talk of journeying. They mapped light with torches, made 'space map' drawings and prints.

Children became **engineers** and **designers** fabricating sophisticated control panels outside the rocket. Activities began to split into two hubs - the rocket and the base station. The hubs became closely linked by wires and telecommunication devices.

'I'm so sorry its dinner time in the rocket, I'm going on a mission' Theo (4:1)