

Teacher Notes (Lower Key Stage 2)

Charlie chats to Chris the race strategist



Chris is a Race Analyst. A race analyst is a motorsport team member who analyses data to achieve the best performance from the vehicle and driver. On race days they are track side supporting the driver to win the race.

Other jobs include:

Data Analyst

Project Manager

Engine Buyer

Internal Communications Specialist

Design / Systems Engineer

Architectural Technician



Guided Reflection – to structure a conversation after the film



- ☐ What was the most interesting thing you found out from Chris?
- ☐ What did you like about Chris's job?
- ☐ What would you enjoy most about Chris's job and what would you find most difficult?
- ☐ What have you learnt about being a F1 Race Analyst?
- ☐ How might you go about becoming a F1 Race Analyst?



5
mins

Discover & Do Activities – to run alongside the Discover & Do printed worksheets

Activity 1 – Were you listening carefully?



10
mins



In this activity, pupils apply Steps 2 and 3 of Listening from the Skills Builder Framework.
Listening Step 2: I can listen to others and ask questions about what I heard.
Listening Step 3: I can follow a conversation and tell somebody else what it was about.

Share the definition: "Listening is the receiving, retaining and processing of information or ideas".

Using the Discover & Do worksheet, ask pupils to:

- ☐ Write down 3 questions they would ask Chris
- ☐ Tell a partner what they recall from the conversation

Activity 2 – Racing designs



15-20
mins

In this activity, pupils will work in teams to design their own F1 racing car.

For this activity, pupils can work with a partner or in a small group. Ask pupils to design their own F1 racing car. Encourage them to think about the car's design, including what the shape and colours.

Pupils could use the space provided on the worksheet to mind-map their ideas before producing a final annotated design on an A3 piece of paper. If possible, provide time for pupils to share their ideas.



Reflection Question: How can a race analyst benefit from your design?

Activity 3 – Persuade an F1 driver to choose your car



Extended
project

In this activity, pupils will produce a persuasive piece of writing based on the F1 car.

Based on Activity 2, ask pupils to write a paragraph to persuade an F1 driver to choose their car. If doing this activity on it's own, ask pupils to design a car as a starting point. Encourage them to think about how they can use persuasive language to strengthen their pitch to the F1 driver. Which features will they concentrate on? They could have a go and share this with others.



Reflection Question: Who else might be involved in making this car?