ArtScience at School Segment	Section introduction	Curriculum links
Design Revolution	Buckminster Fuller sought to change the world through a "design revolution" that would result in the radical and systemic transformation of our understanding of the planet and how it worked.	**Art** Domain: See Competencies: Observe – Inquire Key stage 2 / Primary 3 and 4: LO1: Distinguish the visual qualities in what they see LO2: Ask questions and gather information to make meaning of what they see LO3: Draw from their observation and experience Domain: Express Competencies: Create – Innovate Key stage 1 / Primary 1 and 2: LO4: Play with a variety of materials and tools to make art LO5: Share their imagination, thoughts and feelings through art making Key stage 2 / Primary 3 and 4: LO4: Explore and discover different ways to use materials and tools to make art individually and with others LO5: Present their own ideas and consider others' ideas in artworks and through art making *Key stage 3 / Primary 5 and 6:* LO3: Experiment with alternative ways to use materials and tools to make art individually and with others LO4: Discuss the intentions of their own artworks and interpret those of others
Geodesic	Geodesic dome was a product of Bucky's obsessive study of the rules of geometry. A geodesic structure is also the greatest area that can be covered with the least amount of material and can support itself without the need for foundations. It represents the culmination of the idea that more can be achieved with less.	
Tensegrity	Synergy is the behaviour of complete systems, which cannot be predicted from the behaviour of any of their separate parts on their own. "Tensegrity", a portmanteau of "tension" and "integrity", consists of the suspension of rigid elements in space solely through continuous tension and discontinuous compression.	
Shelter	Buckminster Fuller envisioned that the house of the future would be self-sufficient in terms of energy to be free of supply networks and to free occupants from the slavery of domestic drudgery thanks to new automation technologies.	

Information	Fuller felt that the source of many of our world's problems lies in our inability to detect patterns of activity in society. He proposed that if we knew enough to understand how the world's resources are distributed, it would be much easier to determine a reasonable solution for everybody. Various decades before technology made it possible, Fuller foresaw the contemporary discourse offered by Big Data and the visualisation of information, and by the logic of gamification, which uses the mechanics of games to tackle complex problems.	**Science** Theme: Interactions of Forces **CCE** Domain: Community Focus: Understanding our community and Building an Inclusive Society LO7: Care for others and contribute actively to the progress of our community and nation
Make your life and experiment	There are many exaggerated stories associated with the Bucky myth and yet this myth was an instrument through which he constructed an image of a visionary entrepreneur in order to transmit a powerful idea: without the need to be anything special, we can all do exceptional things.	