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** **Lower secondary** Domain: Perceive Competencies: Observe-inquire LO1 Identify qualities in and interpret what they see and experience LO2 Record and present their observations using different ways LO3 Generate questions and ideas from visuals **Upper Secondary** Domain: Perceive Competencies: Observe-inquire LO1 Gather and record information from observation and personal experiences LO2 Generate and present ideas using visual images LO3 Explore materials, techniques and technologies in art Domain: Communicate Competencies: Create – Innovate LO5. Apply art elements and design principles in their artworks from the study of the works 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.	**Social studies** Issue 3: Being Part of a Globalised World **Geography** Issue 4 - housing: how to provide homes for all? **CCE** Domain: World (P5-6, Secondary) Focus: Being an Active Citizen in a Globalised World LO8: Reflect on and respond to community, national and global issues, as an informed and responsible citizen **Science** SE 1: Science is a study of the physical and natural world. SE 2: Scientific knowledge is derived partly from systematic observation, experimentation and analysis and partly from human imagination and creativity. Scientific knowledge is subject to change. SE 3: Scientific knowledge can be applied to bring benefits and harm.
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.	
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.	