



# Sky Legends: Wings & Flight

A single lesson, cross-curriculum Curiosity Pack for Year 3

## At a Glance

**Topic:** Wings & Flying Creatures

**Age Level:** Year 3

**Session Length:** 45–60 minutes

Wonder Seekers will:

- explore real flying animals
- investigate how wings help animals move
- compare different wing shapes
- test simple flying designs
- create a flying creature model, diagram, or design

## Lesson Overview

This Curiosity Pack introduces Wonder Seekers to the idea of flight by exploring how real animals use wings to move through the air. Learners investigate birds, bats, insects, and mythical flying creatures such as Pegasus while noticing how different wing shapes and movements help animals fly in different ways.

The lesson combines science, creativity, design, and inquiry learning through hands-on exploration and flexible creative tasks.

This learning experience supports:

- observation and questioning
- comparing features
- creative thinking
- model-making and design
- explaining ideas in different ways

The lesson is designed using inclusive learning principles, supporting diverse learning needs through:

- self-paced learning
- visual supports
- flexible activity choices
- movement and hands-on exploration
- multiple ways to show learning

## Session Length



**Total learning time:** 45–60 minutes

Wonder Seekers may:

- ✓ complete the lesson in one session
- ✓ pause and return later
- ✓ spend longer on favourite activities
- ✓ simplify or extend the task

## **Learning Focus**

This Curiosity Pack explores:

- wings and flight
- animal features and movement
- comparing living things
- observation and questioning
- creative creature design

Learners will:

- ✓ investigate how wings help animals move
- ✓ compare flying animals
- ✓ organise ideas visually
- ✓ communicate discoveries through drawing, building, writing, or discussion
- ✓ create a flying creature design or model

## **Success Looks Like**

Success may look different for each Wonder Seeker.

Examples may include:

- ✓ identifying wing features
- ✓ comparing different flying animals
- ✓ explaining how wings help movement
- ✓ creating a labelled wing diagram
- ✓ building a flying creature model
- ✓ drawing or designing a flying creature
- ✓ testing and changing ideas

Exploring, noticing, testing, and creating are all part of success.

## **Materials**

You may want:

- paper or workbook
- pencils and coloured pencils
- scissors



- glue or tape
- cardboard or craft paper
- books or websites about flying animals
- building materials (blocks, LEGO, or similar)
- modelling materials (clay, playdough, or similar)

Optional:

- feathers
- recycled materials
- tablet/computer
- printer
- paper for folding or testing wings

## Suggested Learning Resources

### National Geographic Kids – Animals

<https://kids.nationalgeographic.com/animals>

Explore facts, photos, and videos about birds, bats, insects, and other flying animals.

### DK Find Out – Flying Animals

<https://www.dkfindout.com>

Pictures and information about animal wings and flight.

### BBC Bitesize – Animal Adaptations

<https://www.bbc.co.uk/bitesize>

Simple explanations about how animal features help them survive.

### TED-Ed – The Myth of Pegasus

[https://www.youtube.com/watch?v=BDprlH1sK\\_Y](https://www.youtube.com/watch?v=BDprlH1sK_Y)

Animated video exploring the myth of Pegasus and the idea of flying creatures.

## Universal Design for Learning Supports

This Curiosity Pack supports different ways of learning by providing flexible choices for engagement, learning, and expression.


### Multiple ways to engage

Learners can:





- choose animals or creatures that interest them
- move between tasks
- take movement breaks
- repeat or extend activities

### Multiple ways to learn

Learners can:

 **Online Safety Reminder**

When exploring online, remember:

-  Ask an adult first
-  Use trusted learning websites
-  Keep personal information private
-  Tell an adult if something feels wrong

Stay curious and stay safe.



- read information
- watch short videos
- explore pictures and diagrams
- test and build models

### **Multiple ways to show learning**

Learners can:

- draw ideas
- build or craft
- explain ideas verbally
- create a digital design or diagram





## Sky Legends: Wings and Flight






### **Wonder Guide**

Wonder Seekers sometimes notice that many creatures in stories can fly. Pegasus, dragons, birds, bats, and insects all move through the air in different ways.

Real flying animals use wings to help them glide, flap, balance, or move quickly. Different wing shapes help different animals survive in different habitats. Some wings are built for soaring high above the ground, while others help animals move quickly, hover, or change direction.






In this Curiosity Pack, Wonder Seekers explore wings, flight, movement, and creature design. Looking closely at real flying animals can help Wonder Seekers imagine how magical creatures such as Pegasus might fly.

During the Wonder Journey, Wonder Seekers may:


-  explore wings and flying animals
-  compare wing shapes and movement
-  test simple wing designs
-  design or build a flying creature
-  record discoveries in different ways

The activities guide Wonder Seekers through different parts of the journey. Ideas are explored by observing animals, comparing wings, testing designs, and creating something new using discoveries from the investigations.

Ideas may be shown in many ways:

-  drawing
-  writing short notes
-  building a model
-  making or crafting
-  creating digitally



 explaining ideas aloud

Activities may be completed in order or Wonder Seekers may begin with the activity that feels most interesting. Taking breaks, changing ideas, testing new designs, and making discoveries are all part of the Wonder Journey.


## **Wonder Investigation: Wings & Flight**

Many animals can fly, but not all wings work the same way.

Birds, bats, and insects all have different wing shapes and movements. Some wings are large for gliding, while others flap quickly for fast movement.


 Wonder Seekers sometimes explore how wings help creatures move through the air.

Animals to explore may include:

 eagle

 bat

 butterfly

 bee

 bird

 dragon

 pegasus

Wonder Seekers may notice:

- wing shape
- wing size
- how wings move
- how animals stay in the air
- which wings look similar or different

## **Wing Testing Activity**

Wonder Seekers sometimes test ideas to see what happens.

Try making simple paper wings or folded paper shapes.

You may test:

- large wings
- small wings
- long wings
- wide wings


Try dropping or gliding the wings safely.

Wonder Seekers may notice:

- which wings fall slowly
- which wings glide further



- which wings spin or move differently

 Ideas may be recorded by:

- drawing the wings
- labelling results
- writing short notes
- making a simple chart

## **Wonder Studio: Flying Creature Design**

Wonder Seekers now bring ideas together.

Create a flying creature using ideas from the investigation.

Your creature may include:


- wings
- special features
- a habitat
- flying abilities
- colours or patterns

You may create:

 a drawing or poster

 a model

 a crafted creature

 a fact page

 a digital design

You may keep your design simple or add lots of detail.

Some Wonder Seekers include labels, diagrams, notes, or explanations to show how their creature flies, what makes it unique, and how its features help it live in its world.

There is no single correct way to create. Different Wonder Seekers may choose different ways to share their discoveries.

## **Reflection**

How did this Curiosity Pack feel?

 Loved it

 Interesting

 Okay

 Challenging

Wonder Seekers may think about:

- Which wings were most interesting?
- What helped creatures fly?
- What surprised you?



- What would you like to explore next?

You may reflect by:

- talking
- drawing
- writing
- building
- recording a short explanation

