



CREATIVE CLUB

Activity Plan 8
Primary School



Creative Club - Facilitator Overview

Creative Problem Solvers: Bridge Builders (Primary)

Session Title	Creative Problem Solvers: Bridge Builders
Session Summary	A hands-on after school care activity where children explore creativity, teamwork and problem-solving through a bridge-building design challenge. Children work in small teams to help toys cross a pretend river, comparing materials, planning a design, testing strength and stability, and improving their bridge based on what they notice.
Suitable For	After school care groups, OSHC programs and primary school groups. Facilitators can add extra challenge by asking children to explain their design choices, test their bridge against simple criteria and make improvements after feedback.
Duration	35–45 minutes
Children Will	• Explain how creativity, planning and persistence can help solve a practical problem. • Connect the activity to how Make-A-Wish Australia teams use teamwork and creative thinking to overcome challenges and help wishes happen. • Work in a teams to plan, build, test an idea that brings their object back safely • Compare materials and explain why some structures are stronger, more stable or better suited to the task. • Practise listening, compromising, sharing roles and using feedback to improve an idea.
What You'll Need	• Blocks, wooden pieces, plastic building materials or craft sticks • Recyclable materials such as boxes, tubes, cardboard strips or cartons • Toy animals, cars or dolls to cross the bridge • Blue fabric, paper or tape to create a pretend river • Optional: small counters or blocks to test how much weight the bridge can hold • Optional: tape, string or glue, used with adult support
Facilitator Notes	• Keep the session active and practical while adding enough challenge for Years 1–4. • Introduce simple design criteria: the bridge should reach across the river, stand without being held and carry at least one toy safely. • Encourage children to plan before building, assign roles and explain why they chose particular materials. • Support children to test fairly, notice what works and make one improvement before testing again. • Celebrate collaboration, flexible thinking and evidence-based improvements, not just the tallest or strongest bridge.

Creative Problem Solvers: Bridge Builders

1. Welcome & Creativity Warm-Up (5 minutes)

Welcome children and explain that today they will be creative problem solvers and bridge designers. Explain that creativity means coming up with different ideas, while problem-solving means testing those ideas and improving them when something is tricky. Ask: “What makes a bridge strong enough and safe enough for something to cross?”

2. Make-A-Wish Story Connection (5 minutes)

- Briefly explain that Make-A-Wish Australia grants life-changing wishes for children with critical illnesses, helping bring hope and joy during tough times.
- Explain that every wish involves creative thinking, planning and teamwork. Wish teams often need to solve problems, adapt plans and work together to make something special happen.
- Connect this to the activity: today children will use similar skills by planning, testing, improving and explaining their bridge design.

3. Creative Activity: Bridge Builders (20–25 minutes)

- Set up a pretend river using blue fabric, paper or tape, then place toys on one side.
- Explain the challenge: each team must build a bridge that reaches across the river, stands without being held and carries one toy safely.
- Invite teams to spend a few minutes planning before they build. They can choose roles such as builder, tester, materials manager or reporter.
- Encourage children to compare materials and think about what might make their bridge stronger, wider, taller or more balanced.
- Ask teams to test their bridge, notice what happened and make one improvement before testing again.
- Use prompts while they build: “What evidence shows your bridge is strong?”, “What could make it more stable?” and “How did your team decide what to change?”

4. Reflection & Pack-Up (5 minutes)

- Invite each team to test their bridge and, if time allows, briefly share one design choice they made.
- Celebrate effort, teamwork, persistence and thoughtful improvements rather than focusing only on which bridge worked best.
- Prompt reflection with questions: What was your first idea? What did you change after testing? How did your team solve disagreements? How is this similar to making a wish happen?

Thank the group and remind children that creative problem solvers use teamwork, test their ideas, learn from mistakes and keep improving — just like the teams who work together to help make wishes happen.