PROJECT ZEPHYR AND THE INNOVATION HUB WORKING TOGETHER AT BSB







of Bucharest

At the British School of Bucharest (BSB), Project Zephyr is run within the school's **Innovation Hub** – a space where students both use the technologies developed during the project and further develop additional technologies based on their needs and interests in other curriculum courses.

Here are just 2 of many fantastic examples of how **Project Zephyr supports** students' work:

One student wanted to use his own steering wheel on the car but he lacked the proper fitting for the steering column. We worked with the staff running Project Zephyr to develop **'Lost PLA Casting**' within the school grounds to cast his fitting in aluminium.

An A Level Art student noticed this development and asked the Innovation Hub if they could develop a method of casting a hollow sphere out of bronze using the same methodology. Following some great learning through trial and error, her final piece was produced and sent to the examination board. She received an A* in her final work.

Project Zephyr has been integral to the development of many such methods at BSB. These include clay sculpture, composite casting methods and steam bending of wood, all starting from an idea or problem developed initially through the project. This has enabled the school to bolster the technologies available to students by developing new ideas together with students enjoying a progressive and complete learning experience.

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foamblock

Are you looking for an innovative and inspiring educational project that will help your secondary students to discover, explore and achieve?

We are Foamblock – and our mission is to develop educational products and services which will teach students and provide skills while connecting with them on a personal level, allowing them to understand themselves more deeply and have the opportunity to find – and achieve – their dreams.

Read inside about how **Project Zephyr** – Foamblock's electric-car-building project – is successfully bringing innovation to the British School of Bucharest's curriculum while developing essential skills in students.



PROJECT ZEPHYR IN NUMBERS

4 years of successful operation 40 students **420 hours** of hard work **6 electric cars** created, each one unique **2-year-long journey** to complete 1 car 5+ member team 8 hours+ spent on tracks 100 km/h top speed

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Having the courage to push past your boundaries makes you a HERO

PROJECT ZEPHYR - BRINGING BIG BENEFITS TO STUDENTS

Foamblock started Project Zephyr as a pilot at the British School of Bucharest, Romania, in 2016, focusing on secondary school students but also with university students in mind. The project's aim is to bring something fresh to education and to the way students interact with education.

Through building a full-size electric vehicle, Project Zephyr achieves several criteria in pursuit of its aim.

Real-life skill development: Because students build a full-size, completely driveable and customisable electric vehicle, rather than building a 1:16 scale model, they go into much greater depth, both physically and psychologically.

Combining multiple fields and skills: This physical and psychological depth allows us to add and extensively develop multiple skills based on the students' wants and needs as well as the institution's focus. Here are just some of the main fields covered by Project Zephyr:

- Teamwork
- Applied Mathematics
- Applied Physics

- Applied Chemistry
 - Art and the Creative Faculties
 - Engineering and Manufacturing

A practical approach for a wide variety of educational institutions:

It is our hope that this opportunity can touch as many students as possible across the globe. To help achieve this, we've created Project Zephyr as a package that institutions can easily use as provided or customise to fit their facilities and needs while keeping sustainability and budget in mind.

Preparing students for the challenges of adult life:

Students are asked many questions about what their 'life after school' may look like.

"What do you want to do after school?"

"What subject do you want to study at university?" "What do you want to do after university?"

These very personal questions are often quite difficult for a student to answer, as their answer can have a significant influence on their life. It's important for students to understand themselves when thinking about what they'd like to do in the future, but secondary school students can be very changeable in how they feel.

Project Zephyr aims to channel this uncertainty and help students create, find and understand who they are and what they enjoy doing. The project creates an environment in which they can comfortably embrace the cycle of 'try, fail, try again', leading to a more organic personal development. The outcome of the project is the students' feedback, helping them to learn that feedback comes through the work they put in, not just from authority or the relationship between staff and student.