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THE DIDACTIC MINE OF YOUTH WORK

For age 6-11

Wacky Inventions
Cards

e-Book



Wacky Inventions Cards



Overview

- This activity inspires creativity through play and curiosity. By considering two different ordinary objects, players are challenged to combine them into a brand-new product, igniting the entrepreneurial spirit of innovation.
- Creating something new and that does not exist requires the use of imagination.

This game isn't just about having fun; it's about engagingly practising real-world entrepreneurial skills.

It's a way to foster innovation and originality, traits highly valued in entrepreneurship. Using our imagination to consider 'wacky' ideas is more than a game; it's a methodology that leads to creative thinking and potentially groundbreaking products or services that could change the world.



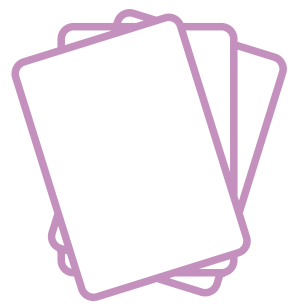
Learning objectives

- To develop their creativity by combining two ordinary objects to invent something new and imaginative.
- To foster the entrepreneurial spirit of innovation and originality, traits highly valued in entrepreneurship.
- To practice entrepreneurial thinking by coming up with names, slogans, and persuasive pitches for their inventions.
- To reflect on creativity and curiosity, linking participants' experiences to the idea of how entrepreneurs generate new ideas.



Age

6 - 11 years old





Time

45 minutes



Group Size

up to 20 participants



Materials

- Wacky Inventions cards.
- A4 paper (recycled).
- Pens.
- Markers.
- Scissors.



Preparation

- Print the Wacky Inventions cards and cut them out.



Description

1. Divide participants into small groups (3-4 participants per group).

2. Give each group 2 different Wacky Inventions cards.

3. Ask them to look at cards and:

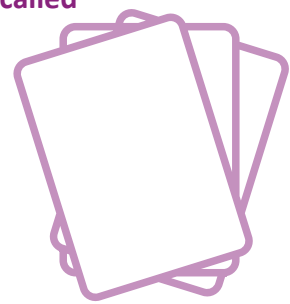
- **OBSERVE:**

- For each object, ask: What does it do? Who uses it? What else could we do with it (or some of its features/parts)?
- Give them time to think in small groups about answers.

- **BRAINSTORM:**

- How might we combine the different features of the product to come up with something new?
- The wackier the better! Again, give them some time to brainstorm in small groups.

4. Take two cards, for example: a tent and a radio. Show them to participants. Explain that for example from a tent and a radio you might create a wacky invention called Tune Tent!



- Imagine a tent equipped with a built-in radio – the TuneTent! Set up camp, and with the TuneTent, your outdoor experience becomes a music-filled adventure.
- The tent fabric is embedded with speakers that play your favorite tunes, creating a festive atmosphere wherever you go.
- Control the music with a remote or your smartphone, and the TuneTent also comes with a pocket to store your devices. It's camping and entertainment rolled into one!
- Gather around, sing along, and make your camping trips a musical escape with TuneTent!

5. Now when you show an example of how to combine 2 cards and create something new, give each group two new cards. Explain that now they should do the same. Ask participants to:

- **OBSERVE:** What does it do? Who uses it? What else could we do with it (or some of its features/parts)? Give them time to think in small groups about answers.
- **BRAINSTORM:** How might we combine the different features of the product to come up with something new? The wackier the better! Again give them some time to brainstorm in small groups.
- **PITCH:** Ask groups to prepare a 20-second pitch for their new product! Explain that they must give a name or slogan and persuade the audience to buy it.

6. Ask each group to present their invention, following their pitch.

7. Discussion and debriefing.

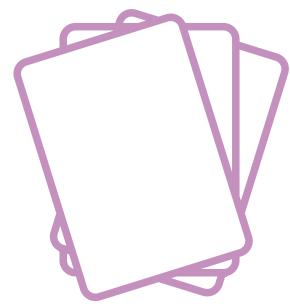
8. Conclusion

- Summarize the key takeaways from the activity, emphasizing the value of creativity and innovation.



Tips for facilitators

- To use the Wacky Inventions online card generator go to <https://venturelab.org/wacky-inventions/>
- Instead of random cards, provide participants with cards that follow a specific theme, such as "eco-friendly inventions," etc.
- This encourages creativity within a defined context.





Debriefing and Reflection

- What did you do to show curiosity and creativity?
- Ask the participants how they felt during the activity. Did they enjoy being creative and coming up with new ideas?
- Ask them to share a moment from the activity that made them smile or surprise them.
- How do they think -if entrepreneurs come up with new ideas in a similar way?
- Do you think you did any of those things today when you were coming up with wacky inventions?
- Did you like using existing products and coming up with new ways to use them?
- How might that help you as an entrepreneur?
- Divide participants into groups or let them work individually, depending on group size and preferences.
- Ask participants to take on different roles as they present their inventions. For example, they can pretend to be a salesperson, a TV show host, or even a character from a favourite movie.



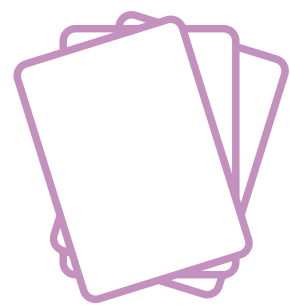
Variations

- Divide participants into groups or let them work individually, depending on group size and preferences
- Ask participants to take on different roles as they present their inventions. For example, they can pretend to be a salesperson, a TV show host, or even a character from a favorite movie.



References

- <https://venturelab.org/wacky-inventions-game/>



HANDOUT

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