



Connecting Experience Time Travel

AGE GROUP

11+

AMOUNT OF PEOPLE

10+

TIME

30 - 40 MIN

OBJECTIVE

To explore different inventions through history, and look towards the future.

MATERIAL

DIY Dice per group – paper to create the cube from and marker to write the years on each side, Instruction cards per group



Instructions

Split participants into small groups of 5 or 6 and give each group a dice and a set of cards.

The leader can cut out and create the dice ahead of time or have the groups cut and assemble their own at the start of the activity.

Participants should take turns throwing the dice and then pick up the card that matches the year shown on the die, and complete the task based on what was invented that year.

Continue throwing the die until all tasks have been completed.

Debrief:

- ▶ What invention do you think changed the way we live the most?
- ▶ What ideas did you have for future inventions?
- ▶ What do you think is important to keep in mind when creating a new product?



CONNECTING EXPERIENCE PAGE
<https://ej2020.org/connecting-experience/>

HOST ORGANISATION



OFFICIAL EVENT



SUPPORTED BY



118AD	<p>Wheelbarrow</p> <p>Have a wheelbarrow race</p>
1605	<p>Newspaper</p> <p>Create 5 headlines or a short article about your Scout/Guide group</p>
1814	<p>Photograph</p> <p>Recreate images from history, stories or the media and have other members of the group guess what it is</p>
1906	<p>Radio broadcasting</p> <p>Create your own Radio advert or short show</p>
2000	<p>GPS</p> <p>Create a pathway around the room, have one member close their eyes and the others direct them around the room</p>
5000	<p>???</p> <p>What do you think will be invented in the future?</p>

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