



Connecting Experience Inspiring Inventors

AGE GROUP

7+

AMOUNT OF PEOPLE

5+

TIME

3 HOURS

OBJECTIVE

To learn about the life of an inventor. To try to understand what makes them create something new.

MATERIAL

Pen, paper, access to the internet or library

9 INDUSTRY, INNOVATION
AND INFRASTRUCTURE



3

LOOK AROUND
POINTS

10

Instructions

Split participants into small groups. Each group should research and learn more about an inventor they find inspiring. It could be someone famous like Gutenberg or someone they know that invented something useful, like their grandfather who is a handyman.

Each group should then create a presentation based on the information they found and share their information with the rest of the group.

From the presentations, create a wall of fame for inventors in the meeting room.

Debrief:

- ▶ Which invention is the most useful in your daily life?
- ▶ Do you think you could invent something?



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

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