



Connecting Experience

Guess the Innovation

AGE GROUP

11+

AMOUNT OF PEOPLE

5+

TIME

40 MINUTES

OBJECTIVE

To learn about innovation. To know the difference between innovation and invention.

MATERIAL

Bingo card, paper, pen



Instructions

Begin by creating a definition of both invention and innovation.

- ▶ **Invention:** The act of imagining, creating something new
- ▶ **Innovation:** To introduce something new to replace something old in some field, reimagining

Split participants into small groups, with one bingo card per group.

On the bingo card there are pictures of popular inventions. For each invention, teams must find an innovation that already exists and create their own.

Ex: Phone > Smartphone > Phone you can control with your mind

At the end groups share their ideas with the others.

Debrief:

- ▶ Is it hard to find new innovations?
- ▶ Which one would they like to have in real life?
- ▶ Did they find some ecological innovations? Can they make it ecological?



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

HOST ORGANISATION



OFFICIAL EVENT



SUPPORTED BY





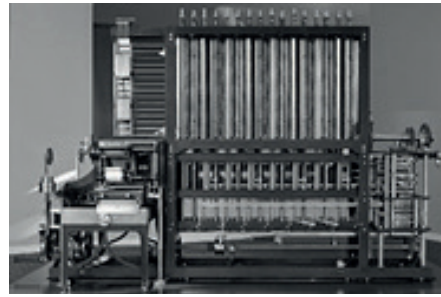
Printer (Gutenberg, 1450)



Plane (Ader, 1890)



Camera (Daguerre, 1839)



Computer (1836)



Car (Verbiest, 1668)

BINGO!

