



Connecting Experience Camp Innovation

AGE GROUP

7+

AMOUNT OF PEOPLE

5+

TIME

2 – 4 WEEKS

OBJECTIVE

To discover ways they can innovate their own spaces.

MATERIAL

n/a



Instructions

In groups discuss some problems Scouts and Guides see at camp or in their meeting room, this could be water being wasted, waste disposal, a dripping tap, anything the participants see as an issue that needs to be solved.

Participants should pick one problem to focus on, and in their groups, design a product that can help to tackle this problem.

Participants should create a plan of how to create this product using things available at their meeting place or at camp (e.g. Recyclables, pioneering poles, etc).

Depending on the group's ideas and abilities, create a prototype of their inventions. This could be a good opportunity to collaborate with an older group to share their skills!

Create a display of the prototypes and have the groups present their ideas to other groups and leaders.

Discussion:

- ▶ What issue did you try to solve with your invention?
- ▶ Do you think your idea could help on a larger scale?
- ▶ What do you think is the greatest invention of the 21st century?
- ▶ Is your invention ecologically friendly? If not, how could you make it more ecologically friendly?
- ▶ How do you think you could encourage innovators to create more eco-friendly products?



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

HOST ORGANISATION



OFFICIAL EVENT



SUPPORTED BY

