



Inventions

EQUIPMENT

Chalkboard or flipchart or whiteboard.
Scrap paper and pencils for doodling.

BEFORE

None.

AFTER

Students could be encouraged to evaluate their suggestions; to draw their inventions; or to make models of them.

Suggestions generated by this activity can be used as the basis of the **BrainBites** activity "[Invent-a-name](#)".

"[What's-it-do?](#)" is a related **BrainBites** activity

DESCRIPTION

The teacher writes three (unrelated) prompt-words on the board. (See the list below for ideas.)

Students work in small groups of 3 or 4.

Groups have one minute to come up with as many ideas as possible for new inventions. They do not have to explain **how** it will work - nor even justify whether such an invention could be made. The purpose of the exercise is to stimulate original thought - not to constrain or limit students' thinking.

Student suggestions have included:

- A machine that takes your dog for a walk - and scoops up its mess;
- A hair-combing machine;
- Reversible clothes that are suitable for hot or cold weather depending on which way they are worn;
- A mechanical "mole" that burrows into the earth to find water (in hot countries) and then pumps it back along a tail-like tube.

Suggestions may be related to the prompt words - **but need not be**.

Students are encouraged to share their ideas with the other groups.

All ideas are treated positively. If possible, all contributions should be rewarded.



LOGICAL



LINGUISTIC



INTER-PERS.



VISUAL

MUSICAL

INTRA-PERS.

PHYSICAL

NATURALIST

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SUGGESTIONS FOR PROMPT WORDS

SEE	DOG	EAT	WRITE	FAT	CAR	AEROPLANE
HEAR	PETS	DRINK	CLOTHES	TALL	BABY	ENTERTAINMENT
TALK	HOUSE	COLOUR	FRUIT	FARM	WINDOW	COMMUNICATE
RUN	DOOR	GRASS	PAPER	SMILE	BELL	WHEELCHAIR
CARRY	SLEEP	GARDEN	TREE	BELL	WATER	COMPUTER
DEAF	DRAW	TRAVEL	WATER	POLICE	FOOD	
BLIND	HOP	WORK	PICTURE	SHOP	POOR	
TABLE	HOLIDAY	MONEY	PLANET	FACE	GARAGE	