

The graphic features the text "GO CREATIVE!" in a bold, dark purple font with a white outline. The word "GO" is on the top line, and "CREATIVE!" is on the bottom line. The text is centered over a background of three stylized houses with green roofs and grey walls, set against a light blue, textured background.

GO CREATIVE!

Board Game and Lesson pack

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Introduction & lesson notes

Lesson Pack – Upper Primary

Target age: 9 – 11 years

Aims:

- to encourage a positive attitude towards creativity and innovation
- to develop creativity and innovation
- to understand why and how creations can be protected

The pack introduces age-appropriate IP-linked concepts through a series of linked activities:

- a story
- a problem-solving challenge
- a board game
- a design project

	Activity 1 Story 45 mins	Activity 2 Challenge 25 mins	Activity 3 Board game 20 mins	Activity 4 Design project • create (30+ mins) • check & improve (15 mins) • present (45 mins)
Procedure	Students read or listen to a story then explore the themes in class	Students brainstorm and sketch ideas for an innovation	Students play a board game in groups	Students make a model of one of their ideas from Activity 2; they improve their models collaboratively before they present them to the class
Materials	Story: Go Creative, Sam!	Paper, pencils; tablet + note app	Board game (game pieces and dice not provided)	Building & modelling materials of all kinds; tablet – design app
Aims	To foster a positive attitude to creativity & innovation; To discover basic IP concepts	To encourage creativity & innovation	To reinforce basic IP concepts	To develop creativity & innovation; To encourage collaboration and feedback

Activity 1 – Story

Aims: To introduce age-appropriate concepts of intellectual property; to encourage creativity

Learning Objectives:

By the end of this activity students will be able to:

- identify copyright works
- identify trade marks and products they represent
- identify inventions that could be patented

Materials: story (see next page)

Description

- Tell the story or ask students to read it on their own.
- Retell the story with the class eliciting their suggestions for Sam's inventions to get them thinking creatively.

Example

When they have a flat tyre, ask students to guess what her idea might be:

- how to change a tyre more easily for elderly people
- a car that doesn't need tyres
- a flying car, etc.

Encourage students to suggest as many ideas as possible and to make them as crazy as they can.

- Use the end of the story when Sam gets to the creativity lab to introduce the concept of intellectual property.

Copyright

As soon as you draw or write an idea down, it belongs to you. This is called copyright. Show the copyright symbol. Ask students where they've seen the symbol. People can't copy the things that you create without your permission. Help students work out that this refers to music, films, photos, etc. too.

Point out that students need to respect other people's copyright, especially when using photos, songs or videos from the Internet.

Trade mark

Go Creative! is the logo that Sam's grandparents design for her. She puts it on all the things she makes so that people know she made them. Her grandparents registered her logo as a trade mark so no one else can use it.

Ask students which trade marks they know and what products they represent.

Patent

One of Sam's inventions is a tyre-changing machine. Inventions are protected by patents. Because Sam's grandparents got her a patent for the machine, other people can't make and sell it without her permission.

Go creative, Sam!

Sam loves inventing things. Every morning she wakes up early and sketches and writes in her ideas notebook.

Sometimes her idea is for a story to tell her little brother. Sometimes her idea is for a machine to help her parents in the house. Sometimes it's for a new game to play with her friends.

Unfortunately, Sam's parents aren't impressed by her ideas. 'Your head's in the clouds again, Sam. Stop dreaming! Ideas don't pay the bills!' they say every time they see her with her notebook.

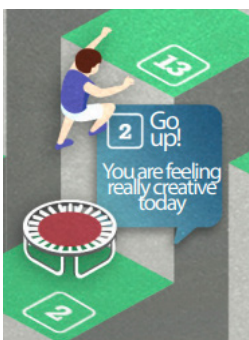
The year Sam turns ten years old, something special happens: she is invited to spend the summer with her grandparents. They live far away in the country, so it's the first time she will ever have visited them.

Her grandad picks her up and drives her to the house. They drive all day to get there. On the way they get a flat tyre, which it takes grandad a long time to change. As Sam is helping him, she has an idea. When she takes out her ideas notebook and starts to draw, Grandad looks at her sketch and says, 'That's fantastic. Go creative, Sam!'

She is amazed. It's the first time anyone has ever said that to her.

When they arrive at the house, Sam can't believe her eyes. It is huge and brightly coloured with a high tower stretching up into the sky. Grandma explains that they built it themselves but they have not finished it because they are inventors and are always too busy inventing new things in their creativity lab. 'I love inventing things, too!' says Sam and shows her grandma her ideas notebook. Grandma looks through it and exclaims: 'Well done. Go creative, Sam!'

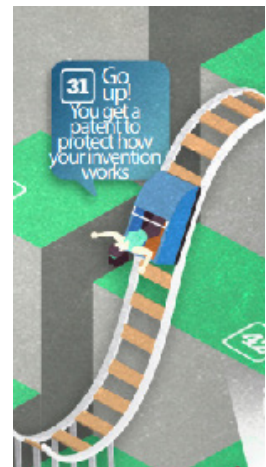
Sam has a wonderful time with her grandparents, especially after dinner as she is allowed to stay up late. They talk all evening about their crazy ideas and she is never told to stop dreaming.



During the day though, her grandparents often disappear for hours to work. From the garden Sam can see the tower where their creativity lab must be, but she can't work out how to get there. Sometimes she sees sparks and smoke coming out of the windows, sometimes she can hear strange noises up there.

While her grandparents are working, Sam explores the house and garden. She finds a playground with slides and a trampoline, an elevator, a rollercoaster and even a swimming pool.

Sam loves everything she sees, but she soon discovers lots of problems, too: there is a big hole beneath the slide, the elevator doesn't go anywhere, the rollercoaster suddenly ends in mid-air, the pool has no water.



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Go creative, Sam!

Every time she discovers a problem, Sam takes out her notebook and starts sketching her ideas. Every evening after dinner, her grandparents ask to see her notebook, 'That's fantastic. Go creative, Sam!' they say.

It's the best holiday of Sam's life, but she's infuriated that she can't find a way to get into the tower. She often sits with her notebook imagining ways to get there:

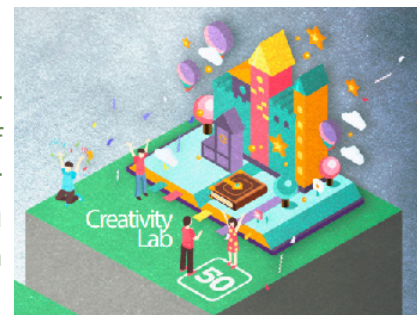
She could jump up on the trampoline or on a giant spring.
She could fly there if she had a helicopter or a parachute.



One day Sam comes across a small study. She sits down at the desk but it is much too low for her. She has an idea of what to do, but there aren't any blank pages left in her notebook. When she opens a drawer to look for some paper, she sees an old book with a rusty key. The book is an empty notebook, though it has no lock, so Sam looks around for a keyhole that the key might fit. She finds it in a cupboard at the back of the room. Shaking with excitement, Sam opens the door and hears some strange noises above her. When she looks up, she can see sparks. She's at the bottom of the tower. But how can she get to the top? There are no stairs.

Sam starts thinking. She goes back into the study and collects lots of different materials. She spends all day making an invention and at last she gets to the top of the tower. Her grandparents are waiting for her with huge smiles, 'Welcome to our creativity lab, Sam! We knew you'd find us.'

The lab is full of amazing tools, machines and all kinds of inventions in progress. Sam sees that her grandparents have even started to make some of the inventions in her ideas book. 'These are your inventions, Sam. We'd like to finish them with you. You did the sketches so the ideas belong to you. You can protect them so that no one else can copy them.'



They spend the rest of the summer, making all the fantastic inventions in Sam's notebook. On the last day of the holidays, Sam's grandparents drive her home in a lorry with a Go Creative! logo on the side. It's full of Sam's inventions.

When she gets home, she gives presents to her family. She has made inventions for her mother to help her with her work and for her father to use in the garden. She gives her younger brother the book she found in the study, now full of stories that she and her grandparents dreamt up in the evenings. They put her other inventions up for sale online and people from all over the world viewed and bought them.

Now, when her parents see Sam sketching in her notebook, they say, 'That's fantastic. Go creative, Sam!'. Their house is full of Go Creative! inventions – and so are other houses all over the world. Now Sam's ideas do pay the bills.

Activity 2 – Go Creative! Challenge

Aims: To encourage creativity & innovation

Learning Objectives: By the end of this activity students will be able to:

- define a problem that they would like to solve
- identify a solution for that problem

Materials: pencils & paper; tablets with a sketching or note taking app

Online

Students work in breakout rooms during a live class or collaborate online out of class time. They sketch their ideas on a tablet using a sketching or note-taking app.

Ideas notebook

Keeping an ideas notebook for jotting down and making sketches of ideas is recommended as a way to support and develop creativity and innovative thinking skills.

Description

- Talk about Sam's ideas notebook and suggest that students keep one.
- Students work in groups of three or four. They choose one of Sam's 'challenges' the problems she solved with her ideas.
- They define the problem simply and write out their challenge, e.g We want to design a car without wheels.
- Students produce as many sketches as possible in a set time limit (10 to 15 minutes) in their groups. Encourage them to draw and label their sketches to show how they work – and to be as imaginative as possible.
- Groups look at all the sketches in their group. They select the best, the craziest and the most original.
- Feed back with the class. Check how many sketches each group made and ask them to quickly show their three winners.

Activity 3 – Board game: Go Creative!

Aims: To reinforce IP concepts through a board game

Learning Objectives: By the end of this activity, students will be able to:

- complete the board game
- select the best solution for a problem defined in Activity 2

Materials: Go Creative! board game, counters, and a die for each group

Online

Live class: Students play in groups with the board on a shared screen using a virtual dice.

Description

- Students play the board game in groups.
- The first player in each group to reach the Creativity Lab selects the sketch that they like best from Activity 2. This is the idea that the group will develop in Activity 4.

Activity 4 – Create!

Aims: To develop creativity & innovation; to encourage collaboration and feedback

Learning Objectives: By the end of this activity, students will be able to:

- create a model of an invention as a group activity
- identify ways to improve the invention
- present the model to the class as a group

Materials: building and modelling materials of all kinds (modelling clay, recycled materials, building blocks, etc.); tablet and design app

Online

Students make their models out of class time. They work in group breakout rooms to show and improve their chosen model. Groups present their final model to the whole class using a presentation tool of their choice, for example *Explain Everything*.

Description

- Each student chooses the materials they want to use to make a model of the group invention.
- They work on their own models.
- Students show their models to their groups and discuss how to improve them. They choose one to present to the class and improve it using all their ideas.
- Students present their group models to the class.

