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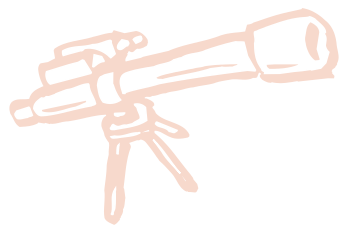
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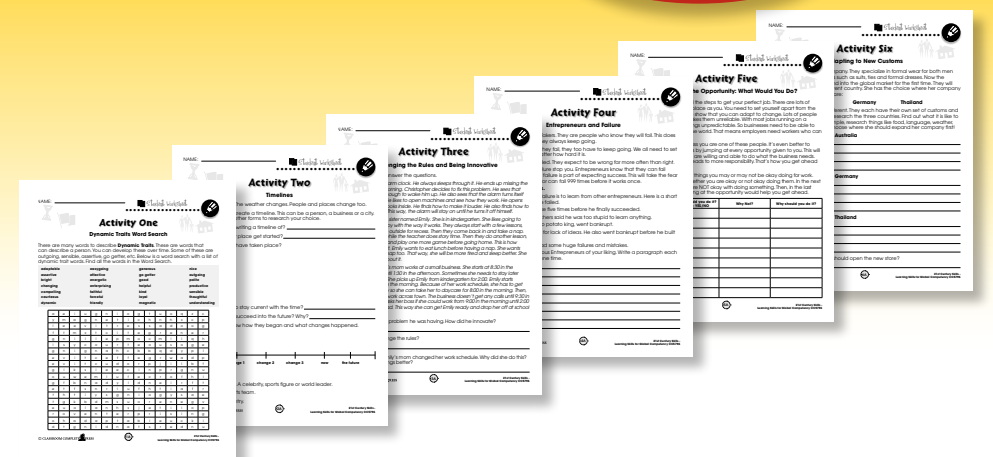
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Encouraging Innovation

New Creations Match

A person or company can create a new way to do things. They can release a new product, or come up with a fresh idea. When they do this, they are being innovative.

New creations and ways of doing things can change the world.

Match the title with the sentence.

1	The Printing Press		Used to see stars and galaxies. Used to see very small living cells.	A
2	Compass		They let people travel all over.	B
3	Paper Money		A way of changing energy into motion.	C
4	Electric Light		Something to find direction.	D
5	Mastery of the Horse		Used to buy things. Used to earn things.	E
6	Transistors		Saves lives by getting rid of and stopping small things that will hurt you.	F
7	Magnifying Lenses		A way of copying books.	G
8	The Telegraph		No longer needing daylight.	H
9	Antibiotics		Able to send messages very fast from far away.	I
10	Steam Engine		A part in almost every electronic gadget.	J



Encouraging Innovation

What It Takes to Challenge the Status Quo

To be innovative, you will challenge the status quo. **Status Quo** means the way things are or have always been. Challenging this may make it better. Every person who has inspired greatness has had to challenge the status quo.

It takes an open mind, open heart, and open will.

To have an open heart, to inspire and encourage others to take a chance.

To have an open will, to be willing to risk and take bold steps.

To have an open mind, to be learning and growing.

Start by asking yourself:

- What needs to be challenged?
- What needs to be improved?
- What is the greatest risk?
- What can I expect?
- What can I learn?

Every person has the choice to make things better. Every person has a duty to challenge the status quo. When you do this, you are inspiring others to do better and think bigger.

What action will you take to challenge the status quo?

After challenging the status quo, ask yourself:

- What have I learned?
- What did I not expect?
- What went right?
- What went wrong?
- What would I do differently?



Encouraging Innovation

Zero-Based Thinking

Zero-Based Thinking (ZBT) is a way of thinking about things. You can be much more innovative and creative using ZBT. It is about thinking with no limits. You can make better choices.

Zero-based innovation means that you start from scratch. Letting you to innovate from the ground up. It sounds hard, but it's really simple. The rule is that no idea is wrong, no matter how it may seem.

Break into teams. Imagine that you are designing a new fridge. Try not to discuss what you DON'T like about your current fridge. Try to discuss what your ideal fridge should be like.

Fridge - What experience do you have?

What 6 new features would be right for you?

What technology would you add?

Draw a picture of your new innovative fridge. Label all the key features.

ZBT is a great way to innovate. Is it likely that someone could make your newly designed fridge? Circle YES or NO.



Encouraging Innovation

Challenging the Status Quo

Status Quo is how you do things or 'the way things are now'. To challenge the status quo means to find new ideas or ways to do something you have always done the same.

Why do we want to challenge this? We want to improve. We want to get better and faster at the things we do. We also want to stay ahead of the competition. If we don't do this, we can't progress.

How to Challenge the Status Quo

1. Look at how things are currently done.
Ask things like: What needs to be challenged? What needs to get better?
2. Look at how you can make these things better.
Brainstorm and come up with new ideas. Be brave!
3. Figure out how to make the new ideas work for the future.
Talk about any risks and what you can expect with the new changes.

Apple is a company that always challenges the status quo. They come up with unique ideas all the time. Some of their ideas have failed. But some of their ideas have been a great success.

Using the Internet, research other companies who challenge the status quo. Pick one and write a short essay. Explain why you have chosen this company. What were their new ideas? How have they challenged things? How have they made things better? What decisions did they make that are different than other companies?



Encouraging Innovation

Rubber Band Car Challenge

Today you will design and build a race car. A small one. It will be powered by rubber bands.

Get into a small team or on your own. You will design, build, modify and race your car to victory.

1. Prepare.

- a) What are some parts of a car will you need?
- b) How does a car move?
- c) Look up "Rubber Band Car" on the Internet for ideas.
- d) Draw your design.

e) What parts of the Rubber Band Car are like a real car?

2. Build and Test.

- a) How will you get the wheels to move at the same time?
- b) Test your car. Does it do what you want? What changes could be made?
- c) Make changes and re-test.

3. Let the race begin!

- a) Race two or more cars at a time.
- b) Which car was the fastest?
- c) What car went the furthest?

4. Take it to the next level.

- a) Make your car carry small items, like a tennis ball.
- b) Have your car drive in sand, grass or thick carpet.



Encouraging Innovation

Challenging the Classroom Status Quo

Are there things you do at school because "That is how it's always been done"? Make a list below with all the things that have stayed the same in YOUR classroom. Two examples have been added to the list to start you off.

- Quiet reading time is always in the afternoon.
- Lunch is always at 11:30.
- _____
- _____

Go over the list with your class. As a class, choose one of the items that you would like to change.

We would like to change: _____

Come up with a new plan. How will this thing change? What do you think will happen?

Now try out your new idea. It can be for an entire day or just an afternoon. After you have tried out your new idea, reflect as a class.

What happened?

Did your new change make things easier or harder?

Was your new idea a success or a failure?



Bloom's Taxonomy

Bloom's Taxonomy for Reading Comprehension

The activities in this resource engage and build the full range of thinking skills that are essential for students comprehension. Based on the six levels of thinking in Bloom's Taxonomy, assignments are given that challenge students to move beyond the worksheet to understand the information through higher-order thinking. By using higher-order skills of remembering, understanding, applying, analysing, evaluating, and creating, students become active learners, drawing more meaning from the information, and applying and extending their learning in more sophisticated ways.


Our resource, therefore, is an effective tool for any Social Studies program. Whether it is used in whole or in part, or adapted to meet individual student needs, this resource provides teachers with the important questions to ask and interesting content, which promote creative and meaningful learning.

Vocabulary

- Adaptability:** able to change yourself to different conditions.
- Change:** exchange for something else.
- Creativity:** to make meaningful new ideas, methods or ways.
- Dynamic traits:** what sets you apart from everyone else.
- Failure:** lack of success.
- Flexibility:** willingness to change or adapt your ideas.
- Global Competency:** having the skills and mindset to find your way through this world.
- Innovation:** something new or different introduced.
- Invent:** to create your own product.
- Iteration:** a different version of something that already exists.
- Mindset:** an attitude or mood.
- Opportunity:** a chance to move forward or succeed.
- Risk:** putting yourself in a position where there's a chance of loss.
- Status Quo:** the way things are or have always been.
- Technology:** deals with the creation and use of technical means.
- Versatility:** your ability to adapt.
- Zero-Based Thinking (ZBT):** a way of thinking about things.

Famous Quotes About Failing

"Those who dare to fail miserably can achieve greatly."



Robert F. Kennedy

"Our greatest glory is not in never falling, but in rising every time we fall!"

Confucius

"There are no mistakes or failures, only lessons."

Denis Waitley


"Sometimes you win and sometimes you learn."

Robert Kiyosaki

"Don't be afraid to make a mistake. But make sure you don't make the same mistake twice."

Akio Morita

"A pessimist sees the difficulty in every opportunity; an optimist sees the opportunity in every difficulty."



Winston Churchill


"The only true failure lies in failure to start."

Harold Blake Walker

"Success is never permanent, and failure is never final."

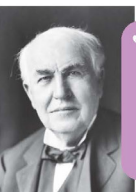
Mike Ditka

"Every strike brings me closer to the next home run."



Babe Ruth

"Results! Why, man, I have gotten a lot of results. I know several thousand things that won't work."



Thomas Edison



Encouraging Innovation

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EASY MARKING

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1.

Answers and drawings will vary.

Answers will vary.

Answers will vary.

e) Wheels, axel, frame

2.

Answers will vary.

ANSWER KEY

3.

Answers will vary.

4.

Answers will vary.

8

10

11