

Activity guide – Personal innovations



Technological innovation is about recognizing a problem that needs to be solved, or recognizing something needs improving and then building a tool to solve it.

As a class we're going to see how innovative we can be, and we'll share our ideas through something called "**rapid prototyping**." (**Prototype** is a fancy word that means a preliminary sketch of an idea or model for something new. It's the original drawing from which something real might be built or created.)

First: Looking at the list of 4 interests at your table, let's **think about how technology is impacted by, or related to, those interests**.

How could **technology** improve your interest to make it **better, faster, or easier** to use?

What is a problem, or aspect of your interest, that a **creative or innovative technology** might help solve, or at least make better?



Name(s)



Period



Date



Interest



Improvements



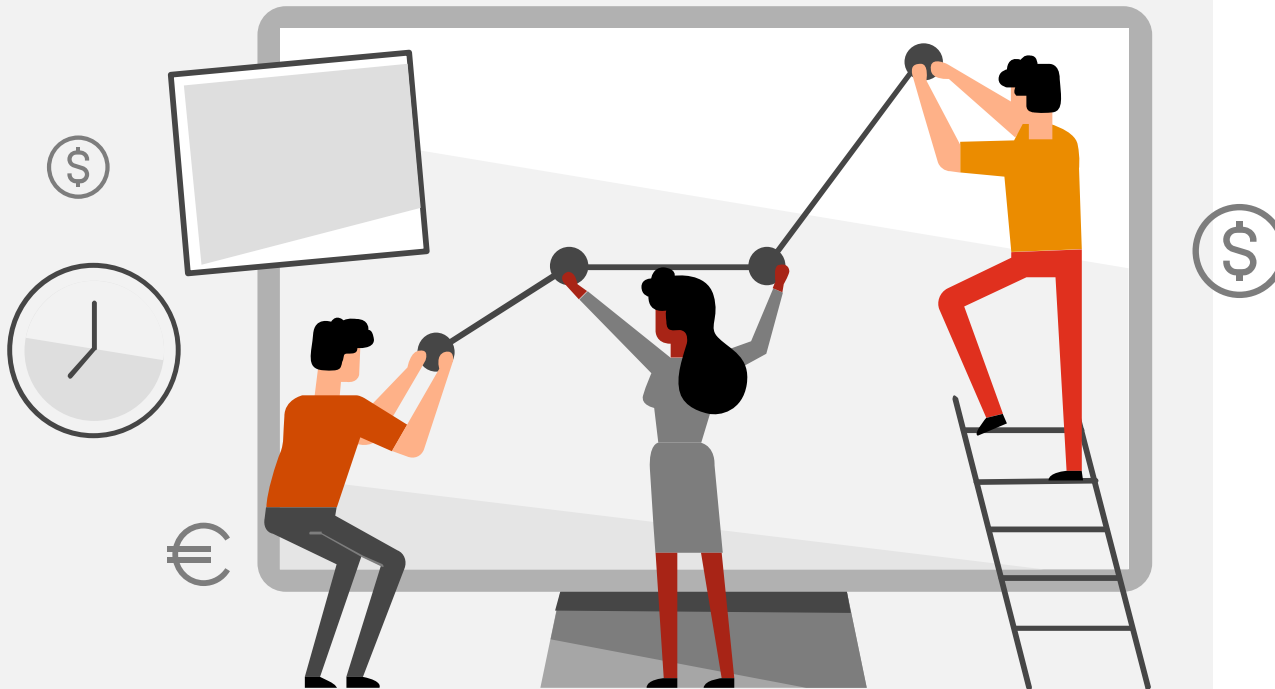
Problems

Next

As a group, nominate the idea you've discussed that you think would be the *most interesting to everyone else* in the class.

Start to sketch it out on a poster. Make a visual representation of your ideas. Remember this is a rapid prototype, just something to quickly convey the idea. Feel free to jot down ideas or sketches in the space below:

Brainstorming and Notes



This lesson is a derivative of "[Personal Innovations](#)" from [Code.org's CS Principles Course](#), used under [CC BY- NC-SA 4.0](#). This lesson is licensed under [CC BY-NC-SA 4.0](#) by PwC.

This content is for general information purposes only, and should not be used as a substitute for consultation with professional advisors.

© 2020 PwC. All rights reserved. PwC refers to the PwC network and/or one or more of its member firms, each of which is a separate legal entity. Please see www.pwc.com/structure for further details.