Title:	Innovation workshop
Target audience:	Primary, Secondary
Time:	Approx. 2 hours (or as a project-based activity)
Goal:	Exploratory thinking (GreenComp 3.3)
Topic:	Inventions for tomorrow, fostering creative thinking and introducing students to futures literacy by inventing new technologies for the world of tomorrow
Materials:	Paper, drawing materials, optional craft materials, tablets, or other digital tools

Brief description:

The "Innovation Workshop" is a creative approach that inspires learners to develop their own ideas for devices and technologies that could play a role in their future. Here are the steps for implementing this method:

Introduction: Begin with a discussion on current technologies and how they have evolved over the past decades. Learners reflect on the technologies they use daily and what impact these have. This is also a good opportunity to discuss technologies that did not exist 10, 20, or even 50 years ago.

Idea Generation: The class is divided into small groups. Each group brainstorms future inventions they would like to see in their world. They use tablets, paper, and pens to jot down these ideas or create initial sketches.

Design and Model Building: Learners choose one of their ideas and develop a detailed concept or model. They can build a simple model, make a detailed drawing, or, if possible, craft a small prototype using basic materials. If feasible, a visit to a Makerspace could be arranged.

Presentation and Discussion: Each group presents their "Future Invention" to the class and explains how it could change life in the future. Together, the students discuss the proposed inventions, analyze potential benefits and challenges, and consider the societal and environmental impacts.

Citation suggestion:

Tengler, Karin (2024): Innovation workshop. In: Method Mosaic of the UNESCO Chair in Learning and Teaching Futures Literacy in the Anthropocene, https://www.ph-noe.ac.at/unesco-chair