

CREATIVITY 1: PLAY

WARM-UP

ACTIVITY 1: PLAY STATIONS

- You can go any station you wish and you don't have to go to any station.
- You can create your own play scenarios as long as you follow these two main rules:
 - Your hands or body are busy.
 - You are not using a laptop/tablet/phone/handheld device.

ACTIVITY 1: PLAY CREATIONS

“For more than 50 years, global production and consumption of plastics have continued to rise. An estimated 299 million tons of plastics were produced in 2013, representing a 4 percent increase over 2012, and confirming an upward trend over the past years...”

“Plastic is versatile, lightweight, flexible, moisture resistant, strong, and relatively inexpensive. Those are the attractive qualities that lead us, around the world, to such a voracious appetite and over-consumption of plastic goods. However, durable and very slow to degrade, plastic materials that are used in the production of so many products all, ultimately, become waste with staying power.”

-From plastic-pollution.org

YOUR TASK

- Your task is to take a closer look at the plastic in front of you and play around with it.
- Explore ways in which you can re-use or re-purpose these materials.
- Try to create new things from these materials.
- Alternatively, you can try to adapt the plastic materials/packaging to be more environmentally-friendly and less likely to lead to plastic pollution.

DISCUSSION

ACTIVITY 2: WACKY INVENTIONS, INC.

- You work for Wacky Inventions Inc., a company famous for its innovation and product development!
- You and your team are Wacky Inc.'s leading innovators and the company is relying on you to come up with a revolutionary new product that will sky rocket the company's poor sales and reestablish it as a leading innovator!

ACTIVITY 2: WACKY INVENTIONS INC.

- Read the Wacky Inventions Inc. Team Brief Cards.
- Get your 3 objects and observe closely.
 - *What does the object do?*
 - *What materials were used to make it?*
 - *Who would use it/who are the current customers?*
 - *What else could we do with it (or some of its features/parts)?*
 - *How can you combine different features of the objects to come up with something new?*
- At the end of the workshop you will present one new product idea to the rest of the group by acting out a short skit or role play showing your product being used