

A quick guide to running the workshop

Length: 90 minutes. If shorter time required, reduce warm ups.

Materials checklist

Invention drawing sheets • Person/moment sheet • Idea prompt sheets
pens/pencils/colours • Post-its, large sheets if group brainstorming.

Key structure to remember

Warm-up → Person → Moment → Make better → Invent → Explain → Share

Let's go!

Show the slides on a large screen.
Refer to notes under each slide for guidance

Welcome (8 minutes) Slides 1-4

Play the introduction video (2 mins)
Show and discuss examples of the INVENTORS! and the Little Inventors project invention ideas. (3-5 mins)

Warm-up thinking (13 minutes) slides 5-11

Purpose: loosen imagination and show there are many possible answers.

- 1: interpret strange objects ("Lost and Found Office of Oddities") (5mins)
- 2: combine two objects to make a new invention. (5 mins)
- 3: drawing exercise for those with low drawing confidence. Celebrate variety. (3 mins)

Notice small moments of happiness (5 mins) slide 12

A group discussion around happiness and what it can mean.
Ask: "What small thing could make someone's day better, or bring a smile?"

Happiness might mean something funny or exciting, but also something that makes life easier, calmer, more comfortable, or helps someone feel confident, included, or cared for.

Optional: participants write their moment on a Post-it or large piece of paper.

Choose a person and moment to make better (10 mins) slides 14-16

Hand out worksheets.

"You're not inventing yet, just choosing who, when, and what could feel better."

Participants choose:

- a PERSON (friend, teacher, neighbour, bus driver, pet)
- an ORDINARY MOMENT (morning routine, travelling, waiting, chores, end of the day)
- Think about what could make that MOMENT BETTER (smile, easier, calmer, confident, included, appreciated) "This is the moment your invention will be for."

Small everyday moments work best.

Brainstorm ideas (10-15 mins) Slides 18-19

Let's think of invention ideas to bring a moment of happiness in someone's day.

Start with quick exploration: try three tiny invention ideas, about two minutes each.

Ideas can be messy, silly, kind, helpful, or unfinished. A scribble and a few words is enough.

If someone is stuck, gently ask: Who is it for? When does it happen? What makes the moment nicer?

Participants use pens and paper to note down and draw early thoughts and ideas. You can use the Prompt cards if some people are very stuck. Talking in pairs can help.

Choose one idea and explain it (25 mins)

Participants complete an invention sheet including: a main drawing, arrows showing what happens, labels explaining parts, and a name for the invention.

Add a short explanation:

"My invention is for _____."

"It brings happiness by _____." (making someone smile, helping them relax, giving confidence, making someone feel included, or making something easier.)

Share and celebrate (8 mins)

Participants are asked to share their ideas. Celebrate the range of ideas. Applause for all!

Gather feedback from participants (4 mins)

Hand out feedback sheets