

**OBJECTIVE**

Apply your knowledge of nature to design a new gadget for the future

KEY COMPETENCIES

- Using imagination
- Communicating ideas
- Using initiative
- Reflecting & Evaluating

CURRICULUM LINKS

Design and Technology

- Examine the intended purpose of existing products.
- Identify opportunities for developing new and innovative products.
- Consider user needs and issues.

APPLYING MULTIPLE BENEFITS TO DESIGN**STARTER (5 mins)**

Think of an example of Multiple Benefits in nature.

Think of an example of a man-made product with Multiple Benefits .

Share your examples with a partner.

DESIGN A GADGET (40 mins)

Aim: Design a gadget with multiple benefits in groups.

Firstly think of places where you might need a new gadget e.g. in a kitchen, a bathroom or when camping. Or you could think of a person who may need a new gadget e.g. a person with disabilities , a police officer, a doctor or a builder.

Use Edward de Bono's 6 Thinking Hats to focus your thinking and creativity. When using this in your group everybody should wear the same hat at the same time. See the information cards for the 6 hats.

Remember to consider user needs and issues.

Present your design to the class. Other groups can assess your design using the checklist to investigate whether your gadget truly has multiple benefits as seen in nature.

MB5 Thinking Hats
MB6 Checklist

**REFLECTION (5 mins)***

You have applied the Multiple Benefits insight to design a gadget. Add notes to the Reflection sheet and chart your progress on the Learning wall.

Visit the Share page of www.lessonsfromnature.org to comment on the activities you have taken part in.

