



MODULE No 1

Introduction to innovation (1 hour)

OBJECTIVE: Students can understand and define the concept “innovation”.

LEARNING OUTCOME AND DESCRIPTORS:

Following are descriptors to measure learning outcomes from the implemented lesson.

Knowledge on (K)¹

- The meaning of innovation and how it refers to a broad spectrum of inventions and the creation of new products, processes and services for our society.

Skills in (S)²

- Naming examples of innovation.

Competences to (C)³

- Explain the meaning of innovation.

TRAINING METHODS

Build on problem based and cooperative learning, see ENGAGE curriculum and pedagogical section of this handbook.

OVERVIEW

The teacher asks the pupils if they know what innovation is. Each kid put his ideas of what innovation is on a Padlet wall. Then the teacher shows a video that explains the meaning of the word innovation. Following the screening the teacher invites the pupils to discuss or ask questions. The next step is to get an Innovation crossword puzzle where they are supposed to put words in the crossword vertically. Finally, the pupils can share their ideas with each other.

To prepare the lesson you need to:

1. Learn how flipgrid works, here is a good video for you, it is very simple and fun to use Flipgrid in teaching: [Instructions for teachers account](#) and [instructions for student account](#)

2. Make a Padlet wall for your class.

Creating a Padlet Wall

1. Step 1: Go to padlet.com and create an account. ...
2. Step 2: Create a new Padlet wall by clicking on Create New Padlet.
3. Step 3: Start working on your Padlet wall by clicking Modify This Wall. ...
4. Step 4: Change the Wallpaper and Layout on the Modify This Wall page.



here is the [webpage](#), pls follow the instructions.

3. Show them an innovation video
4. Print out the crossword puzzle

¹ Knowledge refers to being able to read, understand and interpret information and guidelines.

² Skills refer to the ability to apply knowledge to complete tasks, select relevant actions and measure their effectiveness.

³ Participants/pupils will have competences to put to practice general knowledge and skills acquired.



Activity	Method and organization	Time
<p>Introducing the key concept “innovation”, put shared ideas on the concept a padlet wall, watch a video on innovation and fill out an Innovation crossword puzzle.</p>	<p>First the teacher asks the pupils to write individually on a Padlet wall their idea of what innovation is, f.x. Innovation padlet. Following the discussion the teacher shows the pupils a video about innovation. Video they watched. You can use different videos but the focus should be on using the video to explain the meaning of innovation and it should be understandable to all pupils if in another language than their own. Following the screening the teacher invites the pupils to discuss or ask questions. The teacher prompts the discussion with questions like: “Did something in the video surprise you?” or “Does innovation only refer to something tangible?”.</p> <p>Next the teacher asks the pupils to explain the meaning of the word innovation by using a cross puzzle. The pupils get a printout with the word “innovation” written vertically. Pupils then write examples of innovation horizontally and include each letter in a word that they would define as innovation. This is an individual exercise, but the pupils can discuss ideas with their classmates. The teacher goes around the classroom and encourages pupils to come up with new words and helps them if stuck. When the time is up the teacher invites the pupils to share their words with each other. Here is an example of a possible solution to the crossword. Example of possible solution</p> <p>Feedback is at home or at the end of the class where each students answers the feedback questions - I would use Flipgrid video but of course each teachers chooses what suits his class the best.</p>	<p>60 minutes</p>

EVALUATION AND FEEDBACK

Following evaluation including module descriptors can be used to evaluate individual pupils, for self- and peer evaluation.

Students use flipgrid.com to create in a video diary. The questions that they should answer are the following: **What is innovation to you? What examples are there of innovation?**

Following questions can be used for pupils self-evaluation:

- Do I understand the meaning of innovation? **(K)**
- Can I name examples of innovation? **(S)**
- Can I explain the meaning of innovation? **(C)**

The pupil should be able to:

DESCRIPTORS: Knowledge (K), Skills (S) and Competences (C)	Poor (D)	Fair (C)	Good (B)	Excellent (A)
(K) on the meaning of innovation and how it refers to a broad spectrum of inventions				
(S) in naming examples of innovation				
(C) to explain the meaning of innovation				

TEACHER’S REFLECTION: