Product for the Future

Category of Competency Taxonomy: Higher-Order Thinking Skills

Description:
A creative design exercise in which participants imagine and outline a product that solves a current problem in the future.

Activity Categories:
Group or Individual, In-person or Online, Single Session

Main Competencies Involved:
Conceptual Thinking, Future Planning, Problem-Solving, Reasoning

Other Competencies (Different Category):
Management of Change, Creativity, Initiative

Resources Needed and Practical Considerations:
Blank paper or design sheets, Markers or coloured pencils, (Optional) Prototyping materials (e.g., modelling clay, building blocks)

Estimated Time:
45 minutes

Description of Activity:

Step 1: Explain to participants that they will design a product intended to solve a current problem in a future setting. Provide examples of problems they could address, such as 'How can we improve public transportation?' or 'What could help young people access mental health support more easily?'

Step 2: In small groups or individually, have participants brainstorm ideas for their product. Encourage them to think creatively about how their product could be useful and what specific problem it would solve.

Step 3: Once they've decided on a concept, ask each participant or group to sketch their product, including details on how it works, its features, and the benefits it would provide. Participants can label parts of their design to clarify function and purpose.

Step 4: Each participant or group presents their product to the larger group. After each presentation, the group provides feedback, discussing the product's feasibility and

potential impact. Reflection questions could include: 'What future problem does this product address?' and 'How does this product benefit the community?'