

Ideation Card Game: Instructions



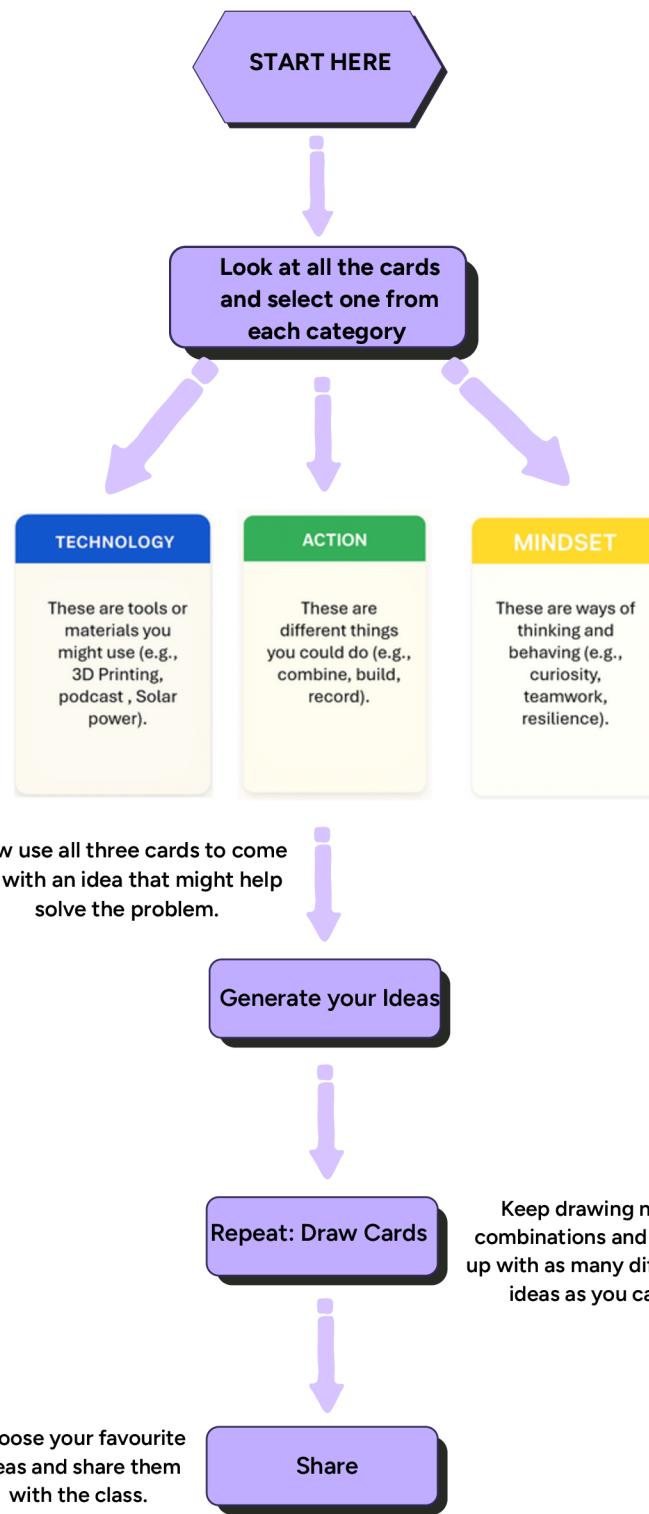
Purpose of the Game:

This game helps you come up with creative and exciting ideas to solve real-world problems. You will use Technology, Action, and Mindset cards to imagine many different solutions to a question.

Example Question: How can students at our school reduce the amount of pollution in our local creek?

What You Need

- A copy of the ideation cards pg. 3-13 for each student group.
- Paper or a digital space to record your ideas
- One question you are trying to solve.



Ideation Card Game: Instructions



Online Game:

The online game works just like the physical card game. It includes all the same Technology, Action, and Mindset cards. The only difference is that when you click to flip a card, it picks one at random—so every round feels like a surprise!

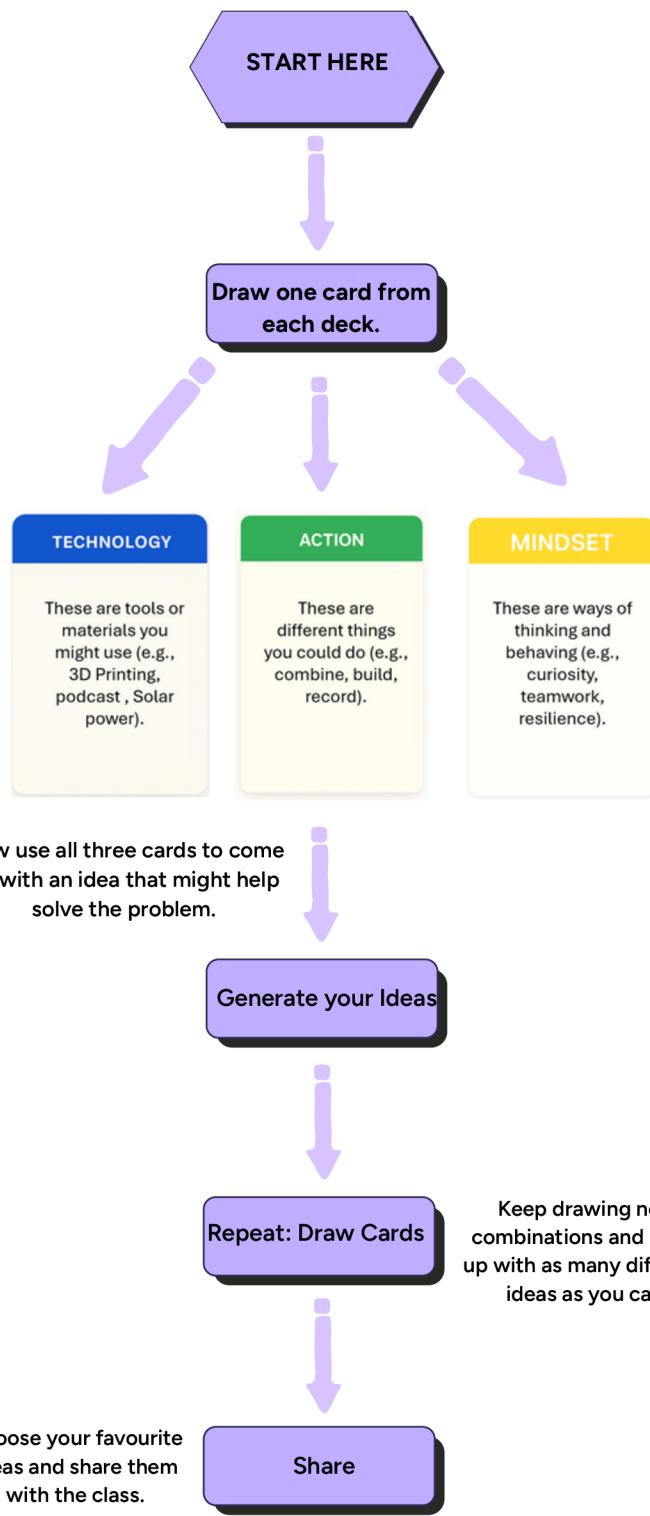
You still use one card from each deck to help spark creative ideas that can help solve your big question.

Access the game here:



What You Need

- Access to the online card game: <https://gtacaus.github.io/IDEATE/>
- Paper or a digital space to record your ideas
- One question you are trying to solve.



Card Front



TECHNOLOGY



ELECTRICITY AND CIRCUITS

Build simple electric-powered systems

TECHNOLOGY



BUILDING STRUCTURES

Design and build strong shapes or objects

TECHNOLOGY



RECYCLED MATERIALS

Reuse old things to make something new.

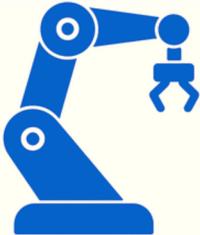
TECHNOLOGY



3D PRINTING

Make objects using a 3D printer

TECHNOLOGY



ROBOTICS

Use machines that can move or complete tasks

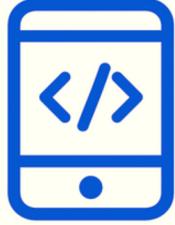
TECHNOLOGY



BIOMIMICRY

Copy smart ideas from nature to solve problems

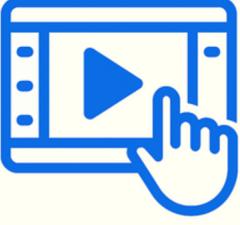
TECHNOLOGY



CODING AND APPS

Create a program, game, or app that helps

TECHNOLOGY



ANIMATION

Make moving pictures to explain or tell a story

TECHNOLOGY



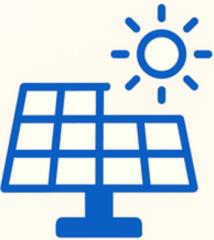
VIRTUAL REALITY (VR)

Make a world others can experience

Card Front



TECHNOLOGY



SOLAR POWER

Use sunlight as energy

TECHNOLOGY



WIND POWER

Use moving air to create energy or movement.

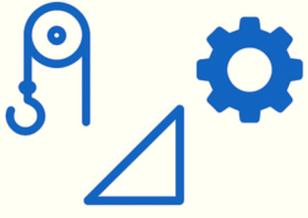
TECHNOLOGY



WATER POWER

Use moving water to help solve problems.

TECHNOLOGY



SIMPLE MACHINES

Use tools like levers, pulleys, wheels to make work easier

TECHNOLOGY



WEBSITE DESIGN

Build a webpage to share information or ideas.

TECHNOLOGY



PODCAST

Record and share your ideas with voice only.

TECHNOLOGY



GAME DESIGN

Create a fun challenge or learning game.

TECHNOLOGY



GRAPHIC DESIGN

Make posters, logos, or pictures to share ideas.

TECHNOLOGY



SUSTAINABLE DESIGN

Create something that helps the environment or uses less waste

Card Front



TECHNOLOGY



STORYTELLING

Tell a story to explain your idea or show why it matters

TECHNOLOGY



MARKETING AND ADVERTISING

Make an ad or message that gets people excited.

TECHNOLOGY



NATURE-BASED SOLUTIONS

Use plants, soil, or animals to solve problems.

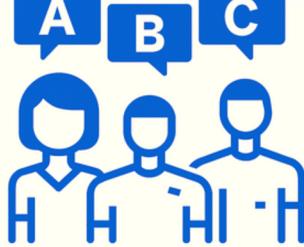
TECHNOLOGY



TESTING IT OUT

Build a rough model of your idea to test it

TECHNOLOGY



DATA COLLECTION AND SURVEYS

Ask people questions or gather information to help solve a problem

TECHNOLOGY



COMMUNITY ENGAGEMENT

Get people in your community involved to help make your idea even better

TECHNOLOGY



ORGANISE AN EVENT

Create a special day or activity for people to learn or do something

TECHNOLOGY



PLAN A NEW ORGANISATION

Create a plan for a new group to help people or solve problems

TECHNOLOGY

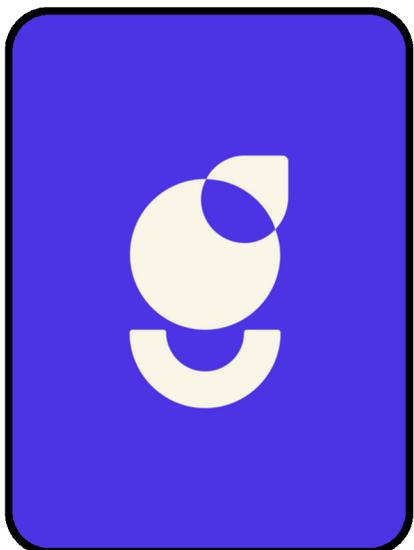
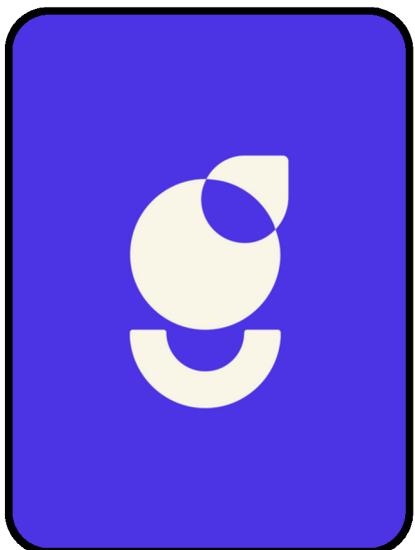
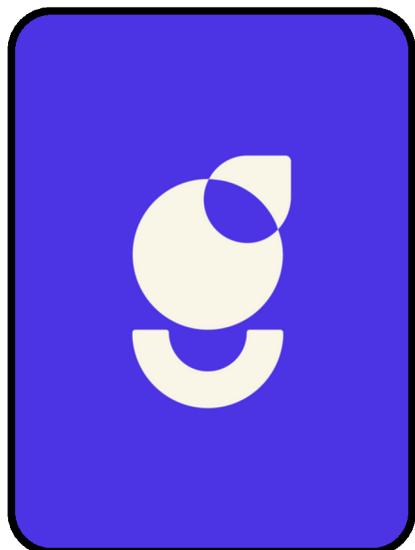
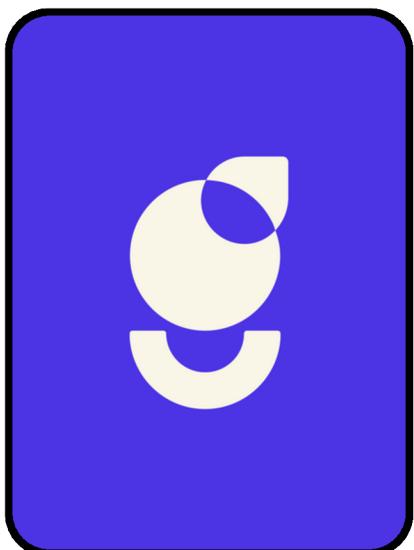
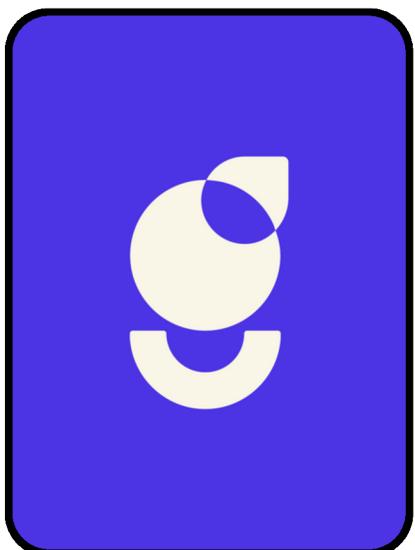
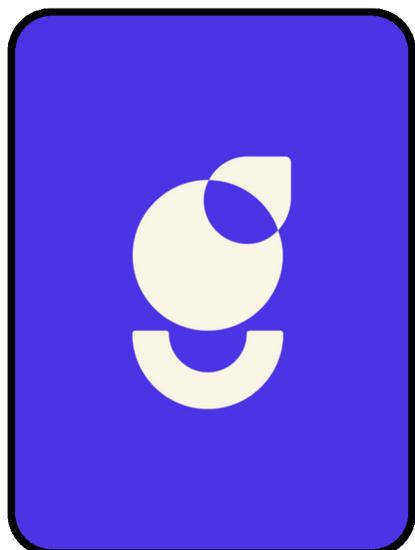
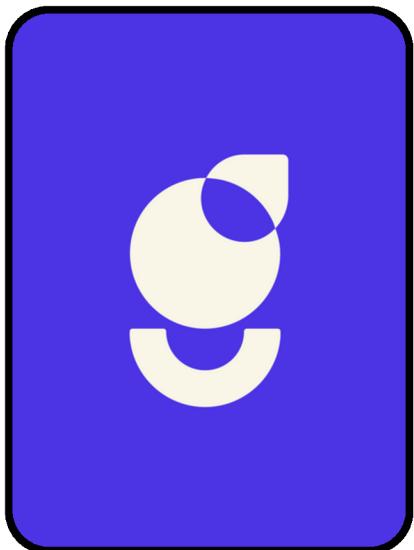
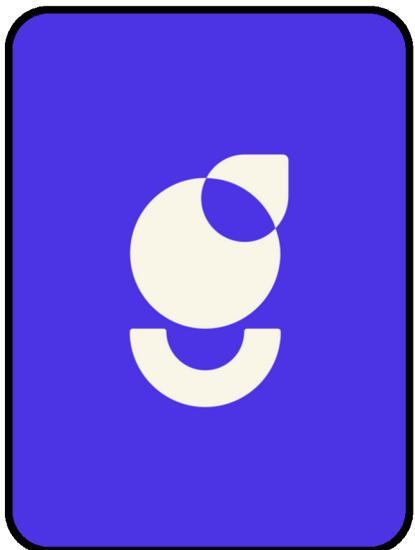
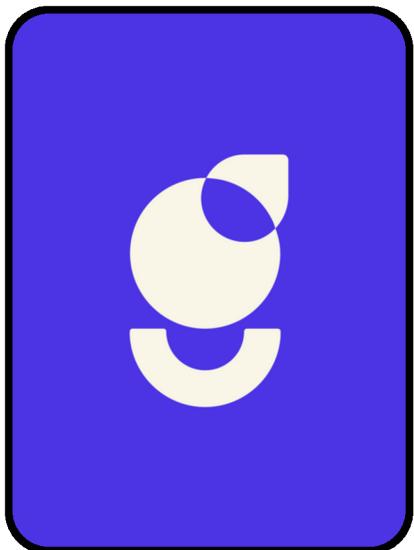


CREATE AWARENESS IN THE COMMUNITY

Help people understand a problem and how they can help



Card Back



Card Front



MINDSET



BE RESOURCEFUL

Be clever and make the most of what you have.

MINDSET



FEEL PROUD

Make the user proud of their choice

MINDSET



FEEL CALM

Help the user feel relaxed and peaceful.

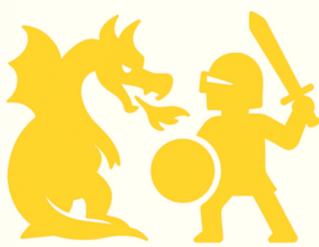
MINDSET



FEEL SAFE

Make the user feel protected and secure.

MINDSET



FEEL BRAVE

Give the user courage to try something new.

MINDSET



FEEL CONNECTED

Help the user feel close to others.

MINDSET



FEEL CURIOUS

Spark the user's wonder and exploration

MINDSET



FEEL INCLUDED

Make sure all users feel welcome and valued.

MINDSET



FEEL HAPPY

Bring smiles, laughter, and joy to the user.

Card Front



MINDSET



FEEL HOPEFUL

Make the user believe things can improve.

MINDSET



THINK LIKE AN EXPLORER

Search for new and exciting ideas.

MINDSET



THINK LIKE A SCIENTIST

Test, question, and learn carefully.

MINDSET



THINK LIKE AN ENGINEER

Solve problems step-by-step.

MINDSET



THINK LIKE A DESIGNER

Make things useful, beautiful, and smart.

MINDSET



THINK LIKE AN ENTREPRENEUR

Imagine how to share your idea with the world.

MINDSET



BE OPEN-MINDED

Accept new and surprising ideas.

MINDSET



BE ADVENTUROUS

Take bold risks and try exciting ideas.

MINDSET

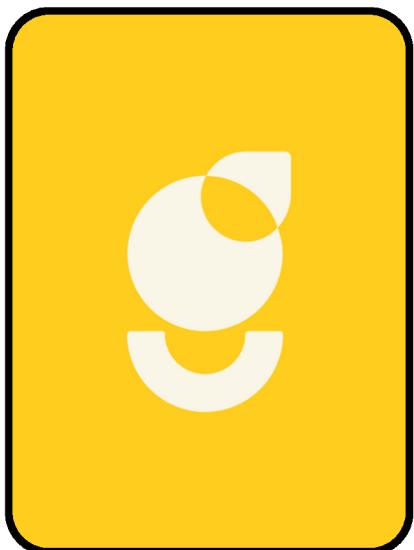
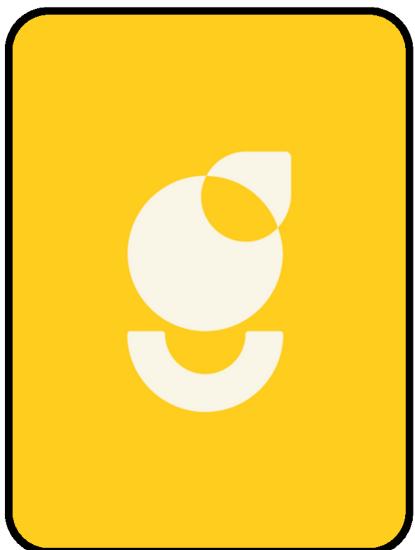
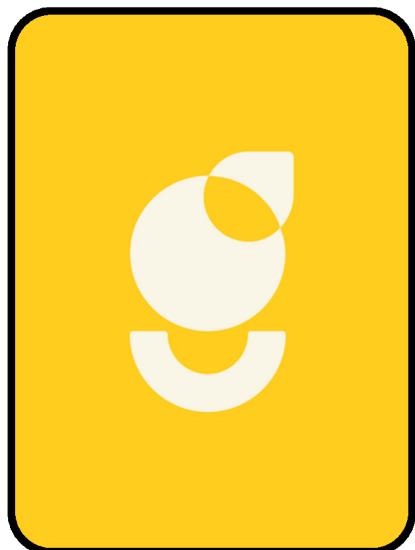
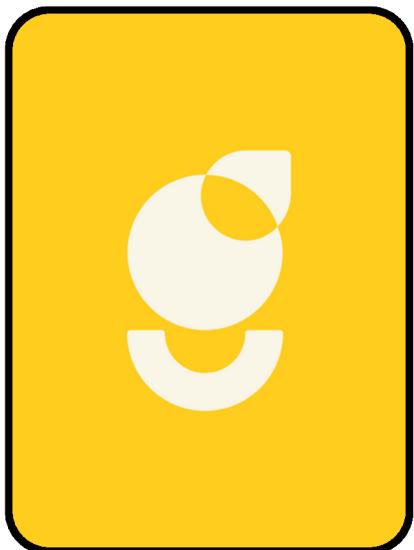
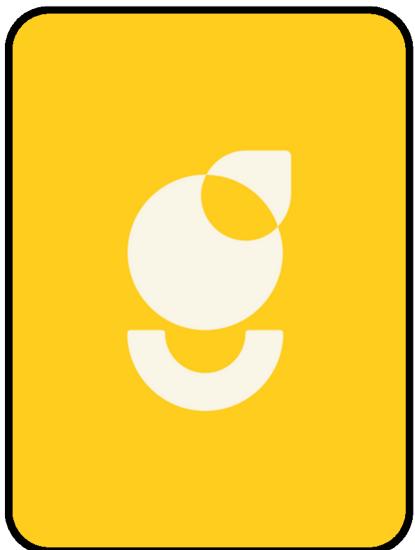
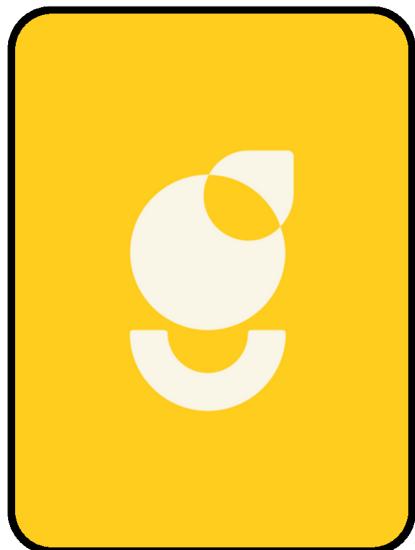
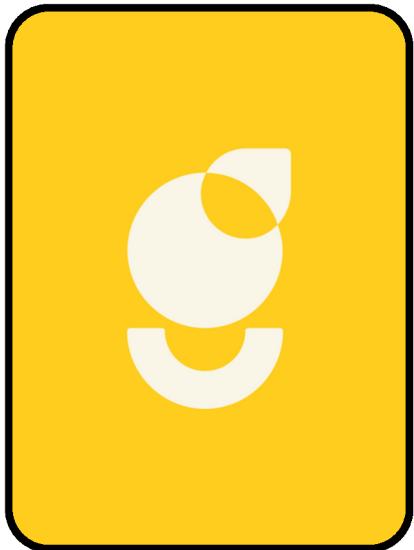
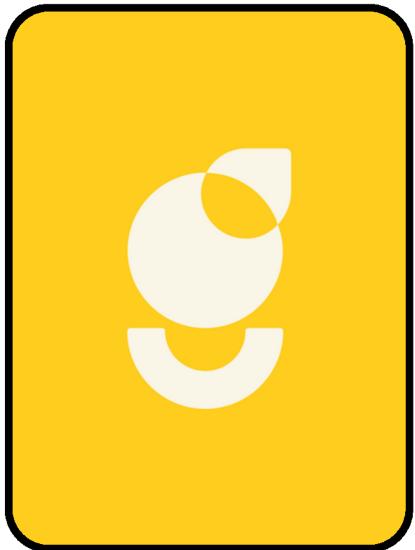
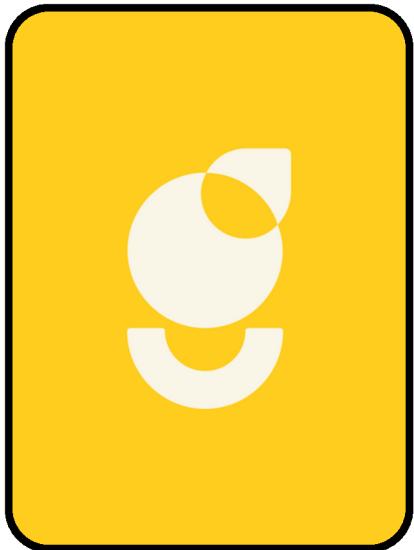


BE EMPATHETIC

Imagine the needs and feelings of others.



Card Back



Card Front



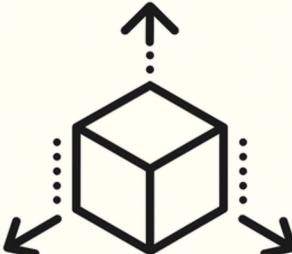
ACTION



CONNECT PEOPLE TOGETHER

Join people together so they can share ideas

ACTION



MAKE IT BIGGER

Try increasing the size or scale

ACTION



FOCUS ON TEAMWORK

Design something that needs two or more people to use it together

ACTION



USE SOUND

Add music, noise, alarms, or voice to your solution.

ACTION



USE MOVEMENT

Build in moving parts, rolling, sliding, lifting !

ACTION



ADD A SURPRISE

Include a secret, unexpected feature !

ACTION



DESIGN FOR THE FUTURE

Imagine what people will need 20 years from now

ACTION



MAKE IT ECO-FRIENDLY

Help the environment while solving the problem

ACTION



MAKE IT SMALLER

Shrink your idea—could it be tiny, portable, or hidden?

Card Front



ACTION



MAKE IT FASTER

Find ways to make it super quick or efficient.

ACTION



MAKE IT SLOWER (ON PURPOSE)

Slow things down for better quality, safety, or relaxation

ACTION



MAKE IT CHEAPER

Find ways to do it with less money or simple materials

ACTION



MAKE IT REUSABLE

Design so it can be used again and again

ACTION



USE NATURE'S IDEAS

Solve the problem by copying something from nature

ACTION



MAKE IT FUN

Add something that makes people smile, laugh, or enjoy using it

ACTION



MAKE IT INVISIBLE

Hide your technology or tool—make it work without being seen!

ACTION



MAKE IT INTERACTIVE

Let users touch, change, or control your solution

ACTION



MAKE IT AUTOMATIC

Create a system that works without humans doing much

Card Front



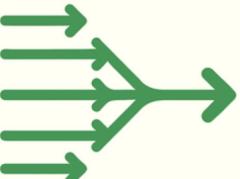
ACTION



MIX TWO IDEAS TOGETHER

Combine two solutions into one!

ACTION



SIMPLIFY IT

Strip it down to the most important parts

ACTION



ADD A CHALLENGE

Make it a game, a puzzle, or a fun mission!



Card Back

