

# Edm8ker Innov8ion Deck: Sample Lessons

# Sample Lesson 1



# Sample Lesson 1

**Theme: Sustainability**

**Method: Cardboard Prototyping**

**Output: eBook**

**Lesson Title:** *"Building a Sustainable Future"*

**Learning Objective:** Students will explore sustainability by learning how to repurpose cardboard into functional prototypes, while documenting their process and insights in an eBook.



# Sample Lesson 1



## Step-by-Step Plan:

### 1. Introduction (10 minutes):

- Introduce the concept of sustainability and its importance in daily life. Discuss how upcycling and repurposing materials like cardboard can reduce waste.

### 2. Activity 1 – Brainstorm & Design (20 minutes):

- In small groups, students brainstorm ideas for creating a useful object using only discarded cardboard. They sketch their designs, considering how it aligns with sustainable practices.

### 3. Activity 2 – Cardboard Prototyping (30 minutes):

- Students build their designs using the provided cardboard. Encourage them to focus on functionality and durability.



# Sample Lesson 1



## Step-by-Step Plan:

### 4. Activity 3 – Create an eBook (30 minutes):

- Students document the process of their project in an eBook, including photos of their prototypes, reflections on sustainability, and descriptions of how they used the material creatively.

### 5. Conclusion & Reflection (10 minutes):

- Have students share their ebooks with the class, explaining how their prototypes contribute to a sustainable future.



# Sample Lesson 1



## Assessment:

Evaluate students based on their cardboard prototypes, creativity, and the quality of their reflections and explanations in the eBook.

## Reflection:

Encourage students to reflect on how their project increased their awareness of sustainability and what changes they can make in their own lives.



# Sample Lesson 2



# Sample Lesson 2

**Theme: Innovation & Invention**

**Method: Digital Fabrication**

**Output: Physical Product**

**Lesson Title:** *"Inventing for the Future"*

**Learning Objective:** Students will use **digital fabrication** tools to invent a new product that addresses a real-world problem. They will produce a **physical prototype** using 3D printing.



# Sample Lesson 2



## Step-by-Step Plan:

### 1. Introduction (10 minutes):

- Introduce the concept of **innovation and invention**. Discuss how digital fabrication, including 3D printing, can be used to create solutions for everyday challenges.

### 2. Activity 1 – Problem Identification (15 minutes):

- Students identify a real-world problem they'd like to solve. This could range from creating an eco-friendly gadget to designing a tool to help people with disabilities.

### 3. Activity 2 – Design & Modeling (30 minutes):

- Using **CAD software**, students design a solution to their chosen problem. They create a digital model of the product they will 3D print.



# Sample Lesson 2

## Step-by-Step Plan:

### 4. Activity 3 – 3D Printing (40 minutes):

- Students print their designs using a **3D printer**, focusing on precision and functionality.

### 5. Conclusion & Presentation (15 minutes):

- Students present their physical products to the class, explaining how their invention addresses the problem they identified.

# Sample Lesson 2



## Assessment:

Students are assessed based on the innovation of their design, the functionality of the 3D printed product, and the clarity of their presentation.

## Reflection:

Students reflect on the challenges of inventing something new and the impact their product could have in real life.



# Sample Lesson 3



# Sample Lesson 3



**Theme:** Cyber Wellness

**Method:** Gamification

**Output:** Interactive Quiz

**Lesson Title:** "Staying Safe Online: A Gamified Quiz"

**Learning Objective:** Students will learn about **cyber wellness** and responsible online behavior through gamified lessons. They will create and participate in an **interactive quiz** to test their knowledge.



# Sample Lesson 3



## Step-by-Step Plan:

### 1. Introduction (10 minutes):

- Discuss the importance of **cyber wellness**, including topics like internet safety, online privacy, and digital citizenship.

### 2. Activity 1 – Research Cyber Wellness (20 minutes):

- In small groups, students research a topic related to cyber wellness (e.g., social media safety, avoiding cyberbullying, protecting personal information).

### 3. Activity 2 – Create Interactive Quiz (30 minutes):

- Using a quiz-making platform like **Kahoot or Google Forms**, students design an interactive quiz based on their research. The quiz should include multimedia elements like images, videos, and timed questions to make it engaging.



# Sample Lesson 3

## Step-by-Step Plan:

### 4. Activity 3 – Quiz Play (20 minutes):

- The class participates in the quizzes created by each group. Points are awarded based on accuracy and speed.

### 5. Conclusion & Discussion (10 minutes):

- After playing the quizzes, students discuss what they learned about cyber wellness and how they can apply this knowledge in their online activities.

# Sample Lesson 3



## Assessment:

Assess students based on the depth of their research and the creativity and interactivity of their quiz.

## Reflection:

Encourage students to reflect on their online behaviors and what they can do to stay safe and responsible digital citizens.

