



# How to use the activity plans:

**Each activity apart from the introduction presentation, has a plan for you to follow, a powerpoint presentation and list of materials needed for the session.**

**Some activities recommend handing out materials during the session so it is advised to spend roughly 15 minutes prior to prepare.**

**Below is an example activity plan schedule, however, it is up to you how much you think the group you are supporting will benefit from the activities.**

## **Example activity plan schedule:**

Week 1: Introductory presentation & An introduction into AI activity (40 mins)

Week 2: Living Greener activity (40 mins)

Week 3: Product development activity 1 & Product development activity 2 (40 mins)

Week 4: Product development activity 3 & finalise your application form (40 mins)



# Product development activity 1: Innovation and Impact

## Learning objective:

This activity explores the impact (the change you want to see) and innovation (new ideas or adaptation) of team's ideas. It has been developed to help young people think about the judging criteria as they develop their idea further.



## Time:

- 20 mins

## Materials needed:

- Product development activity 1 presentation
- Storyboard template & instructions
- Idea generation materials (whiteboard, pens, paper, post-its etc.)

## Slide 2:

Explain that this is a session for the teams to develop their ideas further.

Explain that working as a team is just as important as having a great idea and is something that will be in the application form. Explain that there are some strong team working habits that they can practice.

1. **Review progress at every meeting:** Have a stand up at the start of every meeting - literally the whole team stands up and each team member answers these three questions each but you only have 60 seconds: What did I work on last time? What am I working on today? What am I stuck on?  
You could also have a team to-do list which you can review regularly.
2. **Begin with the End in Mind:** Keep the success in mind - think about the judging criteria questions. Have you looked at them? Are you answering them?
3. **Listen to others:** A strong team is one which listens to everyone's opinion and allows all to speak. It is easy to focus on what we want to say and voice our opinion but that can mean we miss out on great ideas from fellow team members.
4. **Collaborate with your team members:** A great team is one which is diverse in terms of skills, opinions, backgrounds etc. Recognise that everyone has different strengths and weaknesses. By speaking to and supporting one another this creates a great way of working as you know what everyone is doing and if they need support.



### Slide 3:

Explain that the exercise they are going to do today is common when thinking about how to solve a problem with a new idea or solution - also called '**product development**'.

Explain that the exercise is called '**storyboarding**'. How it works is that you will use a template that looks like the one on the board to both draw and write a story showing how your idea solves a problem.

By breaking down the journey that someone who might use your idea (product) can go on, you'll be able to think about whether you know exactly **what problem you are trying to solve** and how you are doing it!

Assure the group that their drawing skills don't matter.

Hand out the storyboarding templates and the instructions to the group - one template per team. Alternatively, if you do not have access to a printer use the example on the presentation and ask the group to copy it onto an A3 piece of paper.

### Slide 4:

Explain that before they start to draw they should think about **what is the journey** they want to tell.

Explain that there are some key questions on the slide to help them think about their ideas and create their storyboard.

If there is time, ask teams to present their storyboards to each other for feedback - have they answered the questions?

### Slide 5:

*N.B. This activity can be done as part of the session or set as a task for them to do as a team alone.*

Explain that an important part of developing a new idea or product you need to find out if there are any similar ideas already out there. The task for them is to do some online or in person research to see if anyone has built an idea that is similar to theirs.

Explain that its okay if there are similar ideas that already exist as long as they know why theirs is different and unique. However explain that this will be a question in the application form so it is important to know.

Ask a team member to look after the storyboard for the next session or collect them in. Remind them that there are lots of fun and useful resources available to them through the prize at <https://longitudeexplorer.challenges.org/> which can help them develop their ideas further.





# Instructions

- 1. As a group use the questions to discuss how they apply to your idea before you start to storyboard.**
- 2. Once you have an idea about how you think someone might use your product, use the boxes to sketch what this might look like.**
- 3. Use the lines below to write down how it would work as well.**

**Team Name:** \_\_\_\_\_



**Longitude**

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