Design a Dream Invention

Introduction

Hiwa-i-te-Rangi is the star of dreams, wishes, and aspirations. In this activity you will think creatively about the future and dream big to design an invention that solves a problem or improves life for people, animals, or the environment. It can be realistic or completely imaginative—the choice is yours!

What you will need:

- **Pepa** - Paper
- **Mahi toi** - Art materials (coloured pencils, pens, markers, etc.)

Instructions:

1. First, think about the world today. What problems do people face? Maybe try thinking about things that affect your whānau, community, animals, or the environment.
2. Next, imagine something that could help. What do you wish existed to make life easier, safer, more fun, or better for the planet?
3. Now, design an invention that could solve that problem or improve the world. Think about what it looks like and how it works. It could be a helpful robot, a magical plant, a smart gadget, or something totally new from your imagination.
4. Draw your invention, creating a detailed diagram and labelling the different parts. Explain how each part works, and remember to give your invention a creative name!

Reflect:

- What materials or science might make your invention possible?
- What would you improve or change in your design if you had more time?

Purpose and Connection

By dreaming up an invention, tamariki are engaging in the early stages of the **design thinking process—identifying a need, generating ideas, and communicating how it could work.** The creative drawing and explanation bring in their artistic flair, while the problem-solving and innovation connect to engineering and science skills. Aligned with Hiwa-i-te-Rangi, the star of hope and aspirations, **this activity encourages tamariki to have a future-focused perspective while using skills needed in all areas of STEAM.**