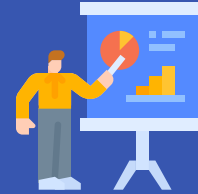
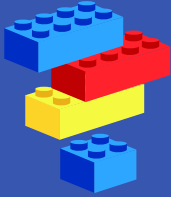


A ROBOTIC TEAM'S GUIDE TO THE INNOVATIVE PROJECT



MASTER
PIECE



Next Level
Teacher

INNOVATION PROJECT- DESIGN PLAN

1. IDENTIFY A SHARED HOBBY:

- Begin by discussing hobbies that all team members are genuinely interested in.
- Make a list of these hobbies and narrow down the options through a team vote or discussion.
- Choose a hobby that sparks excitement and passion among everyone.

2. DEFINE THE PROBLEM:

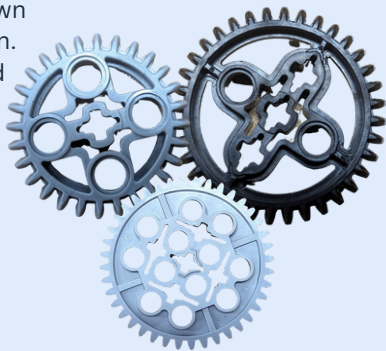
- Brainstorm together about how the chosen hobby is currently shared with others.
- Identify specific challenges or limitations in the existing methods of sharing.
- Discuss these challenges and agree on the most pressing problem to tackle.

3. CONDUCT RESEARCH:

- Look for innovative approaches in other fields that could inspire your solution.
- Reach out to experts or enthusiasts in the Arts and Technologies fields to give you ideas.

4. DESIGN A CREATIVE SOLUTION:

- Organize brainstorming sessions to come up with a range of creative ideas.
- Consider how the arts (like music, visual arts, or performance) and technology (like apps, websites, or interactive displays) can enhance your solution.



8. ENGAGING PITCH

- Plan your pitch presentation by outlining key points and visuals.
- Emphasize the positive impact your solution can have

7. TEST, MODIFY, AND IMPROVE:

- Collect feedback.
- Analyze the feedback to identify areas for improvement.
- Make necessary modifications.

6. SHARE WITH AN AUDIENCE:

- Share your idea with friends, family, or a community group. Also an expert!
- Clearly explain the problem you're addressing and how your solution solves it.
- Encourage your audience to provide feedback and ask questions.

5. BUILD A PROTOTYPE:

- Create a simple prototype that demonstrates how your solution will work.
- Use materials like cardboard, paper, or basic digital tools to represent your concept visually.



Pitch: 5-8 minutes

8-STEP PITCH DESIGN



1- CATCHY INTRO

You need to catch the judges attention instantly! Consider a creative way to make an impact.

2- PROBLEM STATEMENT

Clearly state your problem. The judges needs to know why they are listening and why they should care.

3- SOLUTION

How you are going to solve the problem of sharing your hobby? Make it clear and simple.

4- HOW IT WORKS

Explain how it works. Showcase you prototype and research evidence.

5- USER

Who is going to use your solution? Why will they love it?

6- WHY

Why is your idea awesome and what makes it the best solution available?

7- NUTS AND BOLTS

Tell the judges how you settled on your idea. Discuss the improvements you made throughout your journey and the users and experts that helped guide it.

8- CONCLUSION

Summarize and bring it home!