#DigiInventors Challenge: Lesson Plan

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# ***In this unit, pupils take part in the #DigiInventors Challenge. Students will work together in teams to come up with an idea, that addresses the question: “How can digital technology and/ or e-gaming be used to re-invent the game of field hockey to inspire increased physical activity, participation, and well-being of our young people?” Earn extra points if your idea has a positive impact on our environment and supports efforts to reach net carbon zero.***

# ***NOTE: #DigiInventors Challenge is advertised widely across other channels and can be delivered by other subjects and in the past they have had entries from PSHE, Business and PE.***

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| **Slides/Activities** | **Brief overview** | **Learning objectives** |
| **Activity 1**  Introduction to #DigiInventors Challenge  Slides 2 - 3  **Type of activities**  - Class discussion  - Video | Pupils will be introduced to the #DigiInventors Challenge and what the judging criteria is and what the entry requirements are.  They will also be shown a short video that will highlight a previous competition final to give pupils an example of what to expect. | * Understanding of the competition details and entry requirements. |
| **Activity 2**  Example of tech health solution  Slide 4  **Type of activities**  - Class discussion  - Video | Watch the BBC Own It app video. This is a great video to help get pupils thinking about how technology could be used to help an issue | * Raise awareness of how technology is used in real life examples to help solve an issue. |
| **Activity 3**  Digital Health Tech Solutions  Slide 5  **Type of activities**  - Practical task pairs/small groups  - Demo  - Discussion | Pupils will continue to explore different examples of digital health tech solutions for a variety of health areas.  This task will hopefully give some inspiration for their solution and how different types of technology could be used to create something innovative. | * Continue to raise awareness of how technology is used in real life examples to help solve an issue. |
| **Activity 4**  Think Differently  Slide 6  **Type of activities**  - Discussion  - Video | Pupils will watch a short video that highlights technology being used in new and innovative ways.  This task will hopefully help pupils begin to think about the potential of using technology in unique ways and raise awareness that their solution does not have to just be an app or a website. | * Raise awareness that digital health tech solutions do not just have to be an app or a website. * Inspiration for pupils to think differently and come up with unique solutions. |
| **Activity 5**  Identify Problem  Slide 7  **Type of activities**  - Practical task pairs/small groups  Designing A Solution | Working in their groups pupils will research and identify the problem that they would like to create a unique solution for. | * Gain a deeper understanding of the health-related problem they are going to be solving. |
| **Activity 5**  Designing A Solution  Slide 8  **Type of activities**  - Practical task pairs/small groups | Working in their groups pupils will begin to design their unique solution for the health problem that they have identified and would like to solve.   There will be key questions that groups should focus on and should be knowledgeable about. As well as diagrams or drawings of what their solution will look like.   These are things that judges will be looking for as part of each entry. | * Pupils will create a unique solution and through research will gain knowledge of how the technology works and how their idea could be scaled. |
| **Activity 6**  Pitch Your Solution  Slide 9  **Type of activities**  - Practical task pairs/small groups | Working in their groups pupils will begin to work on their final presentation and pitch for their solution. This will include all outcomes from the previous activities.   This is what will get sent to the judges. | * Working in their teams, pupils will apply their digital literacy skills to create a pitch for their solution. |
| **Activity 7**  Recap entry requirements  Slide 10  **Type of activities**  - Practical task pairs/small groups  - Video  - Discussion | Recap what the entry requirements and judging criteria are for the #DigiInventors Challenge.  Groups should go over their final presentations and ensure that they have included what is expected from them. They should also take the time to look at how the judges will be scored and | * Understanding of the competition details and entry requirements. |
| **Activity 8**  Awareness of digital health sector  Slide 11  **Type of activities**  - Video  - Discussion | Pupils will watch a short video that highlights a variety of jobs available in the digital health and care sector. | * Awareness of the digital health and care sector and that designing and creating digital health tech solutions can be a real career and lots of opportunities in Scotland. |