Module 3: Innovation

Topic 3.2: How to teach innovation?

Quiz

Check your knowledge by answering questions in the following quiz:

What do we mean by the rubric »A« among the STEAM's key attributes to be taught in addition to codified (technological/scientific) curricula?

- ○ applied science, arts, 3D thinking

- ○ arts, design, modern techniques, visual arts

- ○ design, haptic problem-solving, applied creativity, and integrated learning

- ○ arts and crafts, planning, specialization in the design

Innovation is:

- ○ having an idea

- ○ the development or adoption of new concepts or ideas and successful exploitation of new ideas

- ○ the origination of a new concept or idea as the result of a process of creativity

Once we have defined the problem, the 2nd step is to identify _____ and _____:

- ○ inventions and innovations

- ○ ideas and thoughts

- ○ criteria and constraints

Once you have generated ideas, the 5th step in the Engineering Design Process is to _____ possibilities.

- ○ generate

- ○ select

- ○ explore

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After we explore possibilities, the 6th step is to _____ an approach.

○ define

○ select

○ brainstorm

Once we select an approach, the 7th step is to make a _____ or _____.

○ model or prototype

○ sketch or design

○ drawing or plan

After we make our model or prototype, the 8th step says that we need to _____ and _____.

○ test and evaluate

○ define and redefine

○ plan and brainstorm