



presents

National All Rounder Championship

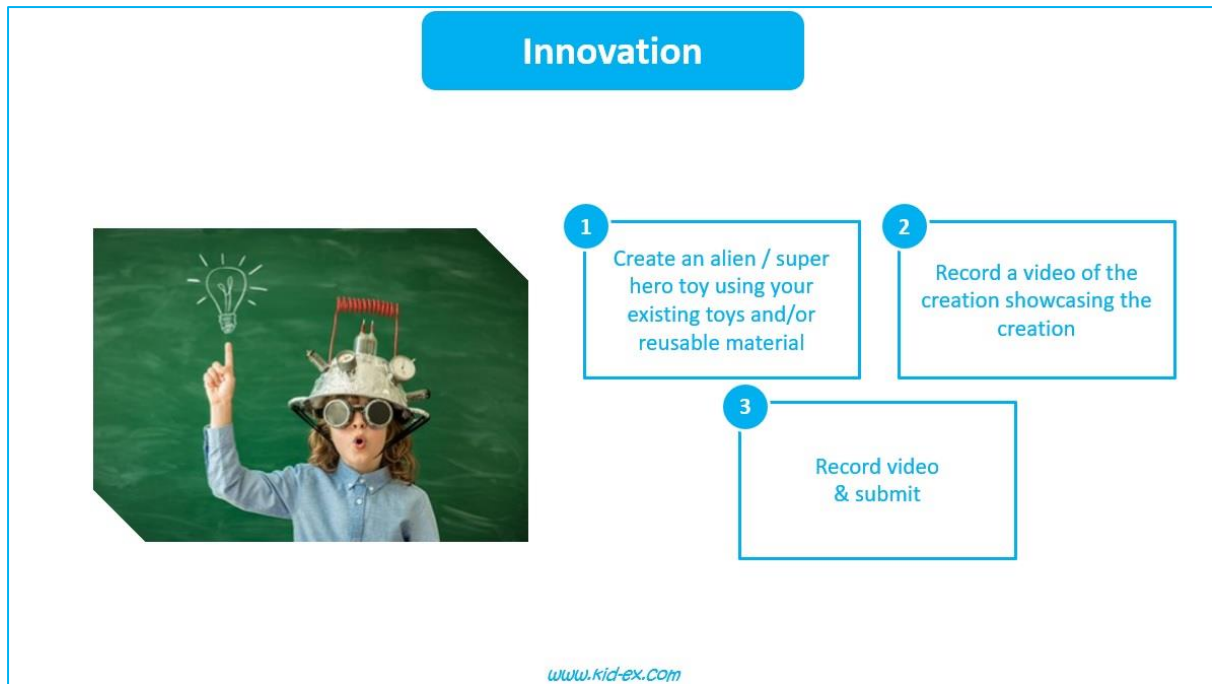
1 May 2021 - 31 July 2021

Self-Learning Manual: Activity 25

Cognitive skills:

Innovation

Age: 3 years



Activity description

The child is required to create either of the 2 toys – an alien or a super hero using any existing toys or any easily available reusable material in the house.

After creating the same, the child is required to record a video in which child (1) shows the creation & (2) explains own creation covering what has the child created and (3) what are the different parts of the creation.

Record a video covering these points & submit the video.

Assessment guidelines

The total non-bonus points for this activity is 30. Every submission would be rated as either of below.

M = Master
(100%)

The child can articulate the 1st category of topic completely and correctly as instructed

The child can articulate the 1st category of topic incompletely and/or incorrectly

I = Intermediate
(80%)

B = Beginner
(50%)

The child shows any existing toy as alien / superhero & presents the same

For participating in the event & making an event relevant submission which does not meet assessment guidelines for M, I or B.

A = Aspirant
(25%)

NA (Not applicable)

No submissions or any submission which is irrelevant for the activity.

50% bonus marks: If the child securing an M can articulate the other 2 category of topics instructed above even if incompletely or incorrectly

Expert coach speaks

Innovation is the practical implementation of ideas that result in the introduction of new goods or services or improvement in offering goods or services. Common element in the different definitions of innovation is a focus on newness, improvement and spread.

Innovation is related to, but not the same as, invention. Innovation is more apt to involve the practical implementation of an invention (i.e. new / improved ability) to make a meaningful impact in a market or society, and not all innovations require a new invention.



Key benefits of this activity

The activity benefits in many ways:

- Creates mindset of productivity
- Teaches new skills
- Instils a sense of achievement
- Invokes curiosity & creates an attitude to follow innovations in the world
- Enables a technology application mindset

Common mistakes to avoid

- *Do not use an existing alien or super hero toy*
- *Do not use any sharp objects – do not cut anything yourself*
- *Do not let the child take any pieces which are not suitable in mouth*

Useful web resources

- [Funny toys](#)
- [The innovation cycle](#)

To submit your entry, visit our website (www.kid-ex.com). For any queries, email us at info@kid-ex.com.

Keep learning! Keep growing! Stay happy! Be successful!