

Innovation: Would You Rather?



These “Would You Rather” questions encourage you to think creatively and consider different ways inventions can solve problems. Use your imagination to choose between two exciting ideas and explain why you’d pick one over the other!

INVENT SOMETHING THAT HELPS ANIMALS

OR

INVENT SOMETHING THAT HELPS HUMANS

CREATE A DEVICE THAT CLEANS THE OCEAN

OR

CREATE A DEVICE THAT CLEANS THE AIR

INVENT A NEW TYPE OF TRANSPORTATION

OR

INVENT A NEW WAY TO COMMUNICATE

DESIGN A ROBOT THAT DOES HOMEWORK

OR

DESIGN A ROBOT THAT CLEANS YOUR ROOM

INVENT SOMETHING THAT SAVES ENDANGERED SPECIES

OR

INVENT SOMETHING THAT GROWS MORE FOOD

INVENT SOMETHING THAT MAKES SCHOOL MORE FUN

OR

INVENT SOMETHING THAT HELPS PEOPLE STAY HEALTHY

INVENT SOMETHING TO EXPLORE SPACE

OR

INVENT SOMETHING TO EXPLORE THE OCEAN

DESIGN A GADGET THAT HELPS PEOPLE SLEEP BETTER

OR

DESIGN A GADGET THAT HELPS PEOPLE LEARN FASTER

INVENT A TOOL THAT HELPS PEOPLE WITH DISABILITIES

OR

INVENT A TOOL THAT HELPS FARMERS

CREATE A NEW SPORT

OR

CREATE A NEW MUSICAL INSTRUMENT

INVENT SOMETHING THAT HELPS REDUCE WASTE

OR

INVENT SOMETHING THAT SAVES ENERGY

DESIGN AN INVENTION FOR KIDS

OR

DESIGN AN INVENTION FOR ELDERLY PEOPLE

INVENT SOMETHING THAT HELPS STOP BULLYING

OR

INVENT SOMETHING THAT PROMOTES KINDNESS

Did you come up with any invention ideas while play? Write them down here or on the back.

All Questions (And More!).

1. Would you rather invent something that helps animals or helps humans?
2. Would you rather create a device that cleans the ocean or one that cleans the air?
3. Would you rather invent a new kind of transportation or a new way to communicate?
4. Would you rather design a robot that does homework or one that cleans your room?
5. Would you rather invent something that saves endangered species or something that grows more food?
6. Would you rather create an invention that makes school more fun or one that helps people stay healthy?
7. Would you rather invent something to explore space or something to explore the ocean?
8. Would you rather design a gadget that helps people sleep better or one that helps people learn faster?
9. Would you rather invent a tool that helps people with disabilities or one that helps farmers?
10. Would you rather create a new sport or a new musical instrument?
11. Would you rather invent something that helps reduce waste or something that saves energy?
12. Would you rather design an invention for kids or for elderly people?
13. Would you rather invent something that helps stop bullying or something that promotes kindness?
14. Would you rather create a device that makes traveling faster or one that makes traveling safer?
15. Would you rather invent something that helps people in emergencies or something that helps people relax?
16. Would you rather design a new kind of clothing or a new kind of food?
17. Would you rather invent something that helps pets communicate or something that helps plants grow?
18. Would you rather create a virtual reality game or a real-world invention?
19. Would you rather invent a machine that makes your favorite snack or one that makes your favorite drink?
20. Would you rather invent something to help people recycle better or something to help people save water?

Ways to Use in the Classroom

1. Morning Warm-Ups
 - Start the day with a daily “Would You Rather” on the board or screen. Have students respond in journals or share their answers aloud.
2. Think-Pair-Share
 - Read a question, let students think silently, then pair up and share their reasoning before opening a class discussion.
3. Innovation Corners
 - Label four corners of the room with A/B options. Students walk to the side that matches their choice and explain their reasoning.
4. Quick Writes
 - Use questions as writing prompts to build creativity, critical thinking, and opinion writing skills.
5. Debate Game
 - Divide the class into two groups—each defending one side of the “Would You Rather.” Encourage persuasive arguments and innovation-minded thinking.
6. STEM Challenge Starters
 - After choosing a side, challenge students to sketch or describe an invention related to their answer.
7. Exit Tickets
 - Have students pick a question and answer it briefly before leaving class, encouraging reflection and personal connection.
8. Group Collaboration
 - Use a question to split the class into small groups. Each group must brainstorm a rough idea for an invention based on their choice.
9. Bulletin Board or Innovation Wall
 - Create a rotating display where students post sticky notes with their answers and drawings.
10. Digital Poll or Padlet
 - Use online tools (like Padlet, Google Forms, or Jamboard) to gather student responses and spark virtual discussions.