



CREATIVITY AND INNOVATION

World Imagination day – The Global Cardboard Challenge

Being able to create things, being able to problem solve and being able to work together in a group are important skills of the future. They are one of the critical 21st century skills as highlighted by World Economic Forum. At Springdays, we brought this all together by participating in the World Cardboard Challenge. Most of all, Creativity is the most important skill of the future, and the Cardboard Challenge is a powerful tool to foster it through playful learning. It is an opportunity to approach cardboard creativity through the lens of Feel, Imagine, Do, Share (FIDS), a simplified version of the design thinking process. This approach highlights empathy (Feel) in the creative process. The DFC Cardboard Challenge incorporates certain “constraints” that are designed to ramp up a child’s feelings in the creative process, increasing their resourcefulness, patience, and reliance on each other.

Children were asked to form groups, brainstorm and design anything using cardboard. The only constraint was that it should be more than 3 ft in height or length. The groups have to clearly identify the end use for whom they are designing the product, what the requirements of the end user is and how the product will satisfy it. The teams were then given a free supply of cardboard and asked to bring their designs into reality.



Figure 1 Leaning Tower of Pisa in the making by children



Figure 2 Girls student team in the process of making



Figure 3 Team of boys in the process of making

I was 3 days of playful learning for children. IT was a thoroughly enjoyable as well as a learning experience or children as they brought their ideas to life.

The culmination of Global Cardboard Challenge was held at Springdays Main Campus on World Imagination Day on Oct 6th, Saturday. Chief Guest, Mr. Venkatakrishnan, a true constructivist & designer at heart, graced the occasion and interacted with the teams challenging each of them to think further. He interacted with each team, understanding their thinking process and challenging it. More weightage was given to the thinking process rather than the end result. Students were encouraged to talk about their road blocks and failures in the process of building their product.

The first place went to the "Seven Wonders Themed Restaurant" made entirely of Cardboard (with each of the seven wonders made in cardboard as well). One has to purchase swipe card outside, crawl into the restaurant, visit the seven wonders, relish dishes from the seven cuisines, come out and pay for the experience! You could also just purchase a ticket to sight see if you are not interested in the food. The team of children came with this idea from scratch and thought through the large scale & minute design of the restaurant as well as the complete experience. We are very proud of all children who showed independent thinking, creativity, imagination and team work!

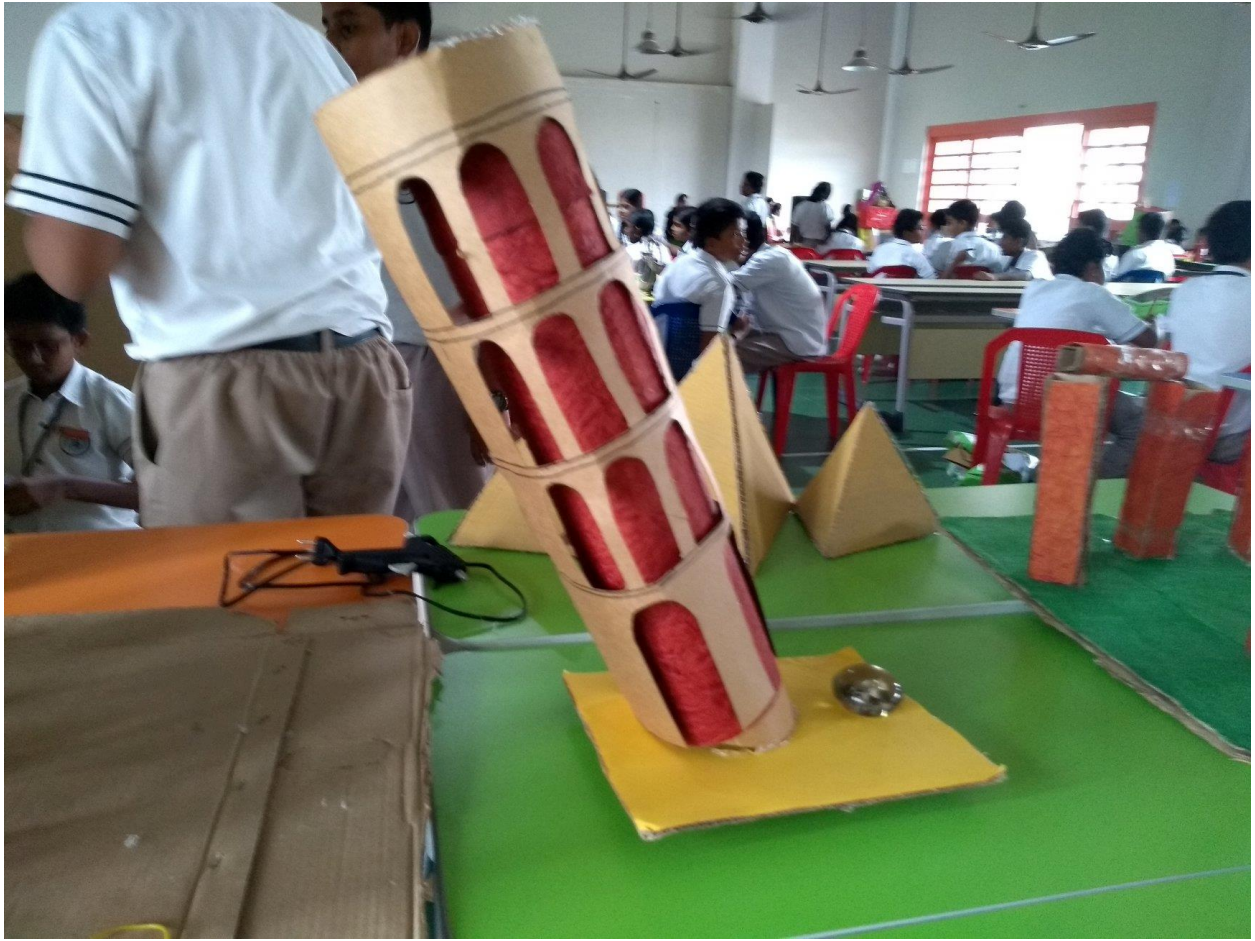


Figure 4 Leaning Tower of Pisa almost completed

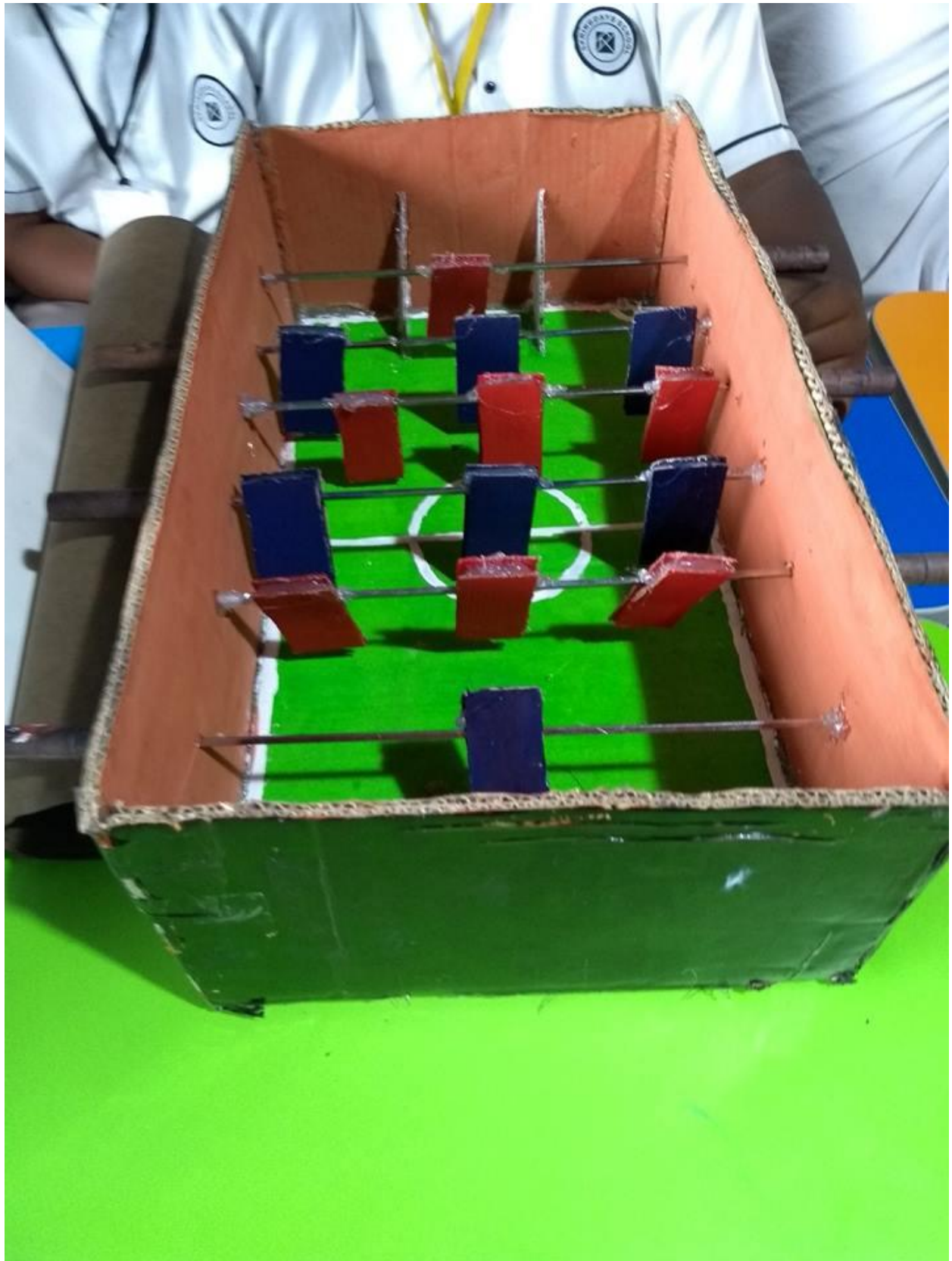


Figure 5A simple game designed in cardboard



Figure 6 A silver Castle built using cardboard



Figure 7 Stage ready for the dignitaries

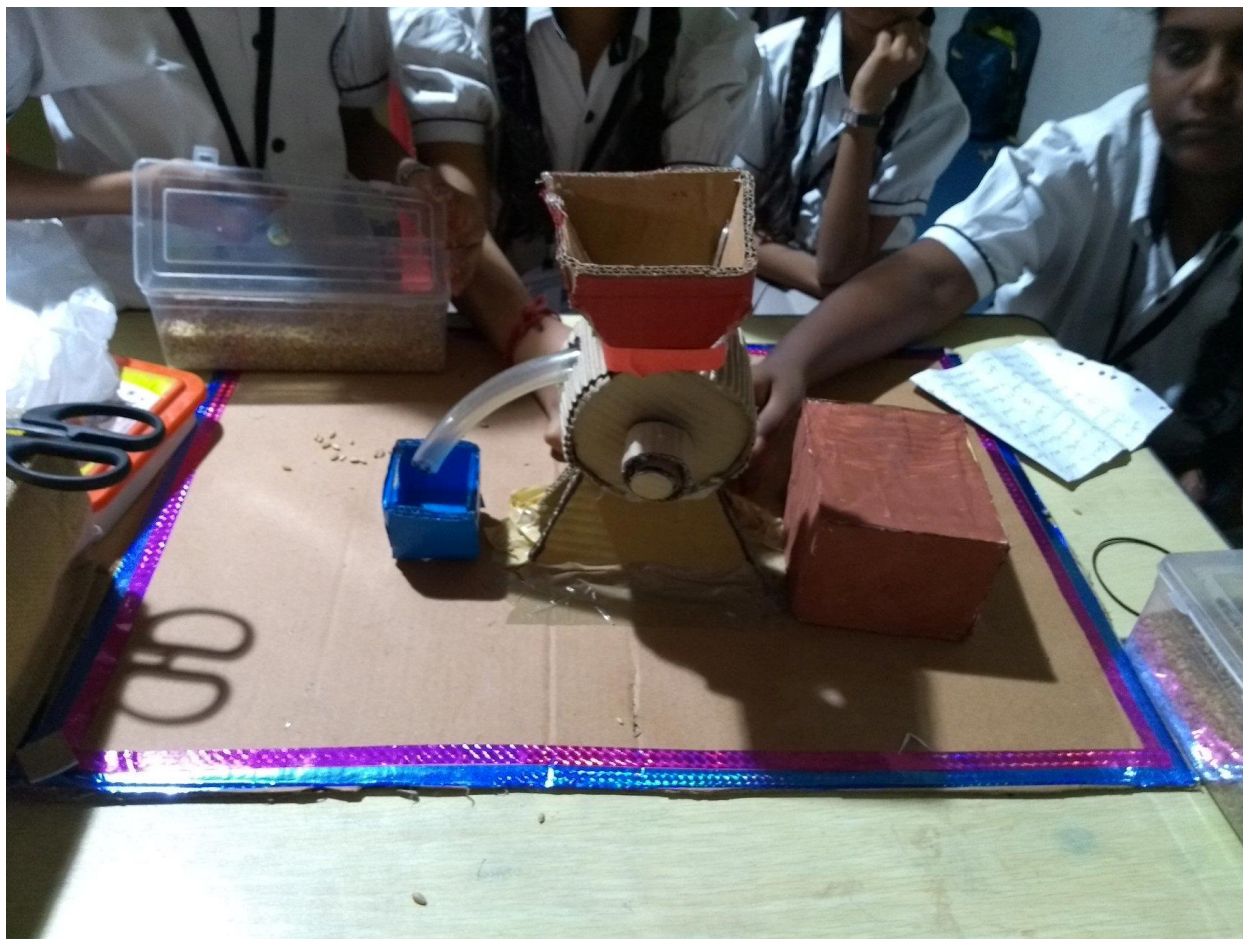


Figure 8 Children testing the working of their product before the Chief Guest visits



Figure 9 School head girl addressing the audience



Figure 10 Chief Guest interacting with each team



Figure 11 Chief Guest sharing a light moment with the students