

Grade Level: 4 - 5

Curriculum: Explorations, ADST

Title of Lesson: Chindogu!

Learning Goals/Objectives:

- Designs can be improved with prototyping and testing.
- The choice of technology and tools depends on the task.

Materials Needed:

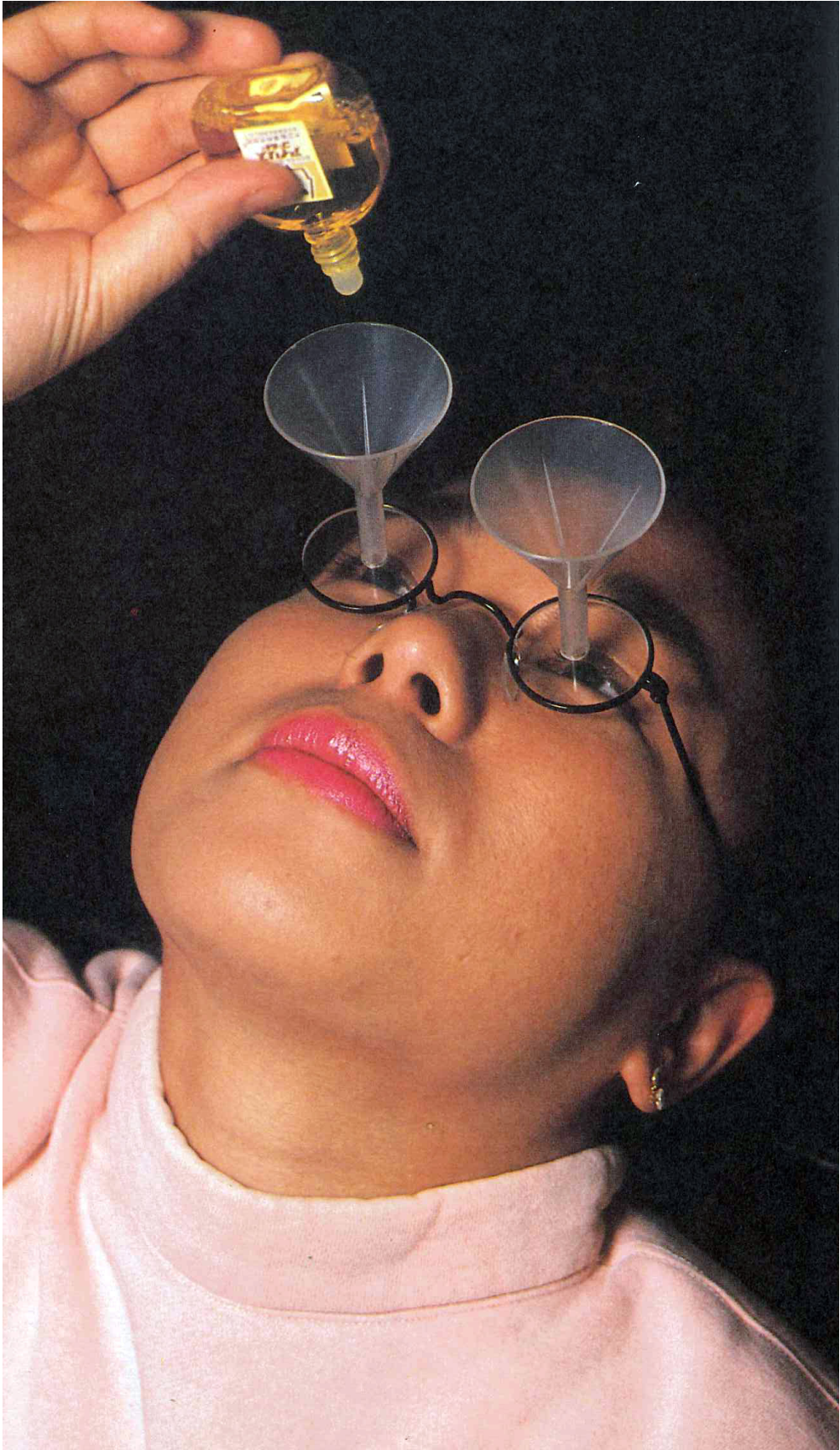
- Pencil and Paper

Activity Instructions: (Step by Step)

- Chindogu was created by Japanese artist Kenji Kawakami in the 1990s, who describes these inventions as "un-useless." He coined the term chindogu using a combination of the Japanese words *chin*, meaning "strange" or "odd," and *dougu*, which means "device" or "tool."
 - Below are some images of Chingodu inventions. The idea is to start with a small real-world problem to solve and come up with a silly way to solve it.
 - For each example can you think of the problem they are trying to solve?









- Your task is to design a Chindogu invention of your own! Think of a small problem that you, or someone you know complains about.
- Once you have your problem, brainstorm as many silly ways to solve the problem as possible. The more ideas you can come up with, the better!
- Look at your list. Are there ways you could combine two, or more of the ideas?
- Create a sketch of the device on it's own, and a second of a person using the invention!

Extensions (Optional):

- If you have some materials at home, try to create and test out your invention!