U.S. Navy Medicine

Name/Group: _____

USSCLF STEAM Stars Student Worksheet

Date: _____

Activity: Inspired Inventions

Empathy is a key tenet of design thinking. The more helpful and useful an invention is, the greater chance it will be successful and benefit people all over the world.

Think of someone in your life that has a medical condition, sickness, or disability. What is the problem?

Brainstorm some ideas for a medical invention that could be used to help with this problem.
(Stuck? Do some research. Look at nature, animals that have adapted, or technology that could be repurposed.)

If it makes it easier, you can try putting it this way...

I wish I had a _____ that could _____ .
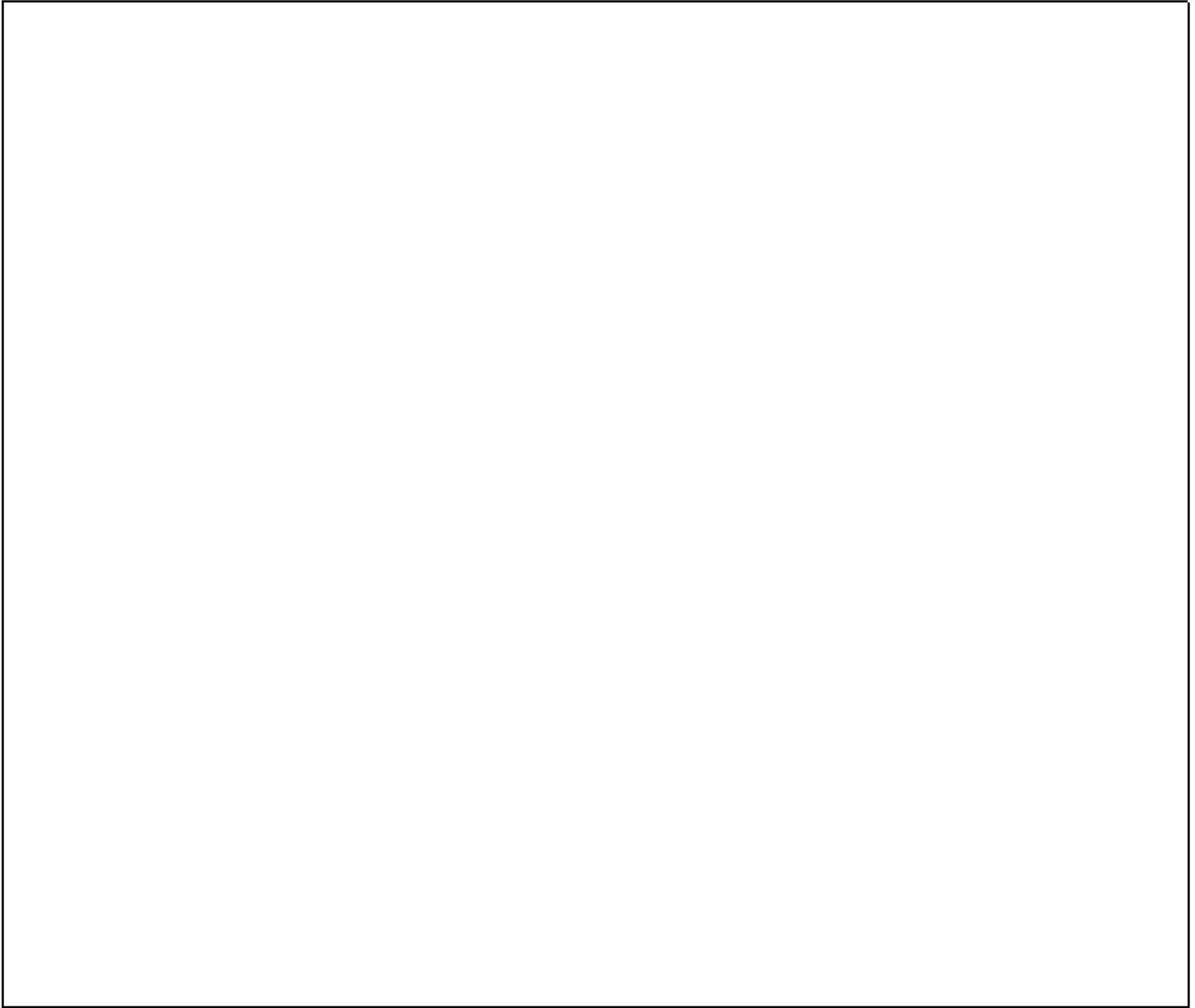
What will your invention do?

How does it do it?

What makes it unique?

Name your invention:

Draw a prototype or rendering of your invention:

GO DEEPER Challenge

Medical conditions can often cause home and school work to be neglected, too. Remember the person that first came to your mind. Think of some everyday needs they may be struggling with, and list a few practical ways you can help (i.e., healthy food ideas, help with a chore, babysit, etc.). If you're unsure, ask them how you could be of help. Write down 3 ideas, and make a commitment to accomplish at least 1 this week!

1. _____

2. _____

3. _____

Oftentimes, the act of serving others can provide a new perspective. Did this experience inspire new ideas for you?