



Intellectual
Property
Office

Competition Guide & Activity Overview






Dear friends of innovation and education,

We would like to introduce you to engaging activities designed to complement the Kids Invent Stuff x Taskmaster Education Competition. These carefully crafted exercises are designed to foster crucial skills in young learners while immersing them in the creative and entertaining world of Taskmaster.

In this document, we will first provide a brief overview of the competition essentials, followed by a detailed exploration of these supplementary activities. Our aim is to offer a comprehensive educational experience that not only sparks imagination but also develops practical skills for future innovation. We believe these resources will prove invaluable in your efforts to nurture the next generation of creative thinkers and problem solvers.

Make good choices,

Kids Invent Stuff,
Taskmaster Education,
and the Intellectual Property Office



Our resources
are designed to
complement the
UK curriculum

Available resources:

- Activity 1 - What makes the best assistant?
- Drawing an invention step-by-step guide
- Competition Worksheet Part 1
- Competition Worksheet Part 2
- Activity 2 - Storyboard: How My Invention Helps Alex
- Certificate of Participation
- Terms and Conditions



Intellectual
Property
Office

The Competition:



About:

The Intellectual Property Office has joined forces with Taskmaster Education and Kids Invent Stuff to launch an exciting invention competition for children aged 4 to 11 nationwide.

How It Works:

One lucky winner will have their invention built by engineers Ruth and Shawn from Kids Invent Stuff and then tested at the Taskmaster House by Little Alex Horne himself. The deadline for submissions is Friday, the 13th of December 2024.

The Task:


Create an invention to help Little Alex Horne be the best Taskmaster's Assistant ever! Whether it's a drawing, picture, or video, we want to see young peoples' most imaginative ideas.

Who Can Enter:

The competition is open to UK residents aged 4 to 11 years. Terms and conditions apply.

Suggested Learning Journey:

1. Warm up with Activity 1: What Makes the Best Assistant?
2. Review the step-by-step invention drawing guide
3. Dive into the competition worksheets (Part 1 and 2) - this is where the magic happens!
4. Get thinking like an inventor, with Activity 2 - Storyboard: How My Invention Helps Alex
5. Celebrate young people's genius with their very own certificate of participation



If you've enjoyed doing this task, why not explore more Taskmaster fun for your school? Pop over to the Taskmaster Education website to discover how to start your own Taskmaster Club. Plus, you'll find all the latest exciting news from Taskmaster Education HQ!



To enter the competition, entrants should follow these six steps:

1. design your invention
2. name your invention - give it a catchy, creative title
3. describe your invention - tell us how it works and its amazing features
4. write your name and age on the invention worksheet
5. please provide an adult's full name, email address, and town or city location with your entry
6. send your completed competition worksheet to the Kids Invent Stuff team by either:
 - a. emailing it to hello@kidsinventstuff.co.uk
 - b. uploading it at kidsinventstuff.com/submit-your-invention
 - c. posting it to:

**FAO Ruth Amos, Kids Invent Stuff,
Alison Business Centre,
39-40 Alison Crescent,
Sheffield, England,
S2 1AS**

Join the Inventor's Community:

Be part of something amazing! Use **#InventForAlex** to showcase your students/child's inventions online and see what other young inventors are dreaming up.

We would love to see you cheering on your young inventors online!

Want the inside scoop? Sign up to the IPO's 'IP in Education' newsletter and be the first to hear about exciting updates!



Additional Activities:



Intellectual
Property
Office

Activity 1: What Makes the Best Assistant?

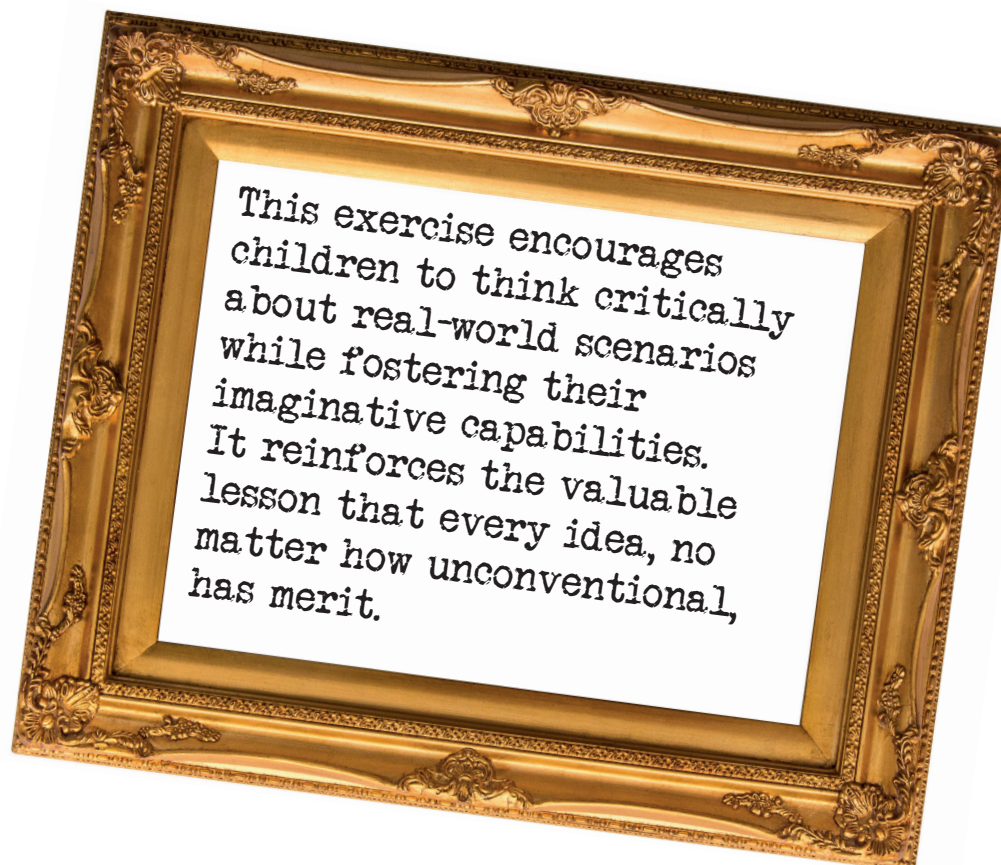


Learning objectives:

- stimulate creative thinking and problem-solving skills
- enhance critical analysis of job roles and requirements
- develop the ability to generate and articulate innovative ideas
- build confidence in expressing unique thoughts

In this activity, children will:

- analyse Little Alex Horne's role as a Taskmaster's Assistant
- generate inventive solutions to improve his job performance
- respond to thought-provoking prompts to spark creativity



Additional Activities:



Intellectual
Property
Office

Activity 2: Storyboard - How My Invention Helps Alex




Learning objectives:

- develop visual and written communication skills
- enhance sequential thinking and storytelling abilities
- strengthen the connection between abstract ideas and practical applications
- boost self-efficacy by visualising the impact of their creations

In this activity, children will:

- create a three-frame storyboard illustrating their invention in action
- combine visual representations with written descriptions
- demonstrate how their invention solves real-world challenges



This storyboarding exercise helps children understand the practical implications of their ideas. It reinforces the concept that their inventions have genuine value and potential real-world applications.