# Top 10 Innovation Prompts for Young Learners

(Quick prompts + why they work)

**What made you try that?** Helps children reflect on their thinking and recognize their own ideas as valuable.

**What do you think will happen next?** Encourages prediction, reasoning. and early scientific thinking.

**How could you make it stronger?** Builds problem-solving and introduces basic engineering principles.

**What else could this be used for?** Promotes flexible thinking and creativity by opening the door to new possibilities.

**How can you keep it from falling?** Supports structural understanding, persistence, and testing new solutions.

**What will you change for your next try?** Gently strengthens resilience and teaches the idea of iteration.

**What problem are you trying to solve?** Helps children clarify their purpose and think like designers or inventors.

**How did your idea change as you worked?** Encourages metacognition — awareness of how their thinking grows.

**Show me what you discovered.** Boosts confidence, builds communication skills, and reinforces learning.

**If you had more time or materials, what would you add?** Extends imagination and invites children to continue improving their work.

# Innovation Prompts for Young Learners

## Curiosity Prompts (Exploration & Wonder)

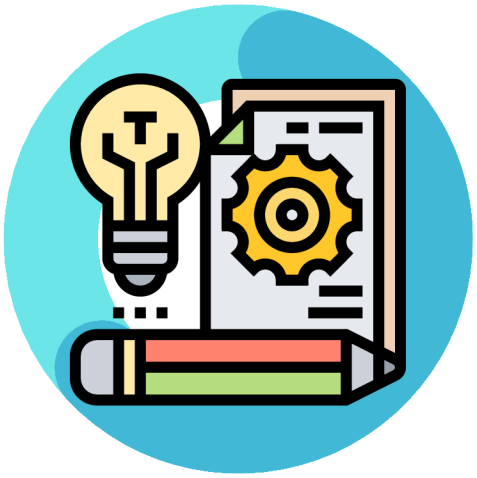
**These help children look closer, notice details, and ask their own questions.**

- “What made you want to try that?”
- “What do you notice about these materials?”
- “What do you think will happen if…?”
- “Show me what you discovered.”
- “What else could this be used for?”
- “What do you want to explore next?”
- “What surprised you?”

## Building & Design Prompts

**Great for block play, STEM tubs, tent kits, circuits, or open-ended building materials.**

- “What are you trying to build?”
- “How could you make it stronger?”
- “Which part is the most important?”
- “If you could redesign this, what would you change?”
- “Can you build it using fewer pieces?”
- “How can you keep it from falling down?”
- “What does your blueprint or drawing look like?”



## Testing Prompts (Cause & Effect)

**Perfect for circuits, ramps, towers, water play, or building kits.**

- “What happens when you change the angle?”
- “Does it go faster or slower this way?”
- “What happens if you add more weight?”
- “What needs to happen to make it work?”
- “Try it again — what changed?”
- “What is your prediction?”

## Iteration Prompts (Try Again & Improve)

**These prompts gently shift children toward the engineering mindset.**

- “What worked well?”
- “What didn’t work the way you expected?”
- “What do you want to change for the next try?”
- “What will you test first?”
- “How could you fix the part that didn’t go as planned?”
- “Try one more idea — what happens now?”
- “Show me version one… now show me version two.”

# Innovation Prompts for Young Learners

## Reflection Prompts (Making Thinking Visible)

**These help children verbalize their ideas; a key part of innovation.**

- “Tell me the story of how you built this.”
- “What part are you most proud of?”
- “What did you learn by trying it this way?”
- “How did your idea change as you worked?”
- “What would you try if you had more time?”
- “What new idea did this give you?”

## Collaboration Prompts (Working With Others)

**Useful for Game Times, classrooms, or siblings working together.**

- “How can you combine both of your ideas?”
- “What job do you want to take on?”
- “How will you explain your idea to your partner?”
- “What did your teammate try that you liked?”
- “How can teamwork make this even better?”
- “Can you build something together using both sets of pieces?”

## Real-World Problem-Solving Prompts

**Use these during daily routines, chores, outdoor time, or spontaneou**

- “How can we design something that won’t fall over?”
- “What can we build to help clean up faster?”
- “How could we organize this using recycled items?”
- “Can you make a tool that helps you reach…?”
- “How can you keep the roof from collapsing?”
- “Can you design something that moves on its own?”
- “What could we invent to solve that problem?”

## Creative Thinking Prompts

**Encourage imagination, redesign, and combining unrelated ideas.**

- “If this could turn into anything, what would it become?”
- “What happens if you mix these materials?”
- “Can you make it do two things at once?”
- “What is an unusual way to use this object?”
- “Can you build something you’ve never seen before?”
- “How many different ways can you use the same item?”