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# Lesson Plan: The Great Christmas Invention Workshop

## Materials Needed:

- Large sheet of paper or whiteboard for brainstorming
- Pencils, colored pencils, markers, and crayons
- "Inventor's Log" worksheet (details below)
- **Prototyping Supplies (choose what you have):** Cardboard boxes, paper towel tubes, construction paper, scissors, glue, tape, pipe cleaners, cotton balls, glitter, fabric scraps, recycled plastic containers, modeling clay.
- Optional: A festive hat or apron for each student to wear to get into their "elf inventor" role.

## 1. Learning Objectives

By the end of this lesson, Daniella and Alisia will be able to:

- **Collaborate** to brainstorm and develop a completely new Christmas concept (e.g., a tradition, a toy, a decoration, or a solution to a Christmas problem).
- **Apply** design thinking skills to plan, design, and create a physical or visual prototype of their invention.
- **Communicate** their idea clearly by writing a compelling backstory and a persuasive "pitch."
- **Present** their final invention with confidence, explaining its purpose and why it would make Christmas even more special.

## 2. Lesson Activities & Procedure (Estimated Time: 90-120 minutes)

### Part 1: The Spark of an Idea (15 minutes)

1. **Warm-Up Discussion:** Begin by asking, "What are our favorite Christmas traditions? What makes a tradition special?" List their answers on the whiteboard. Then ask, "Have you ever thought of a problem during Christmas? For example, 'How does Santa visit homes without chimneys?' or 'How do we keep the Christmas tree fresh?'"
2. **The Challenge:** Announce the mission! "Today, you are both head inventors in Santa's top-secret 'Innovation Workshop.' Your mission is to invent something brand new for Christmas. It could be a magical toy, a new family tradition with rules, a helpful gadget for the elves, or a new type of decoration. Your goal is to create something that brings more joy, wonder, or solves a Christmas problem!"

### Part 2: The Inventor's Log - Planning the Masterpiece (25 minutes)

1. **Brainstorming:** Give Daniella and Alisia time to brainstorm together. Encourage wild ideas! No idea is a bad idea at this stage. Guide them with questions like, "What if Christmas had a new magical creature?" or "What if there was a game every family played on Christmas Eve?"
2. **Complete the Log:** Once they settle on an idea, have them fill out the "Inventor's Log" worksheet together. This is where they formalize their plan.

- **Invention Name:** \_\_\_\_\_
- **What is it?** (A toy, a tradition, a gadget, a decoration?)
- **What problem does it solve or what joy does it bring?** (e.g., "It helps families who live far apart feel connected," or "It makes waiting for Santa more exciting.")
- **How does it work?** (Describe the steps or features.)
- **Materials Needed for Prototype:** (List what they will use from the supplies.)
- **Sketch Your Invention:** (A box for them to draw their initial design.)

### Part 3: The Workshop - Bringing the Invention to Life (30-45 minutes)

1. **Prototyping Time:** This is the hands-on part! Let them use the craft supplies to build a model or create a detailed illustration of their invention. Encourage them to work together, with one person cutting while the other glues, for example.
2. **Teacher's Role:** Your job is to be the "Workshop Supervisor." Offer help, ask clarifying questions ("How will this part attach? What does this button do?"), and provide encouragement. Remind them that a prototype doesn't have to be perfect; it just needs to show the idea clearly.

### Part 4: The Pitch to Santa - Story and Presentation (20 minutes)

1. **Write the Backstory:** Ask them to write a short paragraph or a few bullet points explaining the story behind their invention. "How did you come up with it? Why is it important for Christmas?"
2. **Prepare the Pitch:** Have them practice presenting their invention. They should be ready to:
  - Introduce the invention's name.
  - Explain what it is and what it does.
  - Show the prototype and point out its features.
  - Share its backstory.
  - End by explaining why Santa should approve it for next Christmas!

## 3. Differentiation & Inclusivity

- **For Different Strengths:** Encourage them to divide tasks based on their interests. If Daniella loves to draw and build, she can be the lead "Engineer." If Alisia loves storytelling and writing, she can be the lead "Storyteller and Presenter." They should both contribute to all parts, but can take the lead in their area of strength.
- **Support:** If they get stuck during brainstorming, offer a few fun prompts, like "Invent a way to decorate the house in 5 minutes," or "Design a new game for the reindeer to play."
- **Extension (For an extra challenge):** Have them write a jingle or a short commercial for their invention. They could even film it on a phone or tablet.

## 4. Assessment (The Elf's Report Card)

Observe their process and review their final presentation. The focus is on creativity and effort, not perfection. You can provide feedback using these simple criteria:

- **Creativity & Originality:** Was the idea unique and imaginative? (*Excellent / Good / Needs More Sparkle*)
- **Collaboration:** Did they work well together, sharing ideas and tasks? (*Excellent / Good / Needs More Teamwork*)
- **Clarity of Presentation:** Did they explain their invention clearly and enthusiastically? (*Excellent / Good / Needs More Practice*)
- **Prototype Effort:** Did they put thoughtful effort into building or drawing their idea? (*Excellent / Good / Needs More Workshop Time*)

End the lesson by celebrating their incredible inventions and officially approving them on behalf of Santa's Workshop!

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