

Time Warner Cable's **Connect a Million Minds** and **i.am FIRST** present:

WOULDN'T IT BE COOL IF...

THE IDEATOR CARD GAME

Materials

The Ideator Card Game consists of three sets of cards. The cards in Set 1 are possible categories for a cool idea, like *transportation* or *sports*. The cards in Set 2 are different ways to come up with an idea, like *solving a problem* or *combining already ideas that already exist*. The cards in Set 3 are STEM disciplines, such as *biology* or *engineering*.

Set Up

Card sets 1 and 2 are placed face down. Set 3 is placed face up and spread out so that all cards can be seen.

To Play

Each player chooses a card from set 1 and a card from set 2 at random. Players then have to use that particular way to come up with an idea in that category. So, if a player gets *sports and fitness* from Set 1 and *make something easier* from Set 2, they might come up with... *a computerized, robotic ski boot that makes learning how to ski easier by guiding your feet in the correct motions*.

After coming up with an idea, each player then looks at the cards from Set 3 and chooses the STEM principles that could help power the idea. For the computerized ski boots, the player might select *physics, robotics, engineering, and biology*. The player then explains why these STEM subjects are necessary to power up this idea.

COMMUNICATIONS
TECHNOLOGY



TRANSPORTATION



NUTRITION & HEALTH



FASHION & BEAUTY



ARTS & ENTERTAINMENT



NATURE



APPS & GADGETS



SPORTS & FITNESS



IDEATOR CARDS SET 2

SOLVE A **PROBLEM**

2

BE **OBSERVANT**
AND **CURIOUS**

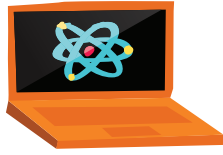
2

MAKE SOMETHING **EASIER**

2

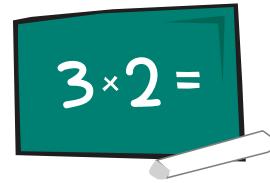
COMBINE OR **IMPROVE**
ON EXISTING IDEAS

2



COMPUTER SCIENCE

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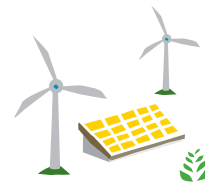
MATH

}



EARTH SCIENCE

}



ENVIRONMENTAL SCIENCE

}



ZOOLOGY

}



AERONAUTICS

}



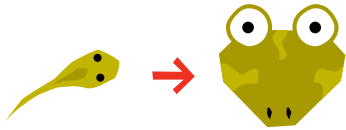
ASTRONOMY

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PHYSICS

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BIOLOGY

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CHEMISTRY

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ELECTRONICS

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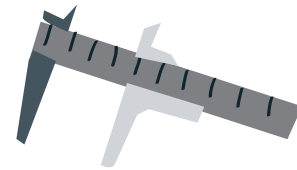
NANOTECHNOLOGY

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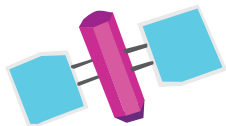
ROBOTICS

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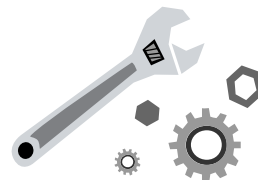
DESIGN & ENGINEERING

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COMMUNICATIONS
TECHNOLOGY

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OTHER

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