Ages: 6-8

10 Jobs for a Spoon

4 min



What to do:

1. Pick up an ordinary spoon: "Think of as many uses for it as you can - other than eating."
2. Listen and explore: digging, drumming music, a tiny mirror, a catapult for a pea, loosening soil in a plant pot, catching a sunbeam.
3. Count out loud: "That's seven already! Can we make it to ten?"

Try this too:

"What could you do with an old sock? How many uses can you come up with?"

Adaptation

- **Hard** - aim for 3 uses.
- **Easy** - aim for 15, including the most outrageous ones.

When you come back in 2 months:

"Remember the 10 jobs for a spoon? Today it's a new object - a plain hair elastic. How many uses can you find?"

What we practised:

"Finding lots of uses for one object is a workout for idea fluency. For inventors and designers, this is a core skill: seeing not just one function, but a dozen."