PILOT EDITION · AGES 8 TO 11

Mission Workbook



Look for something someone finds hard. Try a small idea and see if it helps.

1. Look closely

Look for a clue about what someone is trying to do. Grab a pencil, paper, and a few bottle caps.

2. Try a small test

Use this workbook after you play The Idea Fair, or start with a mission at the table with a grown-up.

3. Listen and improve

Ask how the test went for the other person. Use their answer to pick one detail you can change.

Who would you like to help? What are they trying to do?

For US Letter, print at actual size. With other paper sizes, select Fit and check the preview. Print one mission at a time if you like.

MISSION 1 · OBSERVE

Where’s the book swap?



At the school fair, some visitors can’t find the book swap. Check the comment that gives you the best clue about their problem.

- [ ] “I wish there were more flags.”
- [ ] “I went to two tables before I found the book swap.”
- [ ] “My favorite color is blue.”

What does this clue help you find out?

What would you ask to learn more about the problem?

Talk together

Think of something that is hard to find at home. Where did each person look first?

MISSION 2 · MAKE AND TEST

An idea on paper



The book swap table is around a corner. How could someone who just arrived find their way there?

- **Make a first sketch**
  Think of a sign or another way to show people where to go. Use materials you already have.

Draw your idea and show where you would put it.

Show your drawing to someone. Which way would they go?

- **Let them try it**
  Show your drawing before you explain it. You can find out what was clear and what you could improve.

MISSION 3 · PLAN YOUR RESOURCES

Save some tokens



You have 12 pretend tokens to make a sign. Try two plans that each save at least 5 tokens in case the sign needs a repair.



What each choice costs

Sign made from reused paper (0 tokens), poster board sign (6 tokens), stickers (4 tokens).

Plan	What I chose	Tokens spent	Tokens saved
Plan A			
Plan B			

Which plan saves more tokens? What might be good about the other plan?

Check what you saved

For each plan, start with 12 tokens and take away what you spent. Did you pick a sign and save at least 5 tokens?

MISSION 4 · LISTEN

Improve the sign



A visitor saw your sign and still couldn't find the table. Before you change the drawing, find out what the sign meant to her.

- **Ask about what happened**
  Ask "Where did you look first?" Listen to her whole answer before you choose one detail to change.

Write a question of your own.

If she saw the sign only after turning the corner, what would you change?

How would you find out if the change helped?

MISSION 5 · WORK TOGETHER

Switch roles



Pick one job to practice with someone. In the next round, switch roles and try a different job.

- **Explain and listen**
  Tell a visitor what your booth offers. Ask them a question to understand what they want to know.

- **Measure and build**
  Compare two ways to hold up the sign. Test which is steadier and tell someone what you noticed.

- **Organize and check**
  Compare two places for the sign. Can people see it easily and still walk past it?

How could the two jobs you chose help each other?

Ask a grown-up for an example of how they use one of these skills in everyday life.

MISSION 6 · A NEW PLACE

Lost and found



At school, two people can’t find where to leave things they found. Use what you practiced at the fair to help.

What could you ask to find out what confused them?

Sketch a small idea you could test with someone.

Take your idea further

What would show that your idea helped? Then pick another small problem and try looking, asking, and testing again.

DAILY MISSIONS · TRY ONE WHEN YOU CAN

Seven family challenges



Pick one activity for today. Check the box when you finish and come back whenever you want to try another.

- [ ] **Invent a rule**
  Make up an “if this happens, then I’ll do that” rule for a chore at home.
- [ ] **Check a clue**
  A pretend robot says the library closes at 6 p.m. The sign says 5 p.m. Which time seems more reliable, and why?
- [ ] **Remember two things**
  Cover a short list. Try to remember two items, then uncover the list and check.
- [ ] **Plan the first step**
  Pick a small goal. Say what your first step is and when you’ll try it.
- [ ] **Find two tasks**
  Pick an object and find out two tasks people did to make it.
- [ ] **Save some for later**
  Make two plans using materials you already have. See what each plan leaves for later.
- [ ] **Improve an instruction**
  Ask someone what they understood from a set of instructions. Use their answer to improve one step.

Which idea would you like to use again?

FOR PARENTS AND CAREGIVERS

Conversation guide



Ask your child to explain the goal and how they checked their choice. Offer a short hint if they ask for help.

- **What to look for**
  Visiting two tables is a clue that the book swap was hard to find. With no extras, the poster board sign leaves 6 tokens and reused paper leaves 12.

- **Make room for different ideas**
  Ask who your child's idea helps and how they would test it. There can be several ways to solve the same problem.

- **Try it again another day**
  Share a different situation. Before offering a hint, see if your child spots a specific clue and suggests a small test.

Which question helped your child explain their idea?

During the pilot, notice which words or tasks need adjusting. If you share feedback with the team, leave out children's names and photos.