

Newest iPhone



Problem Solving

Grade(s): 6–8

Learning objective/s or description

In small groups, students will collaboratively design a prototype of the "newest iPhone" — including a new look, a unique ringtone, and an original app — then present their creation to the class and reflect on how their team made decisions together.

Materials needed:

- Materials baskets
- Markers
- Construction paper
- Glue
- Scissors
- Divide participants into groups of 3–4 people
- Prepare a materials basket for each group with the above materials

Any tips or important information

Resist stepping in when groups disagree — the goal is for them to negotiate as a team. Watch how groups split up the work and bring that into the debrief. Keep an eye on the time so each group gets a turn to present.

Lesson structure:

Opening Circle

If you could invent any new feature for a phone, what would it be?

Community Builder: Best Invention Ever

Going around the circle, each student names one invention they think has changed the world. No repeats allowed — listening counts.

Main Activity

1. Explain that each group is a team of media specialists who have gathered today to work on a new design for the newest iPhone.
2. Let them know they will have 15 minutes to put together a prototype and a sales pitch, as the company executives have asked for submissions from groups all over the world.
3. Explain that for this one-of-a-kind design, each group must:
 - a. Create a new look for the newest iPhone.
 - b. Come up with a unique ringtone that has a special significance to their team. The ringtone must be presented in some creative way (through a song, by clapping out the beat, etc.).
 - c. Design an app for this phone that represents the group's flavor. They should design an icon and describe what this app does.

4. Pass out a materials basket with markers, glue, and scissors to each group, and tell participants they should begin working on their newest iPhone design to present to the group.
5. Once teams have created their phone, each group should take turns presenting it.
6. Award points to each group for innovation, presentation, and design.
 - a. Optional: If you have time, ask each participant in the group to create their own unique app (as a way to learn more about who they are) as part of the newest iPhone design.

Debrief Questions

- How did you feel at the beginning of this activity?
- What was most important to you in this activity? (To be the best, to win, to have something innovative, etc.?)
- Were these things important to others on your team?
- How do you feel now that it is finished?
- What did you learn about the members of your team?
- What did you learn about the other teams?

Closing Circle

What is one thing you noticed about how your team made decisions today?