Outrageous Outcomes

Achievement Objective	Nature of Technology – Characteristics of Technology - Level 3 *Understand how society and environments impact on and are influenced by technology in historical and contemporary contexts and that technological knowledge is validated by successful function.*
Learning Intention	I am learning... that technological developments can change society and/or the environment

Activity Instructions	1. Students brainstorm names of common household items. Try to have more than just kitchen items (example list below)
	2. Write them onto little pieces of paper
	    (e.g. fridge, TV, chair, pen, remote control, cup, toothbrush)
	3. Put them all into a container and each student pulls out two pieces of paper
	4. This will become their *Outrageous Outcome;* the technological outcome/idea that they will work with.
	    e.g. "stereo sneakers"
	    "toothbrush remote control"
	    "TV chair"
	    "fridge cup"
	5. Use your imagination and describe your *Outrageous Outcome*
	6. Identify how this item could change how people currently do things
	7. Brainstorm the possible positive and negative impacts this *Outrageous Outcome* might have on society and/or the environment
	
	Stereo Sneakers!

Teacher Notes	*Outrageous Outcomes* can also be used for... – Introducing physical and functional attributes – Identifying the need/opportunity/issue – Writing conceptual statements for their *Outrageous Outcome* – Drawing and annotations of their *Outrageous Outcome* – Identifying stakeholders of their *Outrageous Outcome* – Identify the performance properties you will require in the materials chosen

Fridge	Table	Remote control	Chair
Pen	TV	Stereo	I-Pod
Computer	Oven	Sneakers	T-Shirt
Toothbrush	Bath	Cup	Phone
Calculator	Fork	Potato peeler	Umbrella
Bicycle	Camera	Lamp	Bookcase