



## Global Problem Solvers: The Series – Season 2, The Storm

### Episode 2.3 – The Solution Teaching Companion

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#### Episode Summary

Ivy's grandmother provides the theme for this episode, which has direct application to the process of creative social innovation: "I know we'll find Bucky. I just love to see how you get us there."

Ivy's solution of putting a tracking device on the cat's collar does not work in a community without Internet. In using Beela's goggles to find the cat, the team not only locates Bucky, but also finds a house with an electricity generator, which in the next episode, will become part of the solution. At the same time, Adrien's twisted ankle from Episode 2.1, coupled with a sunbeam shining through the airship window, inspires the idea for an emergency classroom kit and the use of solar energy. Sometimes the best ideas come from a combination of strategy and serendipity.

#### Worksheet

1. We can become so used to everyday technology that we forget the problems it was designed to solve. For example, consider the ad from back when zippers were new. What was so special about a zipper being "the Original Hookless Fastener"? Before zippers, clothing was held together with so many buttons that people closed them with a special tool, called a button hook, to save time and their fingers. The zipper especially made pants, skirts, and dresses much easier to wear.



2. The following are a few more examples of everyday objects that were invented to solve one or more problems. What problems do you think they solved?

**Lightbulb:**

**Flush toilet:**

**Beverage cans and bottles:**

**Car:**

**Smartphone:**