



Everyday Innovations

Relevant escape room scenario & project resource	This activity sheet accompanies the “ Start-ups and innovative entrepreneurship ” and “ Personal branding ” escape room scenarios, which focus on identifying everyday challenges and developing practical, innovation-oriented solutions.
Target group & needs	Youth aged 14–19, working in small groups (4–6 participants), with no prior escape room experience required, but basic familiarity with digital tools and collaborative learning.
Duration	90 minutes.
Target competence areas	Entrepreneurship Competence (opportunity identification, creativity, initiative taking, problem-solving) and Digital Competence (idea development using simple digital tools, collaborative communication and presentation of solutions).
Objectives	Participants develop the ability to identify small everyday problems, generate and refine micro-innovation ideas, and collaboratively propose practical improvements that address real-life needs through creative and opportunity-focused thinking.



Materials & equipment	Printed problem cards, idea templates and prototyping sheets, pens and markers, sticky notes, a timer, and optional laptops or tablets for documenting or presenting ideas.
Useful resources	Creativity and design-thinking canvases, short videos on everyday innovation examples, simple prototyping templates, and guides on opportunity identification and idea refinement.
Setup	Prepare the room for small-group work, place problem and idea-generation materials on tables, and ensure all participants can easily collaborate and share ideas.
Step-by-step instructions	Step 1 – Scenario introduction (5 min) Participants are introduced to the “Start-ups and innovative entrepreneurship” or “Personal branding” escape room scenario and clarify the mission: to solve real-life everyday challenges through practical innovation. Step 2 – Problem identification (10 min) Groups analyse the scenario and list specific everyday problems or unmet needs they notice. Step 3 – Idea generation (15 min) Participants brainstorm micro-innovations that could realistically solve one selected problem and choose their strongest idea.



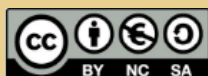
	Step 4 – Solution development (20 min) Groups create a simple prototype or concept outline (sketch, model, or step plan) showing how their solution works. Step 5 – Presentation & reflection (10 min) Each group briefly presents their solution, explains its value, and receives short feedback on clarity, feasibility, and innovation.
Debriefing questions	Which everyday problem felt most relevant? How did your idea improve an existing situation? What challenges did you face during idea development? How could your solution be further improved or applied in real life?
Assessment & evaluation	The trainer assesses achievement of learning outcomes through observation of problem identification, idea relevance, collaboration within groups, and participants' ability to clearly explain how their micro-innovation improves an everyday situation.
Variations & adaptation	The activity can be adapted by using different everyday contexts (school, home, community), adjusting group size, or increasing the level of guidance depending on participants' experience with creative problem-solving.



Trainer tips	Guide participants away from cost-saving or “life hack” thinking, encourage focus on meaningful everyday improvements, and support groups in refining ideas without overcomplicating solutions.
References & further readings	• Brown, T. (2009). <i>Change by design: How design thinking transforms organizations and inspires innovation</i>. HarperBusiness. • OECD. (2018). <i>Oslo manual 2018: Guidelines for collecting, reporting and using data on innovation</i>. OECD Publishing. • Harvard Business Review. (2011). <i>The power of small wins</i>. • Design kit. (n.d.). <i>Methods</i>.



Co-funded by
the European Union



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project code: 2023-2-LT02-KA220-YOU-000183156