



Explore! Experiment !! Enjoy !!!

Contents of educational program in Intellectual Property Rights By

FunEdu Space & FutureTech Labs.

(Educational Services wing of FunEdu Kits and Toys Pvt. Ltd.)

Registered Space Tutor Program Partner of ISRO



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A. Learning Program in Innovation and IPR for Secondary School Innovators (age 13 to 18 yrs.)

B. A.1. Workshop on Innovation and IPR for Secondary School Innovators (age 13 to 18 yrs.)

Total Time Duration: 5.5 Hours, Course Code: IPR-HEI-01, Batch Size: Max. 30 Students

Primary Objective: This workshop aims to introduce students to the concepts of innovation, creativity, and the importance of protecting intellectual property. This understanding will be helpful in developing an innovative ecosystem in their schools.

Sr. No.	Topic	Contents	Activities
1	Understanding Innovation (1 Hr) Creativity and Idea Generation (1 hour)	Importance of innovation and IPR in today's world Innovation: Definition and examples The role of innovation in solving real-world problems Fostering creativity in problem-solving Techniques for generating innovative ideas.	Presentation & Hands-on activity: Product Redesign: Choosing a common product and redesigning it to make it more user-friendly, sustainable, or efficient
2	Design Thinking Approach for Innovation Generation	Introducing students to the principles of design thinking for a real-world problem to solve through the design thinking process, including empathizing, defining the problem, ideating, prototyping, and testing solutions.	Exercise through worksheet
3	Intellectual Property Rights (1 hours) Patents and Inventions (1 hours)	Introduction to Intellectual Property (IP) and its types (patents, designs, copyrights, trademarks) Case studies of famous inventions and IP disputes	Presentation & Hands-on activity: Participants will simulate the process of filing a patent application for an invention.



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		In-depth look at patents and the patenting process Discuss the concept of Prior Art Search.	
3	Copyrights and Creative Works (1 hour) Trademarks and Branding (1 hour)	Overview of copyrights and their application to creative works (books, music, art, etc.) Understanding fair use and plagiarism Trademarks and their importance for businesses Role of branding in trademark protection	Hands-on activity: Participants will create original art or writing and discuss copyright protection. OR Hands-on activity: Students design and present their brand logo
4	Innovation everywhere: Examples from all the sectors and facets of life (1 Hr.)	This session is to open the boundaries of participants' minds that irrespective of the field, innovation helps growing.	Presentation and Discussion
5	Open Innovation Challenge	Distribution of problem statements and their elaboration,	Innovation Competition