

# Kindness Inventions

(Year 3 - Ages 8-9):

## Lesson 3 of 9

### Lesson Summary

This lesson sparks creativity by transforming the idea of medical innovation into a fun challenge: designing "Kindness Inventions." Students will become "Kindness Inventors," learning about amazing real-life medical helpers (like glasses and band-aids) before imagining their own magical inventions to help people's bodies. Through a creative brainstorming and design activity, they will draw and label an invention that solves a problem. The lesson gently links this to the real-life "invention" of organ and tissue donation, celebrating it as one of the most clever and kind ways science and generosity work together to help people.

### Learning Intentions

Students will .....

- Understand that science and creativity can be used to help people.
- Explore the process of identifying a problem and inventing a solution.
- Recognise that organ transplantation is a real and amazing "invention" that helps save lives.

### Success Criteria

Students can .....

- Describe a problem that a "Kindness Invention" could solve.
- Explain how their invention helps people.
- Design and label their own "Kindness Invention."

### Lesson Details

Time:	30 minutes
Year Level:	Year 3 (Ages 8-9)
Unit:	This is Lesson 3 of 9 in the series.
Educational Partner:	This lesson is adapted from resources provided by DonatLife

### General Capabilities

Personal and Social Capability, Critical and Creative Thinking, Science Inquiry Skills.

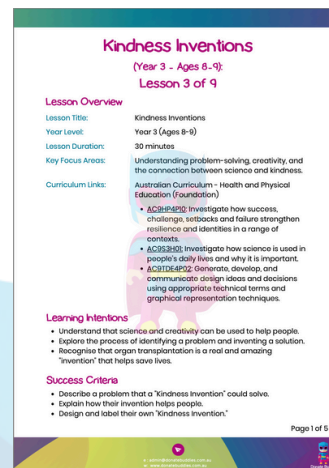
Page 1 of 4



# Lesson Guides and Printables

## Lesson Plan

[Download PDF](#)



**Kindness Inventions**  
(Year 3 - Ages 8-9)  
Lesson 3 of 9

**Lesson Overview**

Lesson Title: Kindness Inventions  
Year Level: Year 3 (Ages 8-9)  
Lesson Duration: 30 minutes  
Key Focus Areas: Understanding problem-solving, creativity, and the connection between science and kindness.  
Curriculum Links: Australian Curriculum - Health and Physical Education (Foundation)

- AC938422 Investigate how success, challenge, setbacks and failure strengthen resilience and identities in a range of contexts.
- AC938523 Investigate how science is used in people's daily lives and why it is important.
- AC938622 Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques.

**Learning Intentions**

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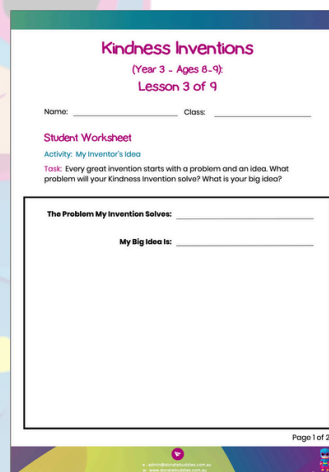
**Success Criteria**

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Page 1 of 5

## Student Worksheet

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**Kindness Inventions**  
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Lesson 3 of 9

Name: \_\_\_\_\_ Class: \_\_\_\_\_

**Student Worksheet**

Activity: My Invention's Idea

Task: Every great invention starts with a problem and an idea. What problem will your Kindness Invention solve? What is your big idea?

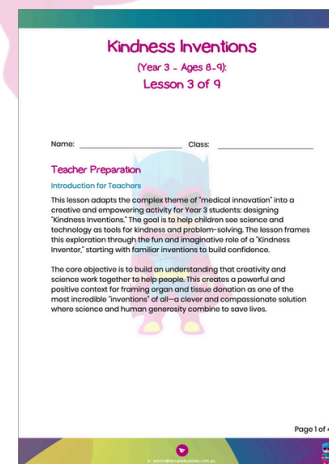
**The Problem My Invention Solves:** \_\_\_\_\_

**My Big Idea is:** \_\_\_\_\_

Page 1 of 2

## Teacher Content Info

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Lesson 3 of 9

Name: \_\_\_\_\_ Class: \_\_\_\_\_

**Teacher Preparation**

**Introduction for Teachers**

This lesson adapts the complex theme of "medical innovation" into a creative and empowering activity for Year 3 students designing "Kindness Inventions." The goal is to help children see science and technology as tools for kindness and problem-solving. The lesson frames this exploration through the fun and imaginative role of a "Kindness Inventor," starting with familiar inventions to build confidence.

The core objective is to build an understanding that creativity and science work together to help people. This creates a powerful and positive context for treating organ and tissue donation as one of the most incredible "inventions" of all—a clever and compassionate solution where science and human generosity combine to save lives.

Page 1 of 4



# Curriculum Mapping and Links

## Australian Curriculum (v9.0)

Subject	Strand	Content Descriptor
Health and Physical Education	Personal, Social and Community Health	<a href="#">AC9HP4P10</a> : Investigate how success, challenge, setbacks and failure strengthen resilience and identities in a range of contexts.
Science	Science as a human endeavour	<a href="#">AC9S3H01</a> : Investigate how science is used in people's daily lives and why it is important.
Design and Technologies	Processes and Production Skills	<a href="#">AC9TDE4P02</a> : Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques.

## Queensland Curriculum (QCAA)

Subject	Syllabus	Content Description
Health and Physical Education	Year 3	Describe and apply strategies that promote their own and others' health, safety and wellbeing.
Science	Year 3	Science as a human endeavour.
Design and Technologies	Year 3	Generate and develop design ideas.



## Resources Required

- An "Inventor's Kit" prop (e.g., a box with old gadgets, blueprints, a lab coat).
- Pictures of simple medical inventions (glasses, band-aids, crutches).
- A "Kindness Invention" worksheet for each student.
- Markers, crayons, and coloured pencils.
- A picture book about inventing or problem-solving (e.g., *The Most Magnificent Thing* by Ashley Spires).

## Skills

- Problem-solving
- Creative thinking
- Design skills
- Scientific literacy (basic)
- Communication

## Teacher Preparation

- Prepare the "Inventor's Kit" and pictures of inventions.
- The core of this lesson is the "Kindness Invention" metaphor. It reframes the high-tech and potentially intimidating topic of medical futures into a fun, accessible, and empowering creative challenge. By starting with familiar inventions, students can see themselves as capable problem-solvers, which provides a positive and curious lens through which to view the incredible "invention" of transplantation.

## Additional Information

This lesson has been created as part of Donate Buddies, a program designed to help young children explore kindness, sharing, and the importance of helping others. By introducing these concepts in a fun, age-appropriate, and engaging way, children begin to understand the power of kindness and how their actions can make a big difference.

Organ, eye, and tissue donation is a real-life example of this kindness, where one person can help save the lives of many others. While most people can donate tissue, only a small number of people who pass away in hospitals can become organ donors. One organ donor alone can save up to seven lives and help many more people through eye and tissue donation.

