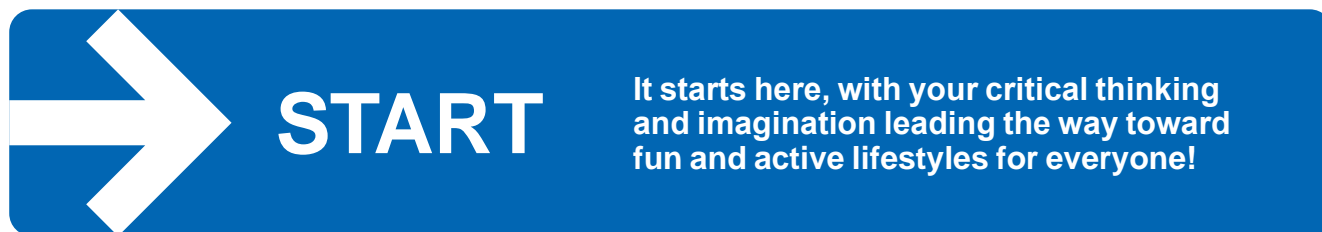


# RePLAY<sup>SM</sup> Innovation Project

All around us, there are opportunities to play and be active – from open parks to cement courts, in our classrooms, and even when we’re waiting in line. But more and more people are not active enough. Playing makes being active more fun. You get creative when you want to play, and it’s this creativity that can help motivate us to be more active.



## → Identify a specific problem linked to people not being active enough.

The Project Sparks explore some problems related to the challenge. Your Innovation Project could come from a Project Spark, but it doesn't have to.

## → Research your problem and your solution ideas.

What solutions already exist? Are there any experts who could help you?

## → Design a new piece of technology or improve an existing one.

This is your project solution. Make a model or prototype to show how your solution helps people be active.

## → Share your solution, collect feedback and iterate on your design.

The more you iterate, the more you will learn. What impact will your solution have on your community?

## → Pitch your solution at an event.

Prepare a 5-minute presentation that clearly explains your work. Make sure your whole team is involved.

**Community** can be defined as just your town or city or larger area like your state or country.