



POOF!

LET ME FAIL

The Game. The Day. The Path to Success.

"Celebrating the power of
getting things wrong."



WAGiLabs
IDEAS FOR GOOD

+

LOWEY BUNDY SICHOL

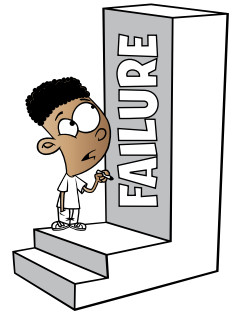
Welcome to “Let Me Fail!”

A game and a day designed to help students embrace failure as a stepping stone to success!



Some of the world’s most successful people—entrepreneurs, inventors, athletes, artists, scientists, and chefs—share one thing:

“they aren’t afraid to fail.”



This quick start guide will help you lead your students through playful “failures” that encourage creative thinking, resilience, and self-discovery.

The Power of “Let Me Fail”

People try to protect us from failure by telling us exactly what to do. Sometimes even preventing us from trying just so we don’t fail.



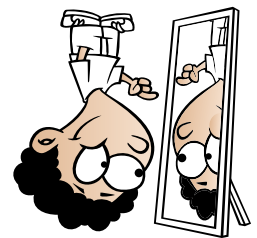
But how can we learn if we don’t try things our way? In this game, we will embrace the powerful phrase “Let Me Fail.”

You’ll use it when:

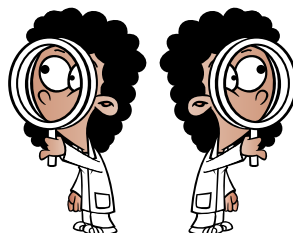
1. You’re experimenting with new ideas.
2. You’re trying something challenging.
3. You want to figure things out on your own.

The Power of “Opposite Thinking”

Have you ever worn a shirt backward or looked at yourself upside down in a mirror?



That’s a bit like opposite thinking— it shows you a new way of seeing things!



How Does It Work?

Let's say you want to build an amazing treehouse.

Normal thinking asks:

1. "What cool stuff should I put in it?"
2. "What color could I paint it?"
3. "How big could I make it?"



Opposite thinking flips the questions around:

1. "What would make the worst treehouse ever?"

Maybe one that falls apart!

Maybe one that catches fire!

2. "What would make it scary to climb?"

Maybe one that had sharp nails on the steps.

Maybe one where there were no stairs only a rope!



3. "How small could I make it?"

Maybe one that only fits my dog.

Maybe one that fits in my hand so I can show it off!



Here's the super power of opposite thinking:

Once you know what makes a treehouse terrible, you suddenly know how to make it awesome! **You do the opposite!**



1. You build a portable treehouse that can be moved from one tree to another.
2. It has safety treads on the steps and you use fireproof materials.
3. You build a hand size prototype to share with your friends and get their feedback.
4. Finally, you build an attached dog treehouse for Rover.

The “Let Me Fail” Game Objective:

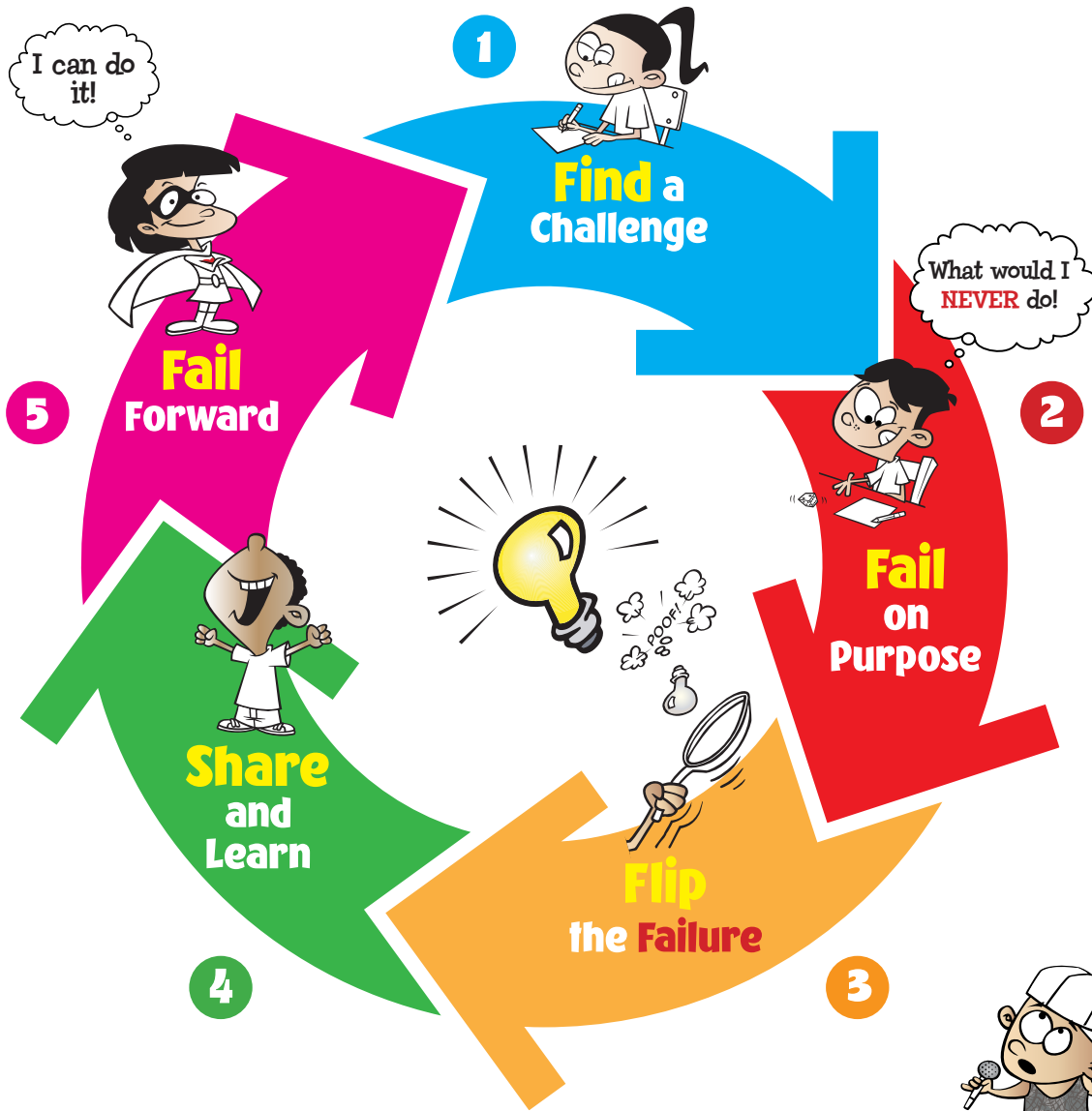
To transform your challenges into opportunities by intentionally exploring “**wrong**” answers through opposite thinking.

This game will encourage you to:

1. Embrace the possibility of failure.
2. Learn from unexpected solutions.
3. Grow through experimentation.
4. Discover your “blind spots” through opposite thinking.



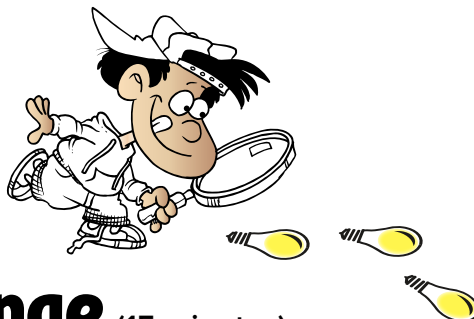
The “Let Me Fail” Game Circle:



*There's no wrong way to fail in this game!

GamePlay

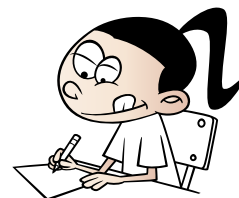
Step-by-Step



1 Find a Challenge (15 minutes)

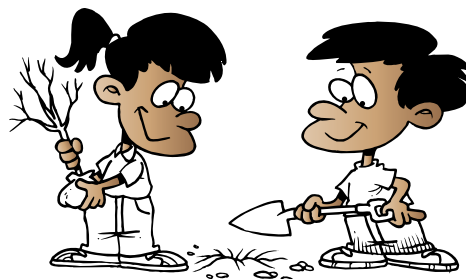
Purpose: To brainstorm and identify a personal goal or challenge each student wants to explore. The teacher could also assign a challenge that everyone works on.

Instructions: Students brainstorm their goals or challenges and pick their favorite.



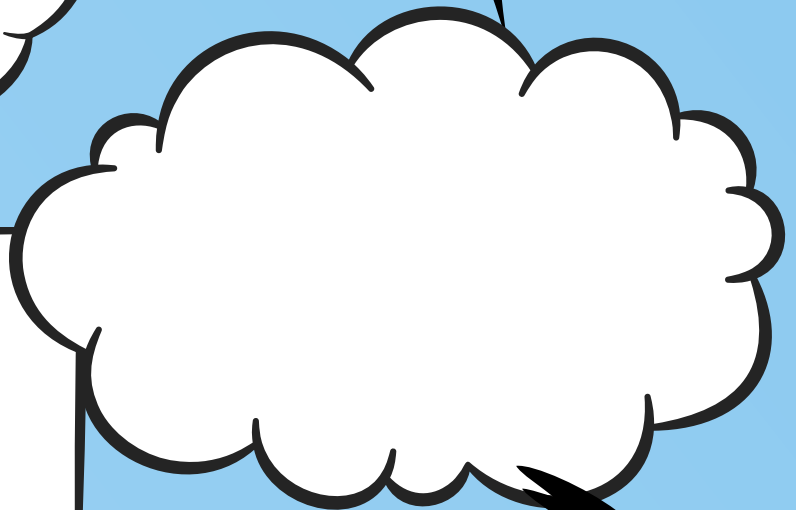
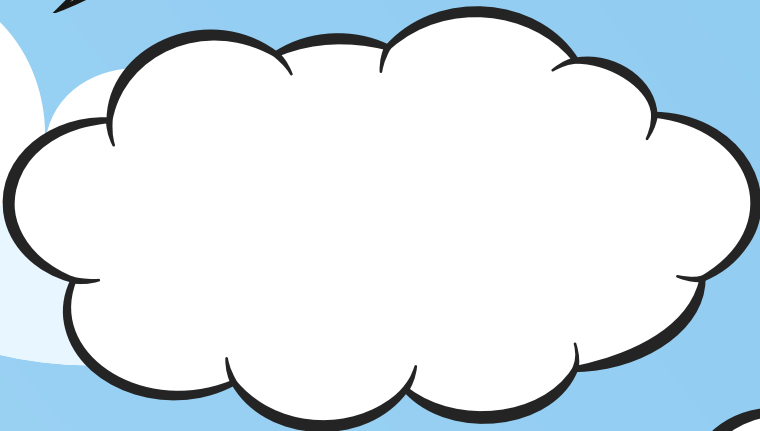
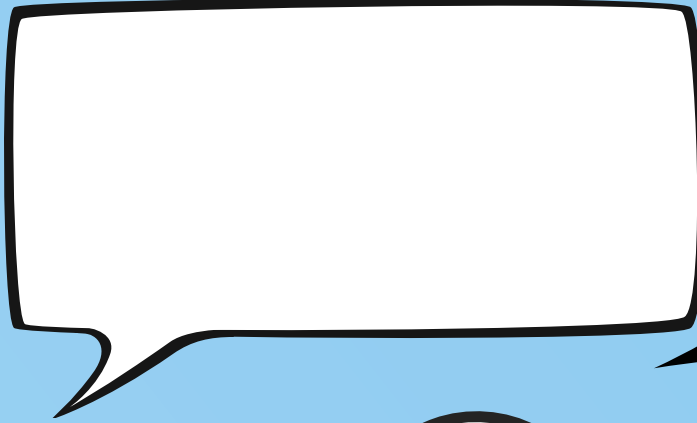
Examples of challenges could include:

1. Friends: “making new friends.”
2. School: “improving grades.”
3. Activity: “learning a new skill.”
4. Home: “keeping room clean.”
5. Community: “protecting the environment.”

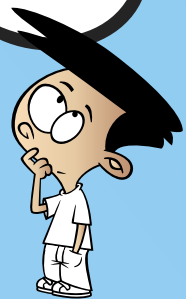


BRAINSTORM your Challenge!

Instructions: Take five minutes to brainstorm five challenges or goals you would like to achieve or overcome. Fill in your ideas below. Then pick your favorite one to play “Let Me **Fail**.”



Now, pick your favorite challenge!

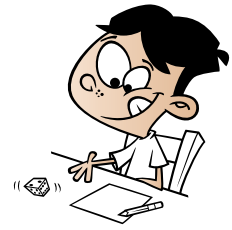


After the students have their challenge, they immediately go to **Step 2 “Fail”** on Purpose! and think of ways they could completely **fail** at their goal.

“The more outrageous **failures**, the better!”

2 “Fail” on Purpose! (15 minutes)

Purpose: To get students comfortable with exploring exaggerated “failures” by using opposite thinking.



Instructions: Roll a dice three times to get three numbers. Then answer the questions related to the numbers from this list. (You can use the worksheet on the next page.)

1. What actions or decisions would **guarantee** failure?
2. How could I make this situation even **worse**?
3. What would I **never** do?
4. What if I already **failed** trying to solve this? How could I **fail** even bigger?
5. What if I only had **five minutes** to achieve my goal? What risks would I take?
6. What if I had **no money** to try to solve the challenge?

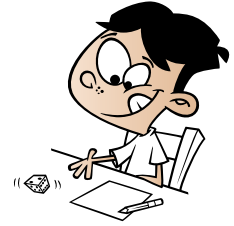
Examples of exaggerated failures include:

1. For “making new friends,” you might say, “**I’d ignore everyone I see.**”
2. For “improving grades,” you might say, “**I’d skip doing homework.**”
3. For “learning a new skill,” you might say, “**I’ll only learn if someone pays me \$250.**”
4. For “keeping room clean,” you might say, “**I’ll get a dog!**”
5. For “protecting the environment,” you might say, “**I’m going to throw trash out of the school bus window.**”



Your “Fail” on Purpose Worksheet

Instructions: Roll a dice three times to get three numbers. Then answer the questions related to the numbers from this list.



1. What would **guarantee** failure?

2. How could I make this situation even **worse**?

3. What would I **never** do?

4. What if I already **failed** trying to solve this?
How could I **fail** even bigger?

5. What if I only had **five minutes** to achieve my goal?
What risks would I take?

6. What if I had **no money**?
How would I solve the challenge?



3 Now, “Flip” the Failure (15 minutes)

Purpose: To turn **failures** into positive strategies through thinking in opposites.

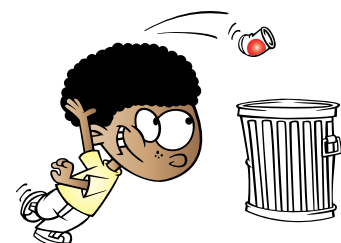
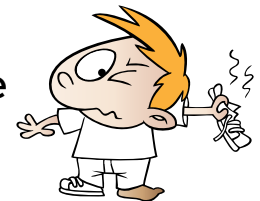
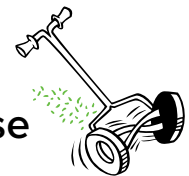
Instructions: Students take each “**failure**” and flip it into a possible solution. (Use worksheet on the next page.)

Steps:

1. Look for an idea in each exaggerated **failure**.
2. Turn “wacky” approaches into smart strategies.
3. Create some actionable steps to take.
4. Consider what other approaches need to be flipped to help you solve your challenge.

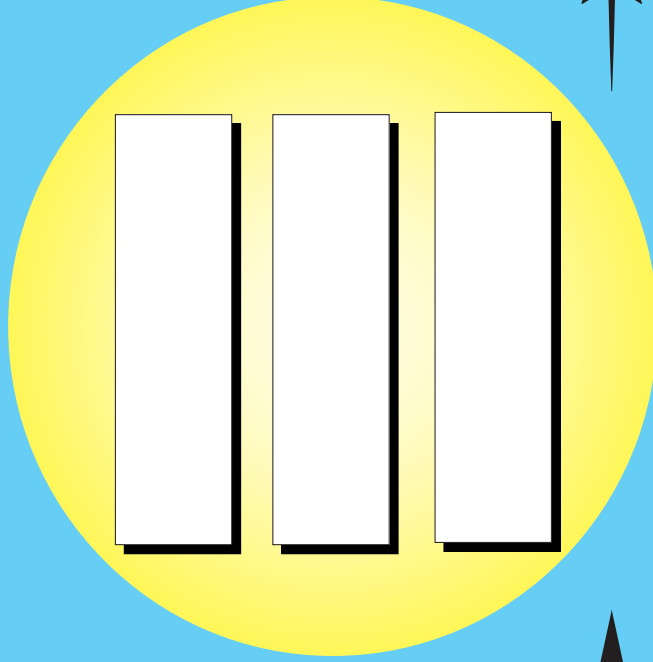
Examples of Flipped Failures include:

1. If your **failure** was “ignore everyone,” a flip could be hello to one new person daily.
2. If your **failure** was “skip homework,” a flip could be doing homework in 15-minute chunks and then take a one-minute break. You could turn learning into a game.
3. If your **failure** was “expecting to be paid \$250 to learn a new skill,” a flip could be where could you work and get paid to learn a new skill: lawn care, house painting or volunteer work serving food.
4. If your **failure** was “getting a dog,” a flip could be getting on all fours once a week and looking to see if things are hiding under your bed: socks, shoes, dusty bunnies.
5. If your **failure** was “throwing trash out of bus window,” a flip could be seeing where trash is building up on the bus route and then mobilizing a safe street pick-up.

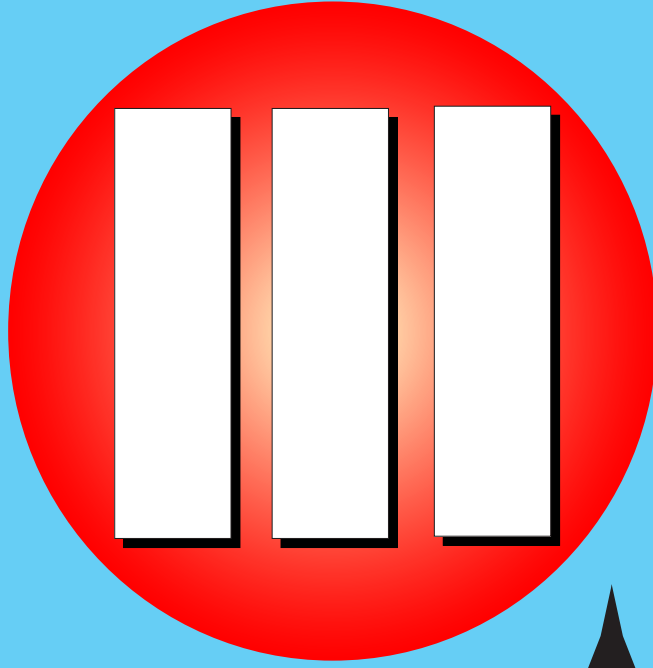




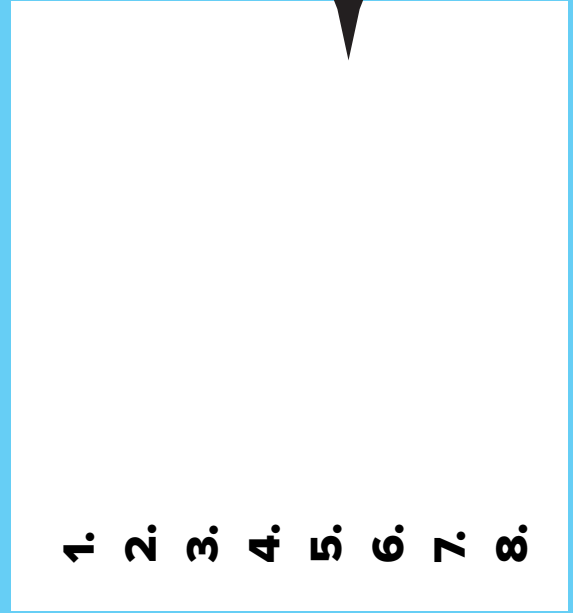
List a Challenge You Want to Solve



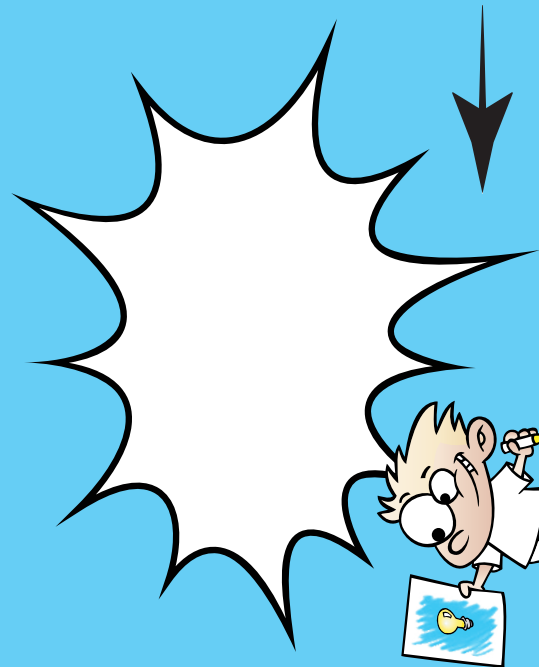
Brainstorm 3 Ideas to Solve It



Then 3 Ideas to Make It Worse



1. 2. 3. 4. 5. 6. 7. 8.



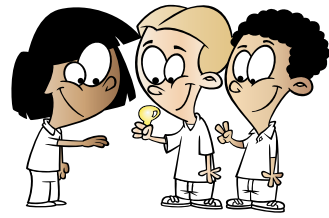
Present Your Final Solution

List All Ideas and Pick the Best

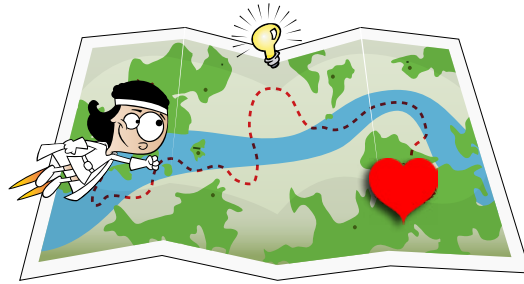
Flip Failures into 3 New Ideas

4 Share and Learn (15 minutes)

Purpose: To encourage reflection and learn from peers' creative approaches to solving their challenges.



Instructions: Students demonstrate a 2-minute tour of their creative journey from challenge to failure to possible solution.



Prompts for Sharing Include:

1. What was the funniest **failure** idea you came up with?
2. What “exaggerated **failure**” revealed the best solution?
3. What new ideas did you get from someone else’s approach to solving their challenge?
4. What blind spots did thinking in opposites help you see?

Feedback Questions to Others:

1. Do you understand our idea? Is there anything you don’t understand? If so, how can we make our idea clearer?
2. What do you like most about our idea?
3. Do you think our idea will work? If not, what could we do to make it work? If this idea was yours, how would you change it?

Share and Learn Worksheet

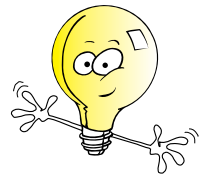
Instructions: Successful kidpreneurs are great story tellers. Now is your chance to present your creative journey from challenge to failure to possible solution.

Prompts for Sharing include:

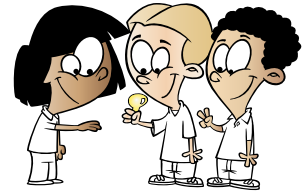
1. What was the funniest **failure** idea you came up with?



2. What “exaggerated **failure**” revealed the best solution?



3. What new ideas did you get from someone else’s approach to solving their challenge?



4. What blind spots did thinking in opposites help you see?



5 **Fail Forward** (15 minutes)

Purpose: To encourage students to implement one solution and learn from real-world attempts to succeed.

Instructions: Have each student pick one solution to try out.

Action Steps:

1. Create an action plan.
2. Embrace the possibility of failing again.
3. Set a check-in date to share progress.
4. Document what you learned.

Here's an action plan for a “**Build a Backyard Garden**”

Goal: Create a small vegetable garden in the backyard to grow fresh produce for our family and neighbors.



Tasks:

1. Research different vegetables suitable for the climate.
2. Sketch out a garden layout.
3. Prepare the soil by removing weeds and adding compost.
4. Build raised garden beds (with adult assistance).
5. Plant seeds according to the planting calendar.
6. Water the garden regularly.
7. Monitor for pests and diseases.
8. Harvest vegetables as they mature

Finally, as your students play this game, remember what successful people know: **failure isn't the opposite of success** - it's part of the journey.

So “Let Them **Fail!**”

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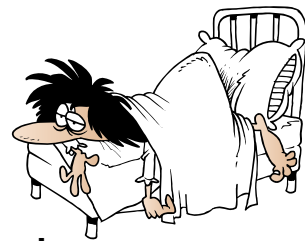


“Fail on Purpose” Questions



“How might we...”

1. Invent a superhero with useless powers?
2. Design a playground where no one wants to play?
3. Make the worst possible school lunch?
4. Confuse grandparents even more about technology?
5. Create a homework helper that makes schoolwork even harder?
6. Invent a bedtime routine that guarantees no one ever sleeps?
7. Make climate change too complicated to understand?
8. Design the most distracting classroom ever?
9. Create science experiments that totally fail?
10. Create a book/song/movie that no one will read, listen to or watch?
11. Bake a birthday cake that will ruin the party?
12. Design an outfit that will never match?



Max Perfection vs. Missy Takes

“One Fears Failure, the Other Thrives on It”

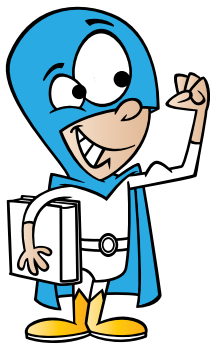
Twelve-year-old Missy Takes bounces through life with endless energy and wild ideas. Her safety goggles are always slightly askew, and her black hair crackles with excitement from her latest experiment. As the world’s most enthusiastic young inventor and kidpreneur, she believes in learning through trial and error—**lots of error!**



On her wrist, she wears her most prized invention: the **Flop-O-Meter**—a special device that tracks and analyzes her mistakes, glowing brighter with each one. But it’s more than just a failure counter; it suggests new approaches based on past errors.

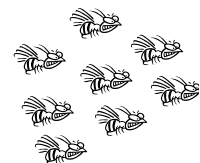


“**The more it glows, the more we grow!**” she grins.



Meanwhile, Max Perfection works differently. His workshop in the **Flawless Innovation Center** is a marvel of efficiency. Every tool has its place, every experiment is meticulously planned, and his creations focus on precision, accuracy, and safety. His attention to detail has prevented many accidents, and his careful documentation helps others.

Max’s most impressive creations are his **Helper Drones**—sleek, floating assistants that maintain order and safety in his workspace. They prevent accidents and ensure precise measurements, but their constant corrections sometimes stifle creativity.

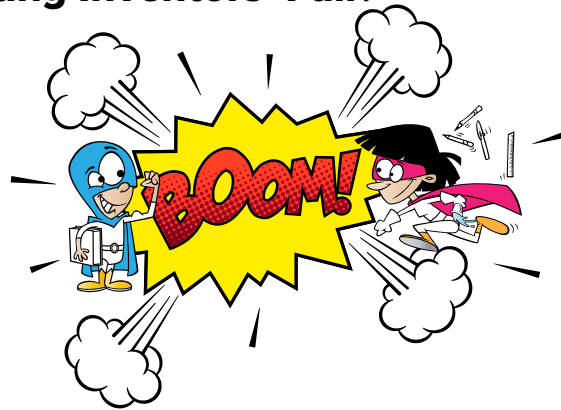


His pride and joy is the **Answer Book**—a digital database of tested solutions and best practices. While it’s an incredible resource, Max sometimes relies on it too heavily, refusing to explore new approaches.



A Clash of Opposites

Max and Missy's worlds collide when they are unexpectedly paired for the **Young Inventors' Fair**.



Max is horrified at Missy's chaotic approach. Missy dreads Max's slow, methodical process. Their first collaborations are disastrous:

1. Max's Helper Drones keep “**fixing**” Missy's purposefully messy setup.
2. Missy's Flop-O-Meter beeps wildly, disrupting Max's precise calculations.
3. The Answer Book crashes, unable to process Missy's unconventional methods.



It seems like an impossible match-up... until something extraordinary happens.

1. During one of Missy's wild experiments, Max's Helper Drones start capturing valuable data about each failure.
2. Meanwhile, the Flop-O-Meter identifies surprising patterns in the results.
3. When Max inputs Missy's insights into the Answer Book, it suggests groundbreaking ideas neither of them would have discovered alone.

Together, they transform their conflicting methods into a place where mistakes aren't failures—they are fuel for innovation. They call it **WAGiLabs**. WAGi stands for “What a Great Idea!”

At **WAGiLabs**, young inventors and Kidpreneurs turn ideas into reality through **Curiosity** + **Compassion** + **Courage**.

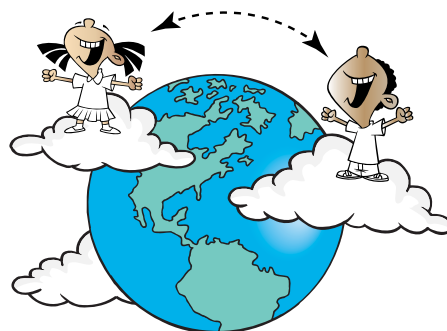
Max and Missy even upgrade their tools:

1. Helper Drones now feature a “Creative Mode” that suggests wild combinations.
2. The Answer Book gains a “What If?” section to inspire out-of-the-box thinking.
3. The Flop-O-Meter adds a “Silence Switch” to allow peace and quiet.

At the fair, their **WAGiLabs** idea wins first prize, and the real victory is what they learned from each other. To remember their insights, they created the **WAGiWays**, a set of Guiding Principles. They also created Wagi, their mascot to promote the mindset of collaboration.



With these **WAGiWays**, **WAGiLabs** becomes more than just a place—it becomes a movement where young kidpreneurs can create, learn, and change the world one idea at a time.



Exercise: Create a “Flop-0-Meter”

1. What does it look like?
2. What are its functions?
3. What functions would it **NEVER** have? Then flip the **NEVERs** to new possibilities?
4. How will it help you in becoming a kidpreneur?



Exercise: Create Superheroes

1. What are their superpowers?
2. What do they look like? (size, shape, sounds, colors)
3. What features would they **NEVER** have? Then flip the **NEVERs** to new possibilities?
4. How will they help you in becoming a kidpreneur?

Discussion Questions

1. Why does Max think perfection is so important?
2. What makes Missy’s approach more successful?
3. Can you think of times when being “perfect” matters?
4. When is it okay to make mistakes?
5. How do successful professionals handle mistakes?
 - Engineers
 - Medical Professionals
 - Entrepreneurs
 - Artists
 - Scientists





I FAILED
today!

Certificate of **FAILURE**

Proudly presented to:

Signed

Date

Together we embraced playful mistakes that helped us think creatively and discover new things about ourselves. We even found hidden solutions by looking at problems backward!



LOWEY BUNDY SICHOL

