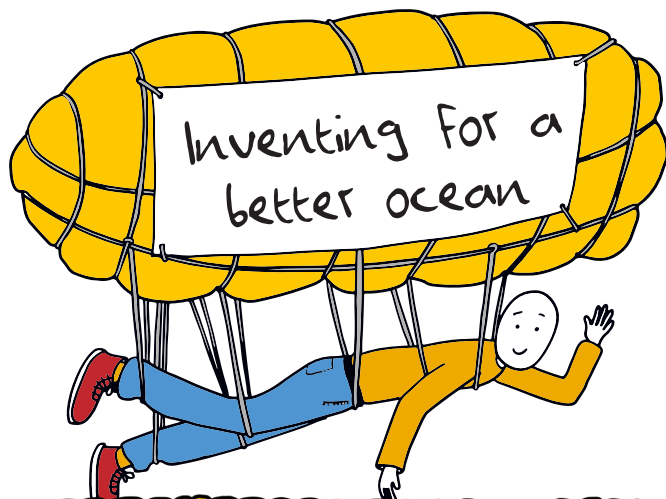


# Inventor's Log Part 1

Take your idea further



## Making Waves



Name \_\_\_\_\_

Year \_\_\_\_\_

Class \_\_\_\_\_

To find out more about the challenge visit  
[southtyneside.littleinventors.org](http://southtyneside.littleinventors.org)



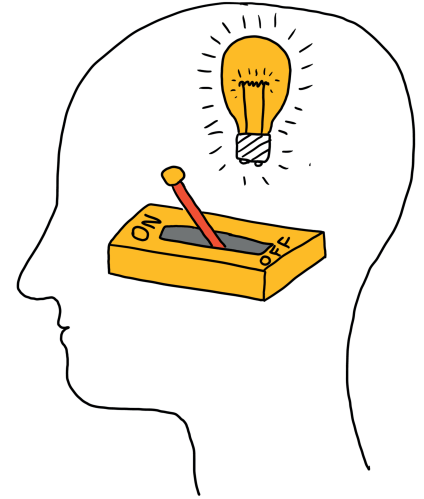
DOGGER BANK  
WIND FARM



South Tyneside Council

# Top tips to take your idea further

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## Bring in extra brainpower!

Talk to different people about your idea - it might spark more ideas to make your idea better, or even start you on a new one!

## Write a story or comic!

Try writing or drawing a story where someone has a problem and they get to use your invention. What happens?

## Be an internaut

Go on the internet to see if anyone has done anything a bit like your idea. How is yours different or how can you change it to make it really unique? Inventing is often about making something that exists better, so what's your take on it?

## Sleep on it

Not literally! But take the time to forget about your idea and come back to it with a fresh pair of eyes. What would you do differently (or not?!).

## Swap it up

Your idea might be for someone or something specific - what if someone or something completely different was trying to use it, what would happen?

## Draw it again

When you've had a chance to think some more, have another go at drawing the same idea. What do you want to add or remove?



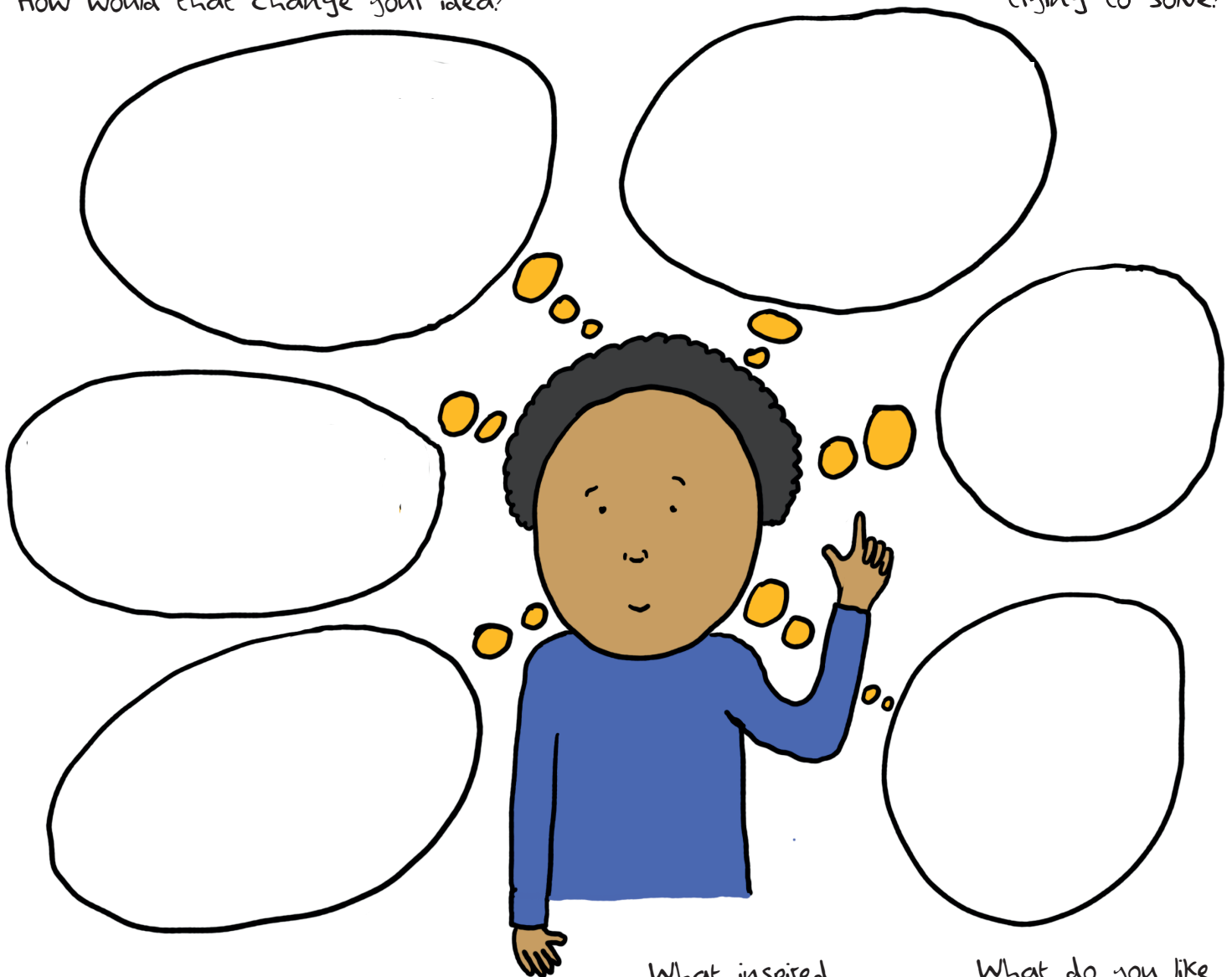
# More about your idea

What we loved about your idea:

## We want to know more...

What about taking something away?  
How would that change your idea?

What problem are you  
trying to solve?



If you had to add something  
to it, what would it be?

What inspired  
your idea?

What do you like  
best about your  
idea?

# Under investigation

*Find an interesting object and collect as much information and ideas about it as you can.*  
You can also use this with your own invention!

What do you like about it?

How does it work?

Who is it for?

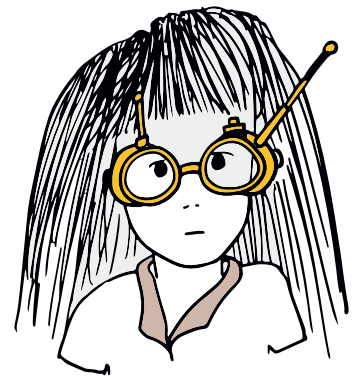
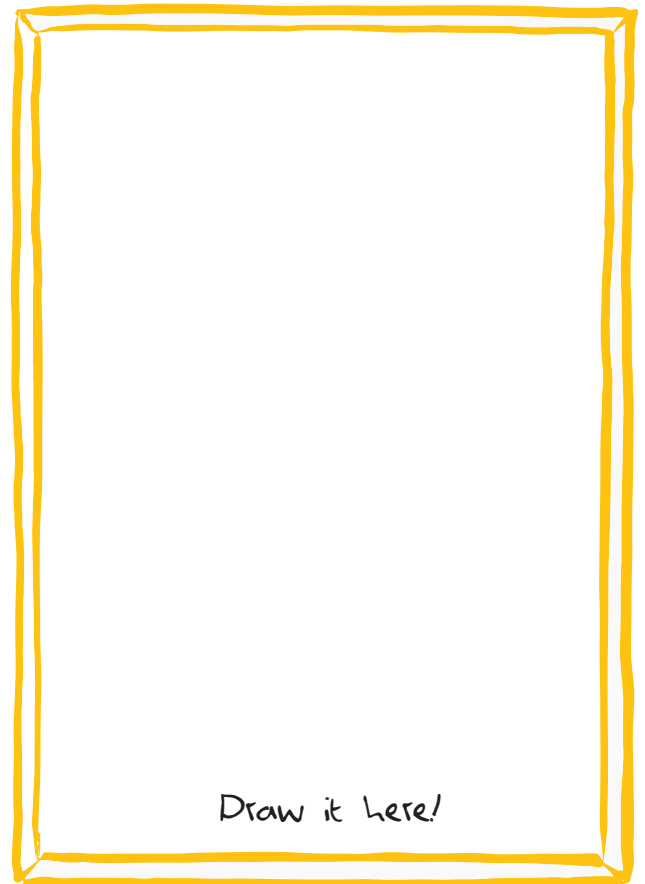
What problem was the inventor trying to solve?

What do you think gave the inventor that idea?

What would make it better?

Can you think of another use for that idea?

Any other ideas or thoughts you have might have!



# What's the story?



Now that you have thought of an invention, write or draw a short story or comic strip to show how it works and how it can help transform situations!

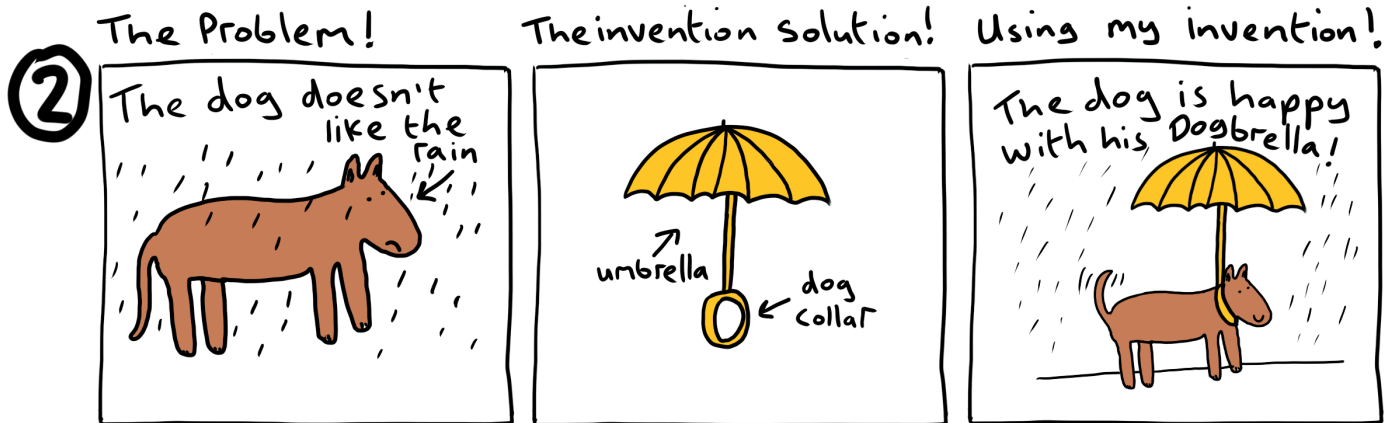
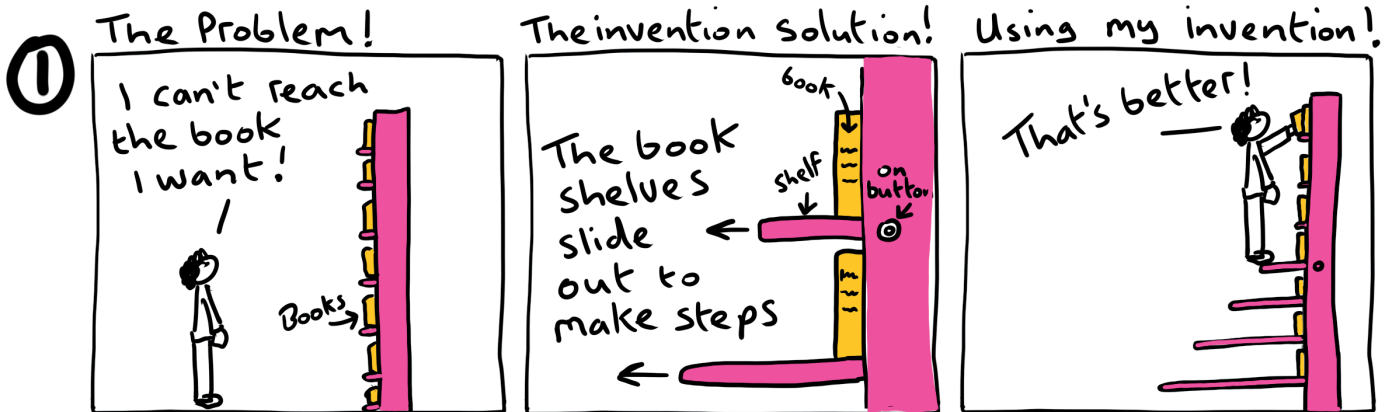
*Describe who your invention is for and their situation.*

*What is the problem they face?*

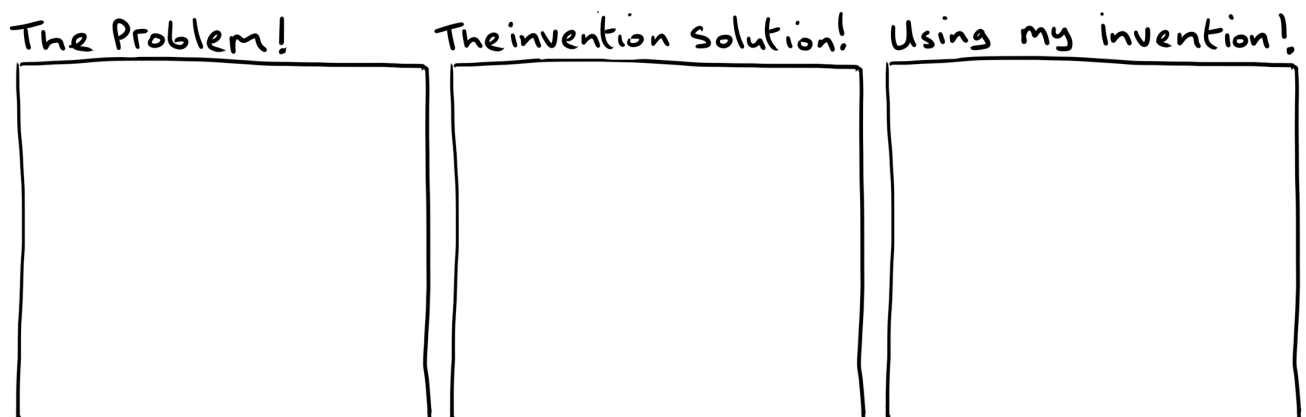
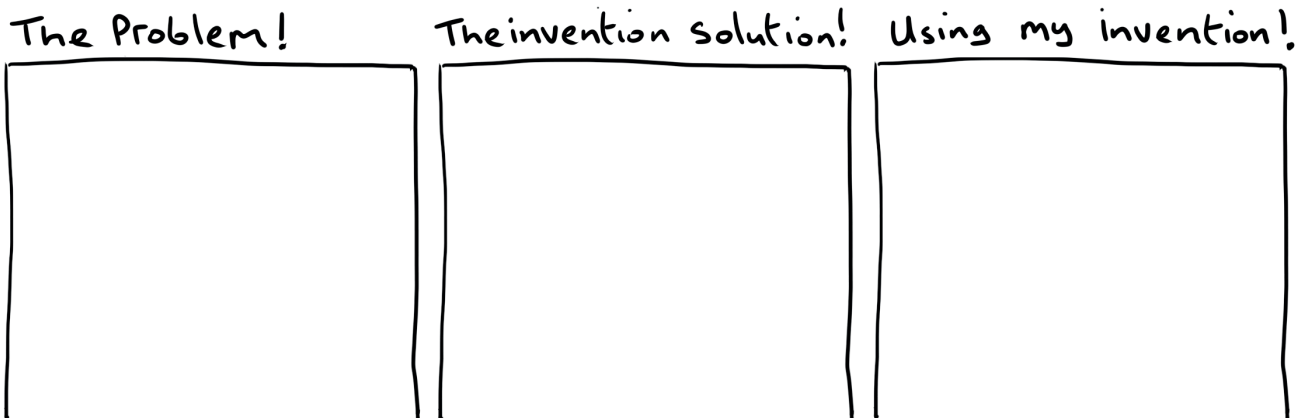
*What your invention is, how it's used and how it helps.*

# My invention comics

Example



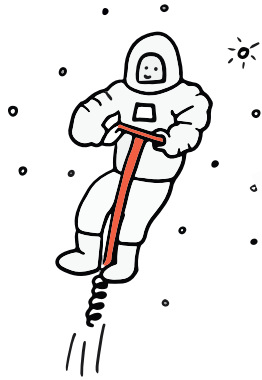
Try it for yourself...



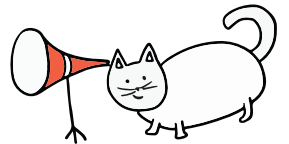
# Swap it up

What if your invention was for....

How would you change your invention to make suitable for a different person or place?



What if it was for  
an astronaut?



Or a cat? (meow!)



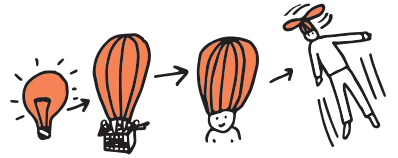
For someone in a wheelchair?



... you choose!

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# My invention notes



My research...

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- 
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What other people think

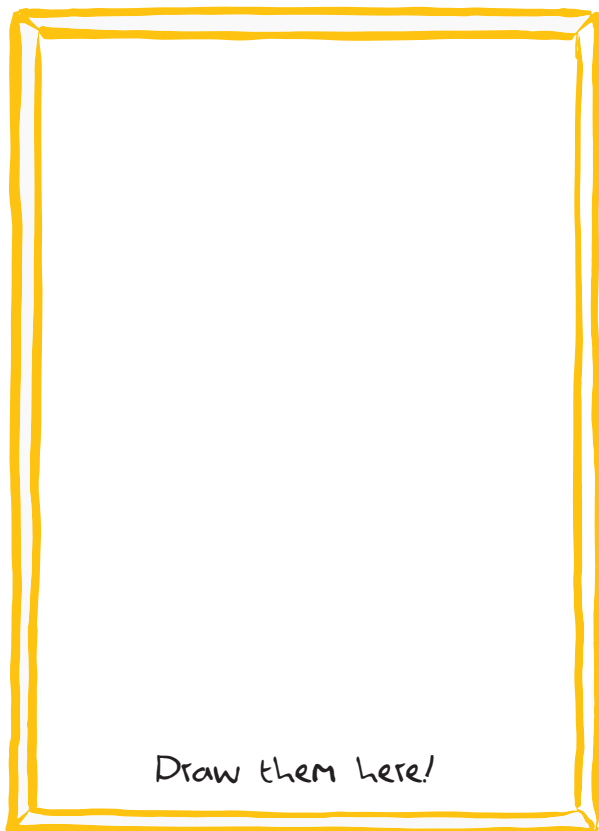
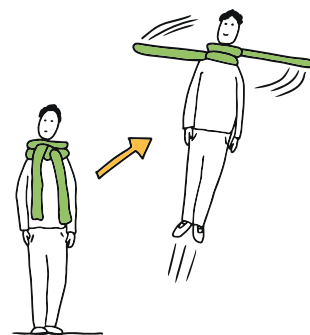
What could I add or remove?

What do I like best about my idea and why?



# Character profiler

Think about the person (or thing!) that you would like to help!



Draw them here!

What are they called?

.....

How old are they?

.....

Where do they live?

.....

What do they like?

.....

.....

What do they not like?

.....

What are their hobbies?

.....

.....

What do they find difficult or boring?

.....

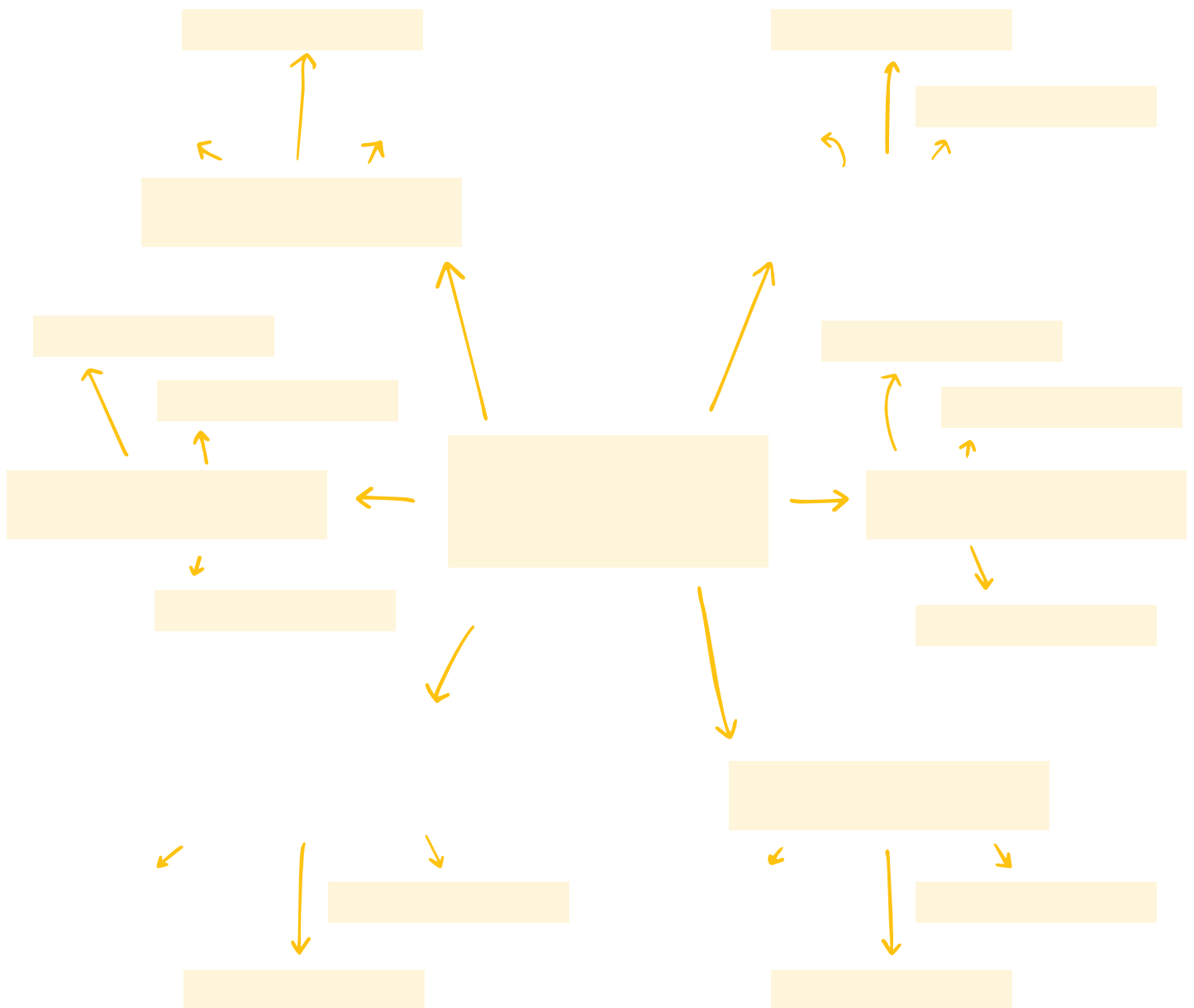
.....

How can you help them? It could be something useful or just something fun!  
Write down your ideas.

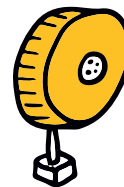
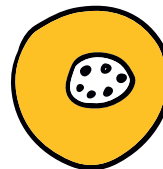
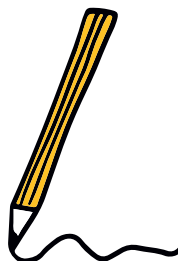


# Your mind map

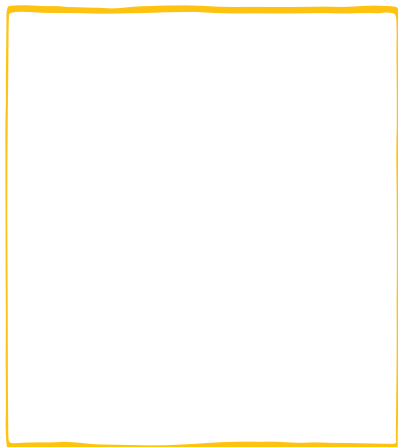
Starting from the box in centre of the page, write down your main topic or challenge, then let your mind wander and write down words that come to mind!  
(for example: cat > claw > hook > fishing > boat > ocean = a fishing boat for cats?)



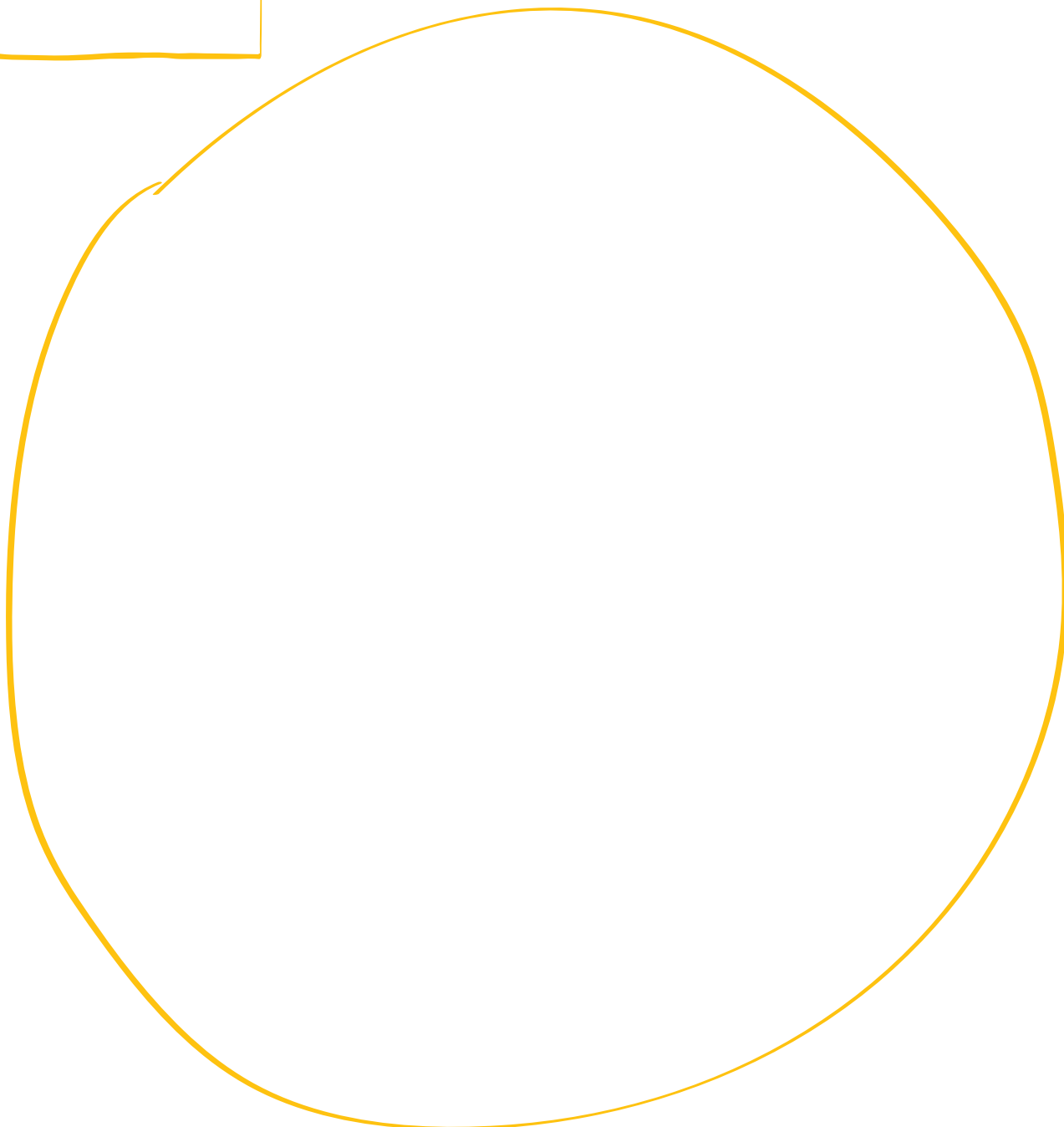
# It's a doodle!



A mini doodle...



...a big doodle!



• • • • •



Space for thought!



Use this page to jot down any ideas that come to mind.