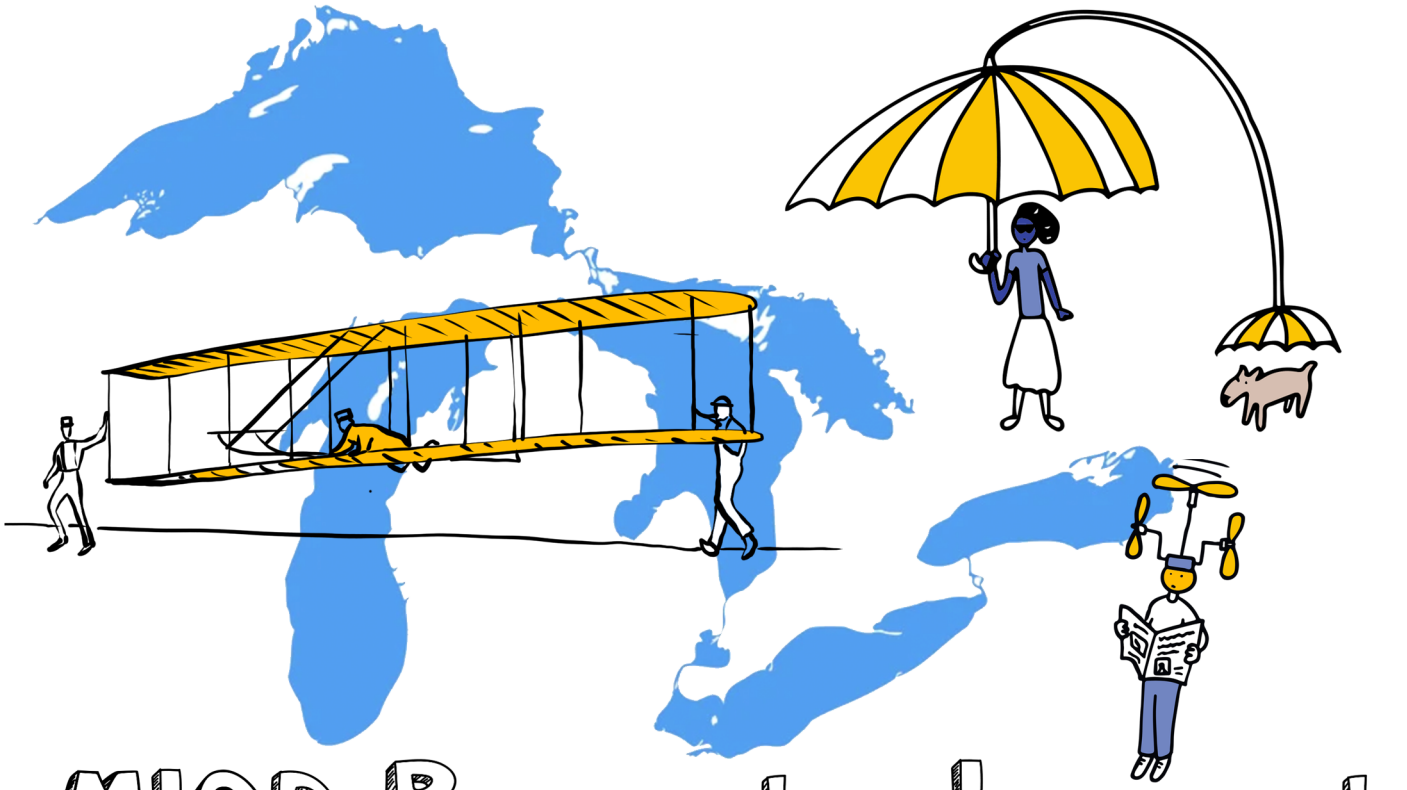


MISD Born to Invent

Michigan & Beyond!

This Inventor's Log belongs to

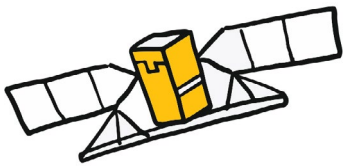
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MiSTEM Network

MISD

Little Inventors

Top tips to get inventing



Follow that thought

Try to stop thinking for a minute. It's pretty much impossible!

Our brains are constantly taking information in and working out how to record it and how it connects with other things we know.

So trust your brain and try to catch a thought and see where it takes you!

Doodle away

You don't always need to know what you're drawing....

In fact, some people like to doodle and then imagine what they can see in their doodle! Try it out on a doodle sheet!

No problem too small

It might be how to help a snail go faster, how to water a cactus or how to protect a ladybug from the rain – no problem is too small to capture your inventive imagination!

Break the rules

New inventions happen when we try to think or do things differently – in other words, when we break the rules. So forget how things are supposed to work and make them happen your own way!

So many ideas!

Keep the ideas coming. It doesn't matter if they're not great, but allowing yourself to play with an idea might lead you to another idea, or might just get it out of your brain to make room for more ideas!

Who needs your help?

Thinking about who your invention is for is a great place to start.

It could be for someone in your family or an animal you spot while you're out and about. Imagine what they like or dislike, what they might find difficult or boring. How can you help them?

No limits

And of course, the opposite is also true - there is no problem too big to try and solve either!

It might seem a little crazy or simply impossible but so did landing on the moon!

So don't be scared to think up big or bonkers ideas - who knows what will come of it?

What might seem impossible today could well happen in the not-so-distant future.



Part 1

Back in the day

Office of odd

Becoming a great inventor is all about having a wild imagination! Take a look at these odd objects and think up what they could be used for. Who might need to use these inventions? And what name would you give them? Remember, there are no wrong answers!



Give it a name! _____

Who might use this invention? _____

_____

What would they use it for? _____

_____

_____

_____



Give it a name! _____

Who might use this invention? _____

_____

What would they use it for? _____

_____

_____

_____



Give it a name! _____

Who might use this invention? _____

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What would they use it for? _____

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What would they use it for? _____



Give it a name! _____

Who might use this invention? _____

What would they use it for? _____



Give it a name! _____

Who might use this invention? _____

What would they use it for? _____



These odd inventions are created by chief inventor Dominic Wilcox. To discover more of his bonkers ideas visit:

www.officeofodd.com

Time traveler

The world is constantly changing and it can be hard to keep up! 100 years ago the world was a very different place. Inventions have quite literally changed the world! Let's go back in time and think about how times have changed.

1. Write down 5 ways life was different 100 years ago?



1.

2.

3.

4.

5.

2. Write down an activity you do every day:

_____

_____

3. Now draw yourself doing it in this box:

4. How would this activity have been different 100 years ago?

_____

_____

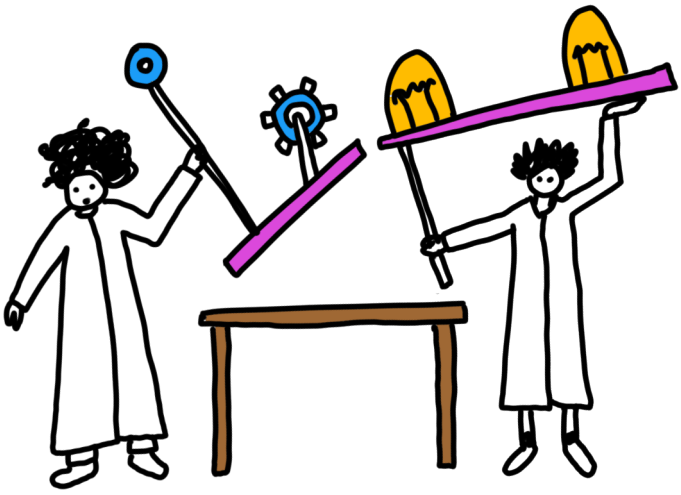
5. Now draw yourself doing the same thing 100 years ago!

6. What inventions have changed this activity over the past 100 years? Has it been made better, more fun or more efficient?

7. What would you do now or in the future to make the activity even better? Write, draw or doodle some ideas down in the box below!

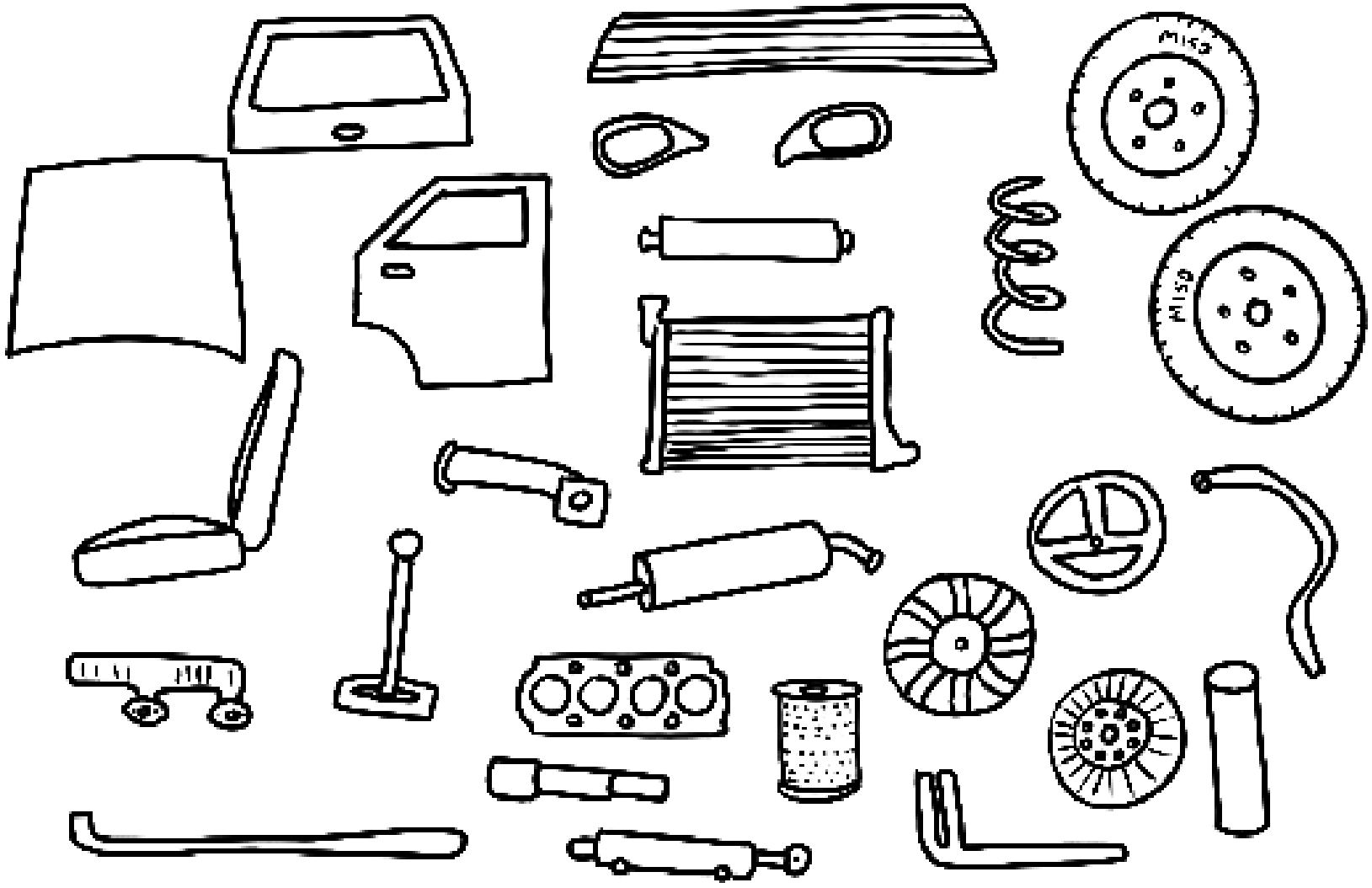
Part 2

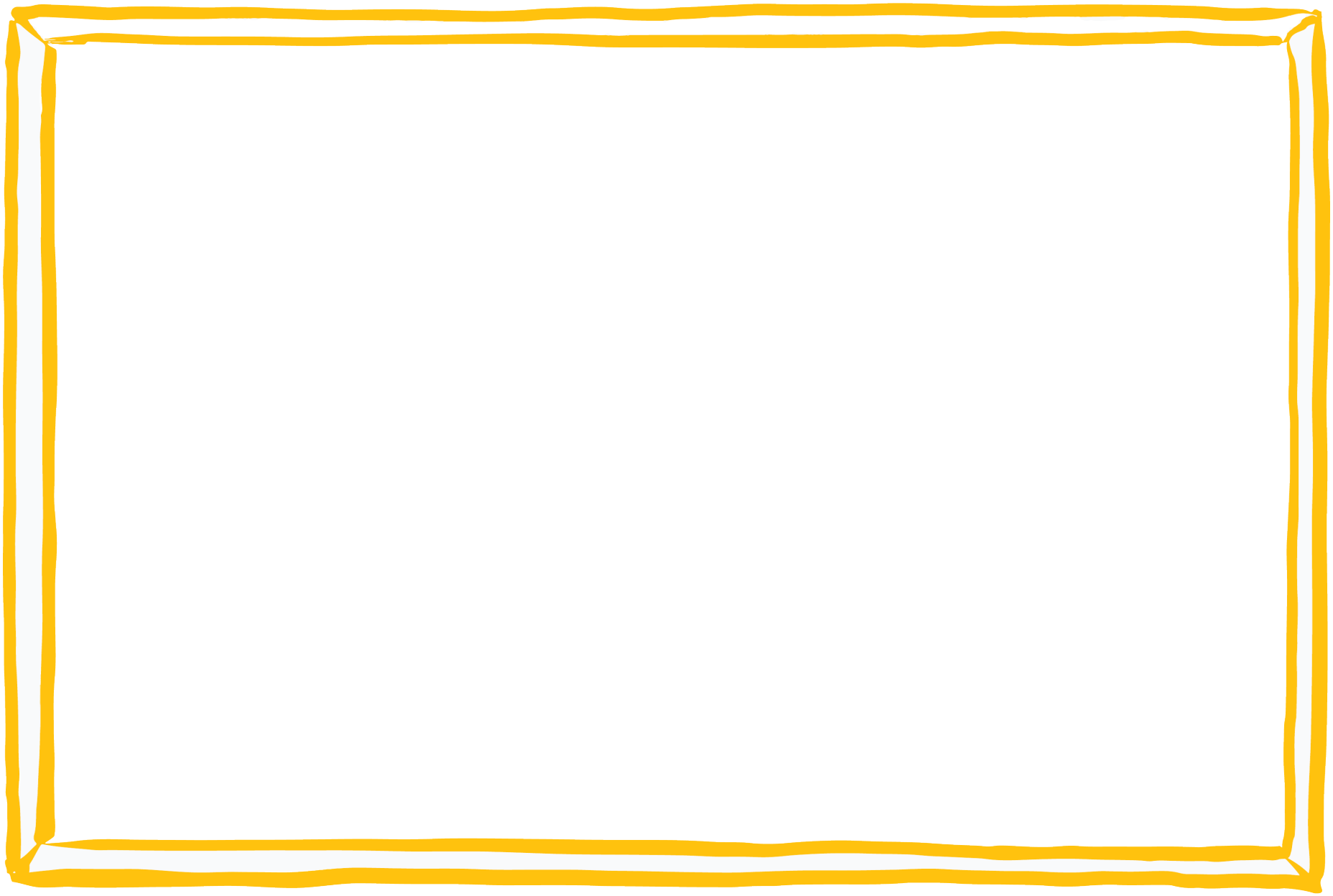
Right here, right now!



Mix-up machine

Cut out the car parts, rearrange them and stick them down to invent something new! Give it a name and tell us what your invention is for. It can be something useful, clever or just totally bonkers! You can also draw extra parts or draw multiples of the ones on this sheet.





Name your new invention!

Switch it!

1



Stick or place your **character card** here

2



Stick or place your **place card** here

3



Stick or place your **place card** here

Tell us about your character!

What are they called? _____

_____

How old are they? _____

What do they like? _____

_____

_____

What do they not like? _____

_____

_____

What do they find boring? _____

_____

Think about the place

Is the weather hot or cold? Does it vary?

_____

Is it wet or dry? _____

Who else lives there? _____

_____

Are there any wild animals? If so, what?

_____

What could your character do there for fun? _____

Where would they live and sleep?

_____

_____

How is this place different?

Is the weather hot or cold? Does it vary?

_____

Is it wet or dry? _____

How many people live or visit there?

_____

Are there any wild animals? If so, what?

_____

What could your character do there for fun? _____

Where would they live and sleep?

_____

_____

Now, let's get inventing!

In the boxes below draw an invention your character might need in each of the different places. It could be useful, clever or just plain silly!

Who is your character? _____

1. What is the place? _____

2. What is the place? _____

Character cards



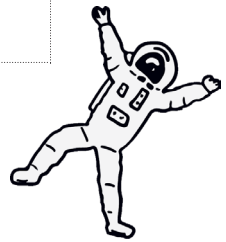
Cut up the cards and pick one!

- Creating a character can help us with great invention ideas.
- Use your card to think about what your character is like - can you think more about the things they might like or dislike?
- What kind of invention might your character need or want?

A dancer	A person that often feels too cold	An elderly person
Someone with restricted mobility	A ghost	Someone that is accident prone
An alien	Someone that can easily feel sensory overload	A teacher



A fish	An influencer	Someone with restricted vision
Someone who feels lonely	A nursery aged child	A dog
A robot	A professional runner	Someone that loves playing pranks



Place cards



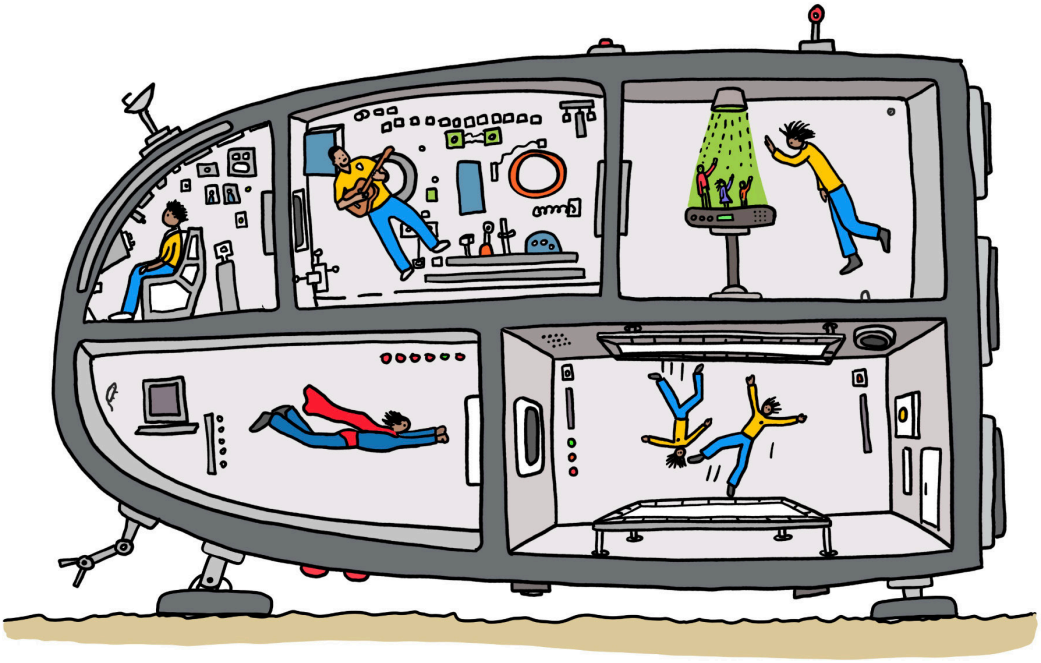
Cut up the cards and pick one!

- Use your card to think about what needs someone might have in a specific location compared to another
- Think about the environment in that place, is it hot or cold, wet or dry, busy or quiet?
- What kind of invention might your character need or want in this place to survive, live comfortably or have fun?

A vast desert	The North Pole	A rainforest
A remote island	A sandy beach	A hidden cave
The moon	The top of a mountain	On a boat

Part 3

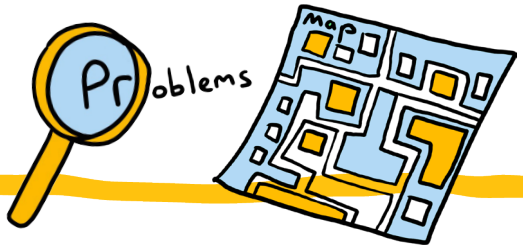
Into the Future



My problem treasure hunt

Head out on a problem treasure hunt around your school or home. Can you spot someone who needs help? Or a way to make daily routines more fun?

Draw or write the problems or opportunities for fun you found on your treasure hunt here.



Can you think of some invention ideas to improve the problems you found?

Try drawing some solutions here!

Meet the future you

Let's leap ahead to the year 3000, can you predict what your future life will be life?

Where do you live?

How do you get to where you need to go?

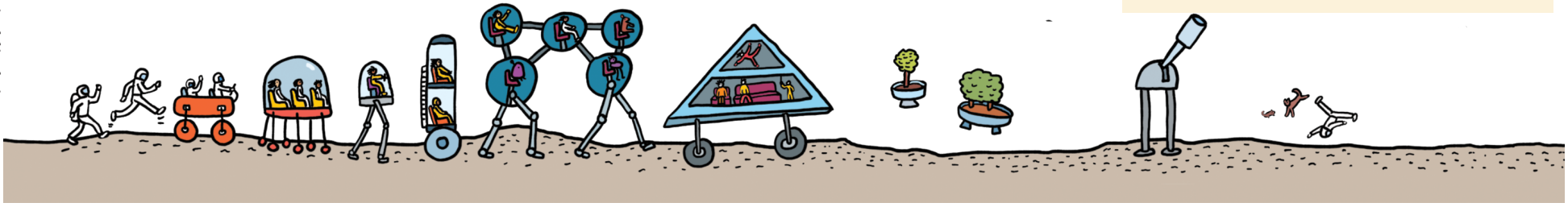
What do you do for fun?

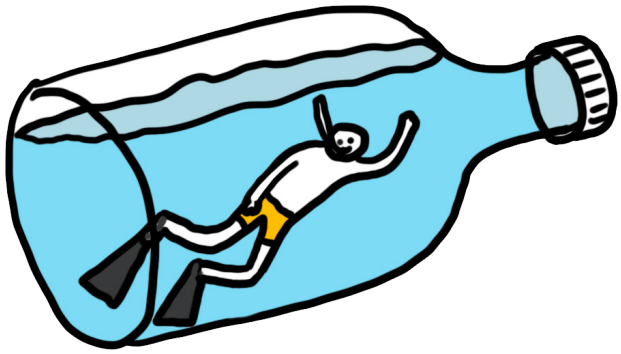
What job do you have?

Draw your future self here!

What challenges are we facing in the world today?

Can you think of ways the world could be better in the future?





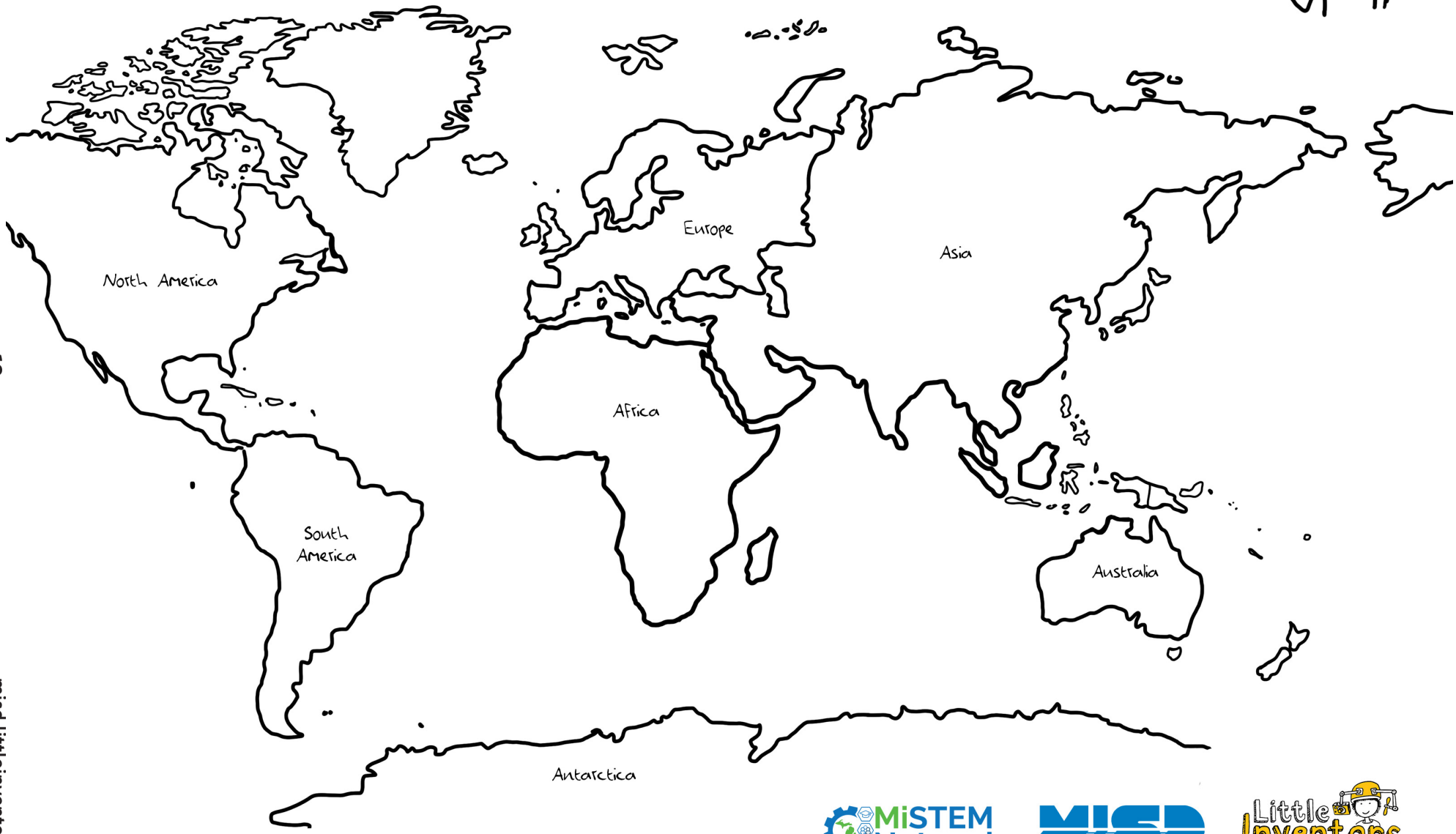
Part 4

The challenges

World Map



Draw where you live on the map!
Now draw where your challenger lives



Real world challenges



Tell us about the challenge you have chosen

What is the challenger's name? _____

Where do they live? _____

What is their challenge? _____

_____

Have you experienced the same problem they're facing or something similar in your life? If so, when?

_____

_____

_____

Can you think of anyone else experiencing a similar problem? If so, who and where?

_____

_____

_____

_____

_____

_____

If you could ask them some more questions about their problem what would you ask?

_____

_____

_____

_____

_____

_____

Have you come across any real world solutions to this problem already? What are they? Think of exisiting inventions!

_____

_____

_____

_____

_____

_____

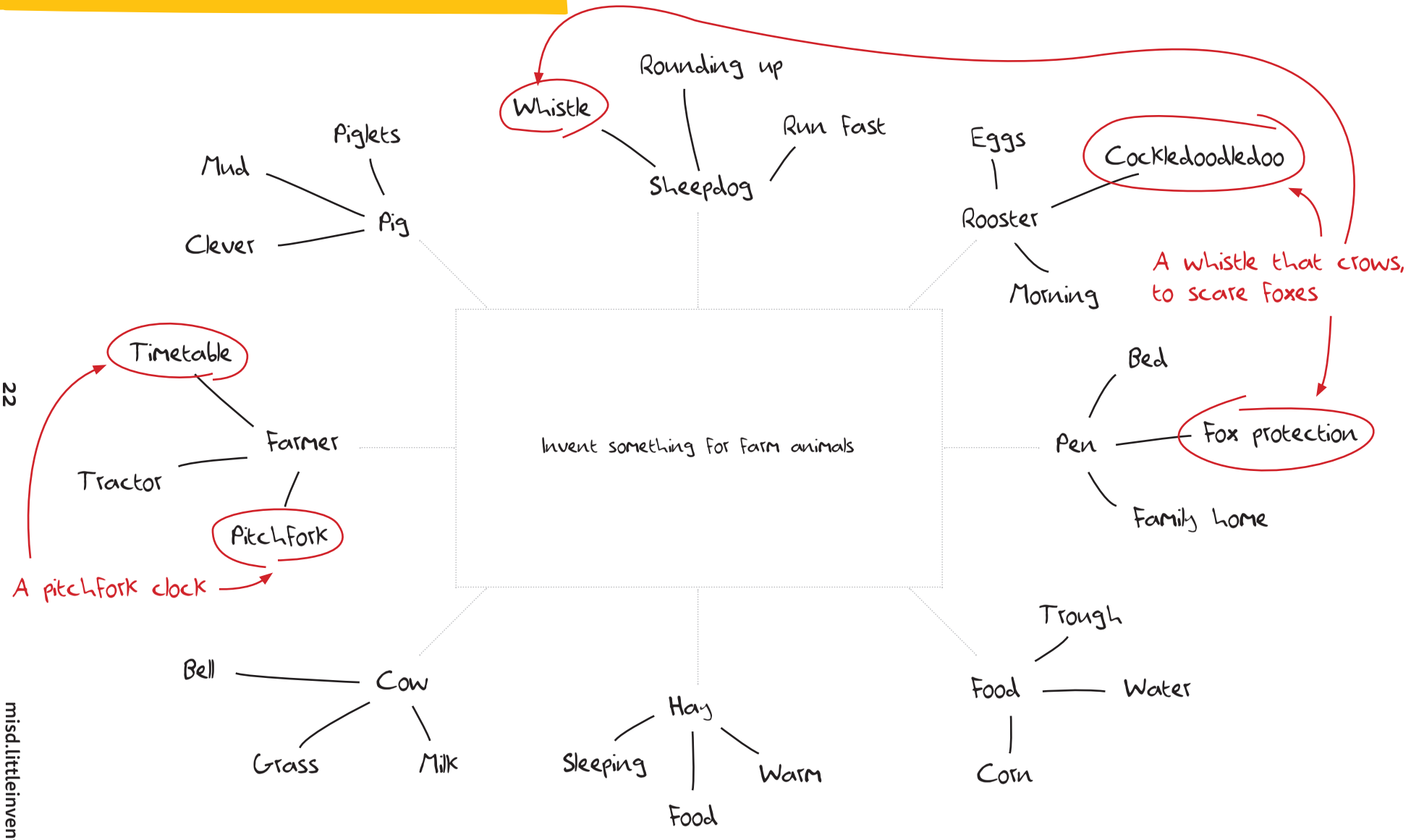
_____

Mind map

Start by writing your invention challenge in the middle and then let your mind wonder!
Take a look at the example on the next page.



Mind map example



Invention inspiration

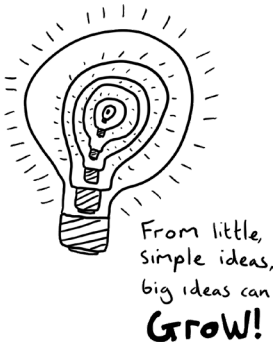
Doodle, write notes, stick pictures. All of this inspiration will help make your invention extra brilliant!

Things I've seen What have you seen before that could inspire your invention?

Things I've imagined What ideas have you thought of that could inspire your invention?

Things I know What research have you done that is important to your idea?

More space for sticking or drawing things!



What's the story?



Think about your character and the problem they face. Write a story about them including an invention that could help them. What would be the ending?

The beginning

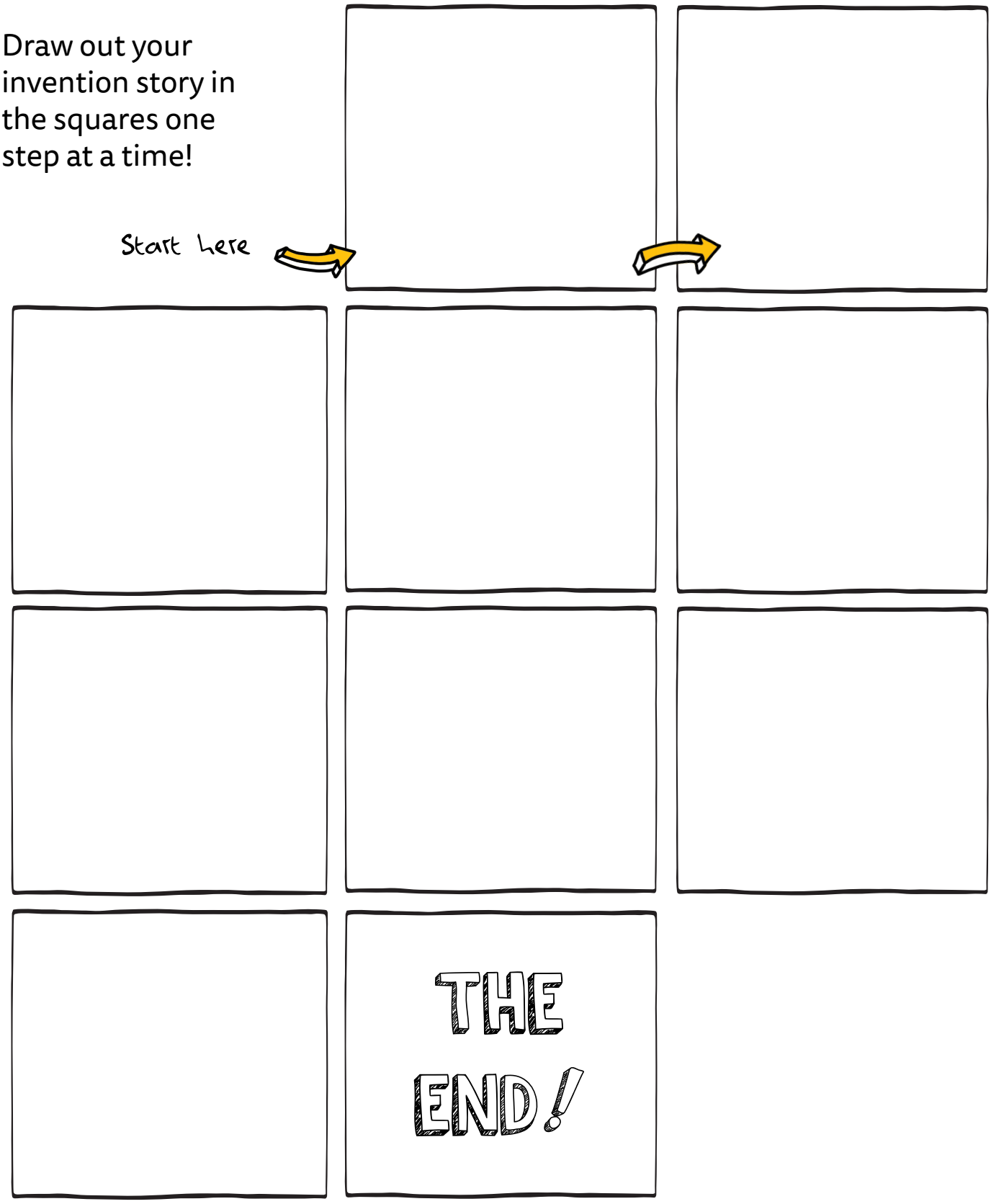
The middle

The end

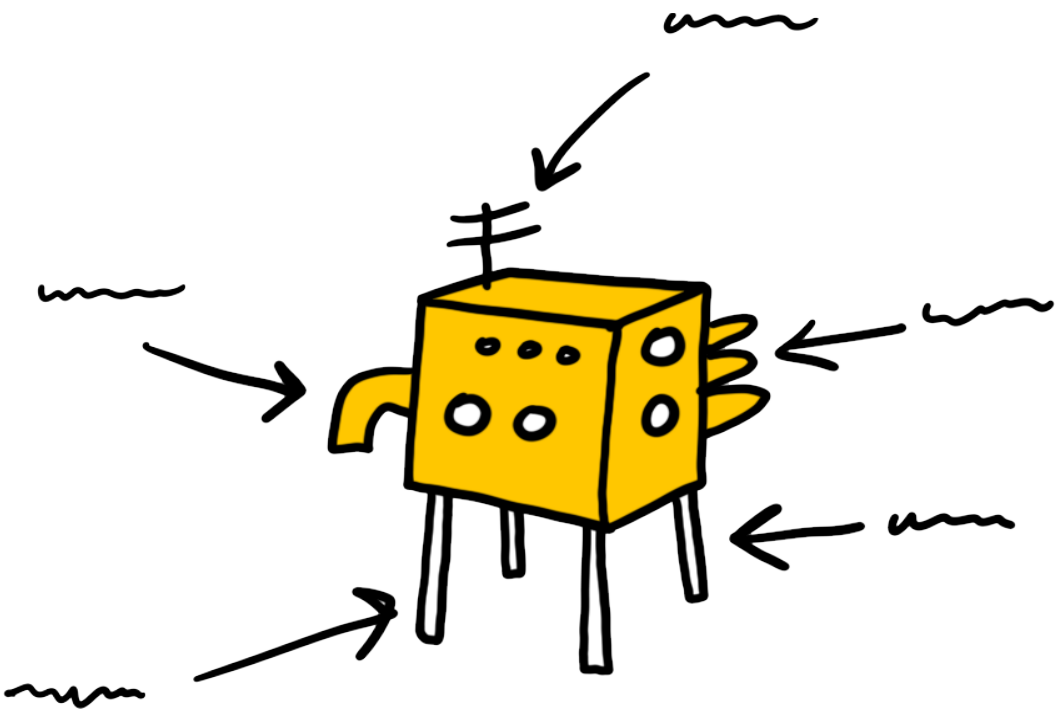
My invention comic

Draw out your invention story in the squares one step at a time!

Start here



Your invention drawing sheets



Who's invention challenge are you responding to?

My invention is called

About the inventor *(that's you!)*

First name

Age

School

Town/city and country

Tell us more!

(Who it is for, what it does, how it works!)

MY invention!

Use a black pen, add colors and labels



Upload your idea at misd.littleinventors.org to get feedback.
And who knows, it could be chosen to be made real!

MiSTEM Network MISD Little Inventors

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