

# Little Inventors

## Inventor's Log

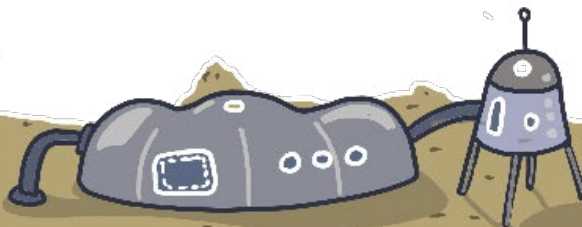
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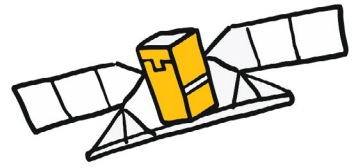


Operation Lift Off

MISD Mission Moon!



# 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!

## 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!

## 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! Have a go on a doodle sheet!

## 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 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!

## No limits

And of course, the opposite is also true – there is no problem too big to have a go at either!

If you worry about how to reduce the pollution in the atmosphere or how to make travel faster, safer and non-polluting, then have a go. We need all kinds of ideas to help our planet stay green!

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

## 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!

## Activity 1.2

# Character profiler

*Put your character card down and describe them in your own words.*

What is he/she called? .....

How old is he/she? .....

Where does he/she live? .....

What does he/she like? .....

What are his/ her hobbies? .....

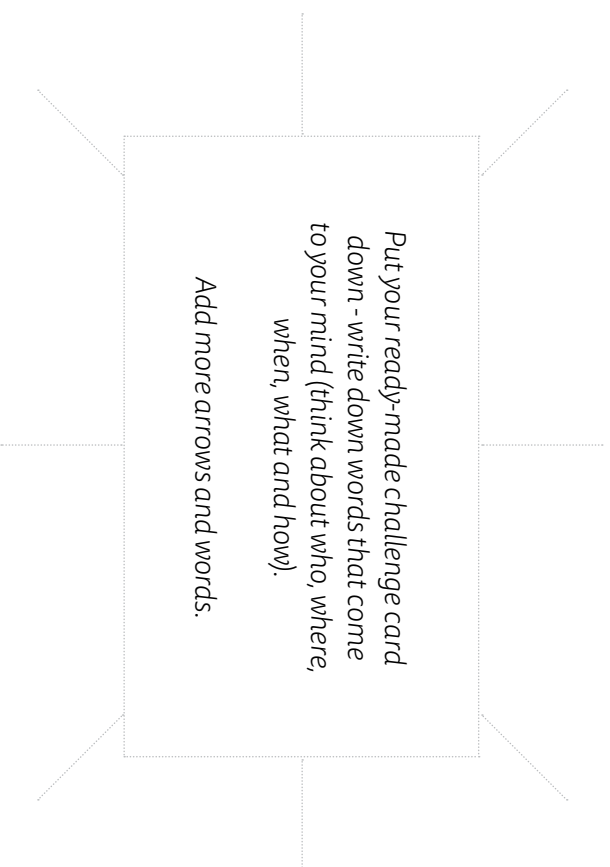
What does he/she not like? .....

What does he/she find difficult to do? .....

What does he/she find boring? .....

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

# Mind map



Use the words to look for an idea to solve your challenge. What's your invention idea?

# My invention!

Use a black pen, DRAW BIG,  
add color and labels.



Date \_\_\_\_\_ Age \_\_\_\_\_

First name \_\_\_\_\_

School \_\_\_\_\_ City \_\_\_\_\_

My invention is called:

\_\_\_\_\_

What does it do? How does it work?

How does it help protect our oceans?

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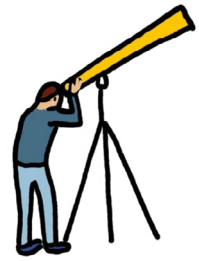
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Upload your idea to [littleinventors.org](http://littleinventors.org) to receive  
feedback on your idea and join the gallery!



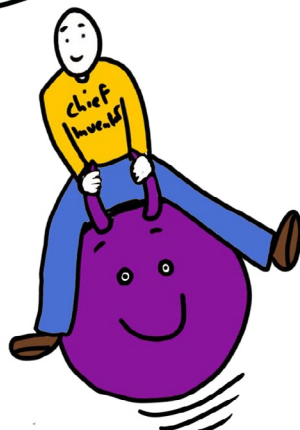
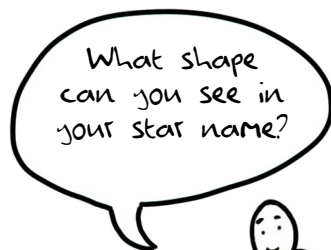
## Activity 2.1

# Your name in the stars!



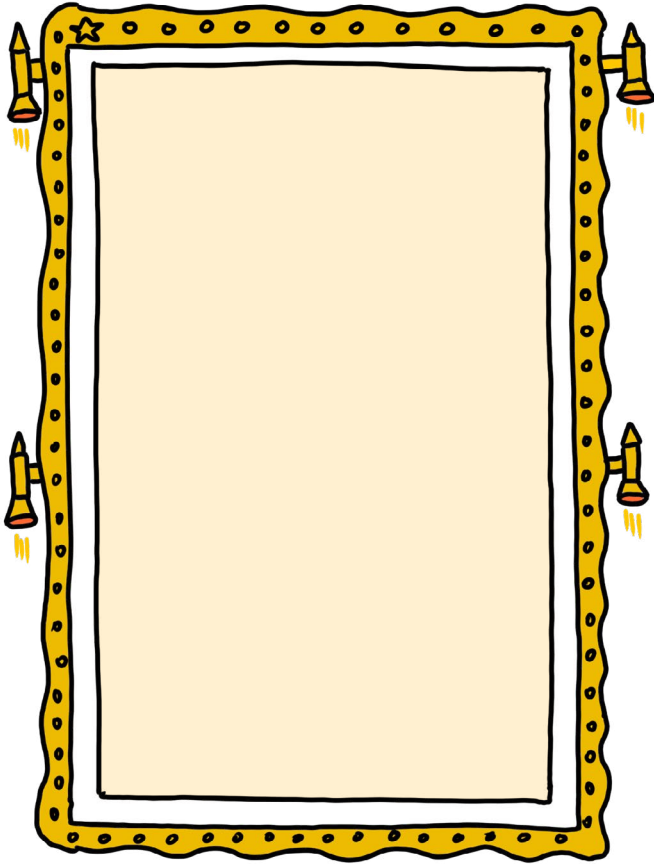
Join the stars whose names begin with each letter of your name – this is your very own constellation!

Use a different color and try it again with your last name.



## Activity 2.2

# What would you like to do in space?



Draw yourself. Don't forget your astronaut suit and helmet!

I'd like to go to...

I would go with...

The first thing I want to discover is...

What would you like to do in space?

Would you like to travel to a distant planet? Send a boomerang into a black hole? Eat an ice cream on the moon? Try and juggle on Mars? Take a shower on Venus? Write your ideas here!

# My moon mission invention

Think of an idea to help lift off into space and improve life on the moon. No problem is too big or too small to invent for!

First name .....

Age .....

School .....

Town/city and country .....

## Tell us more!

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

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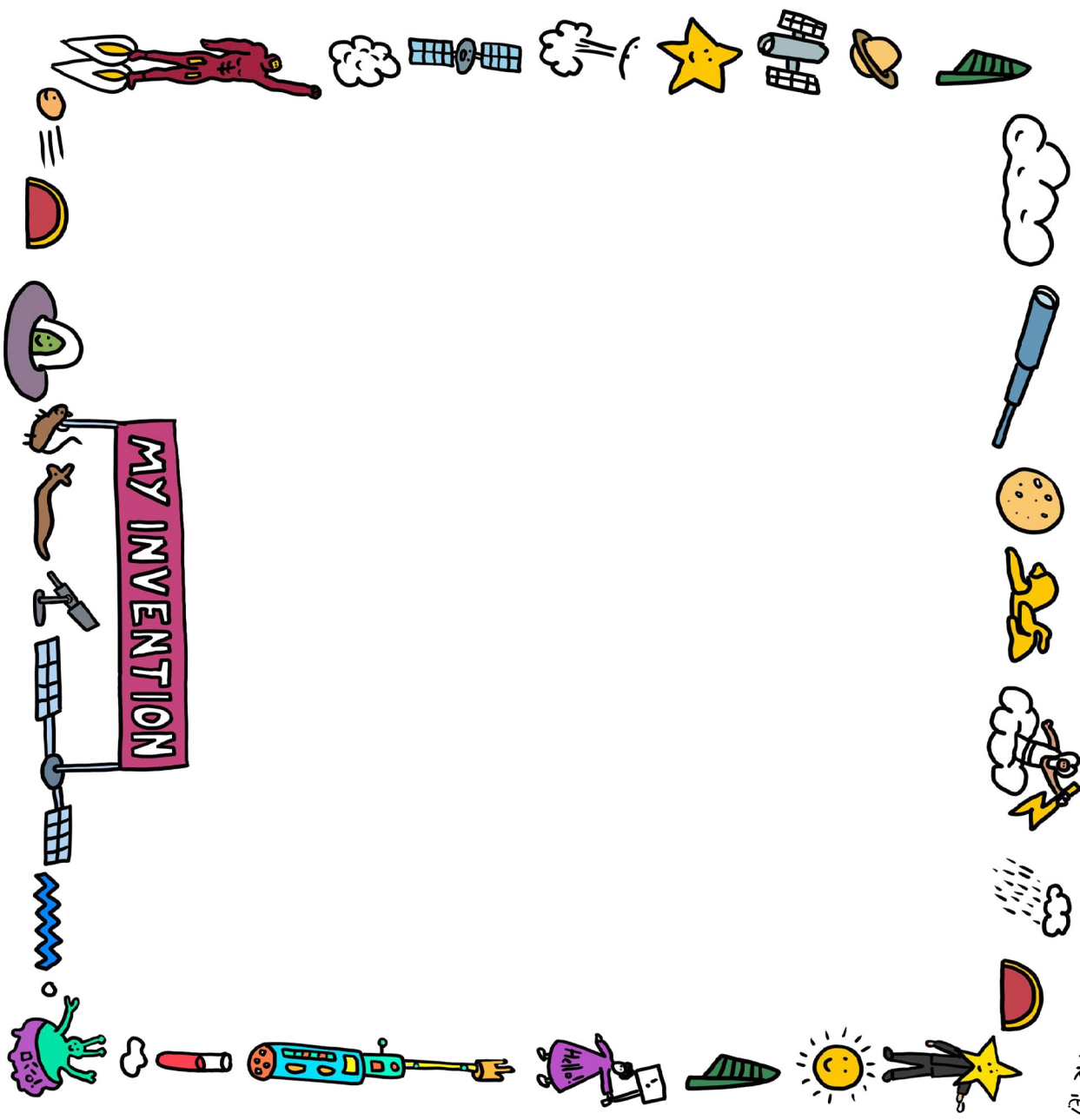
.....

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And who knows, it could be chosen to be made real!

Invention name .....

Name it!



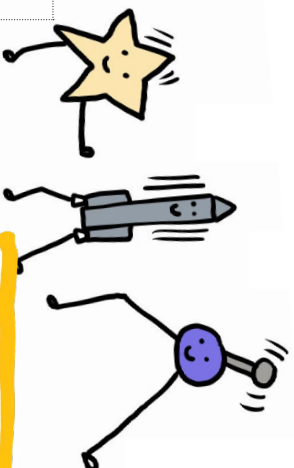
Draw your invention here!

Use a black pen, add colors and labels



## Activity 3.1

# Character profiler



*Put your character down here and in your describe them in your own words.*

What are they called? .....

How old are they? .....

When did they first become interested in space exploration? .....

What are they most looking forward to about space exploration? .....

What are their hobbies? .....

What do they not like? .....

What do they find difficult to do? .....

What do they find boring? .....

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



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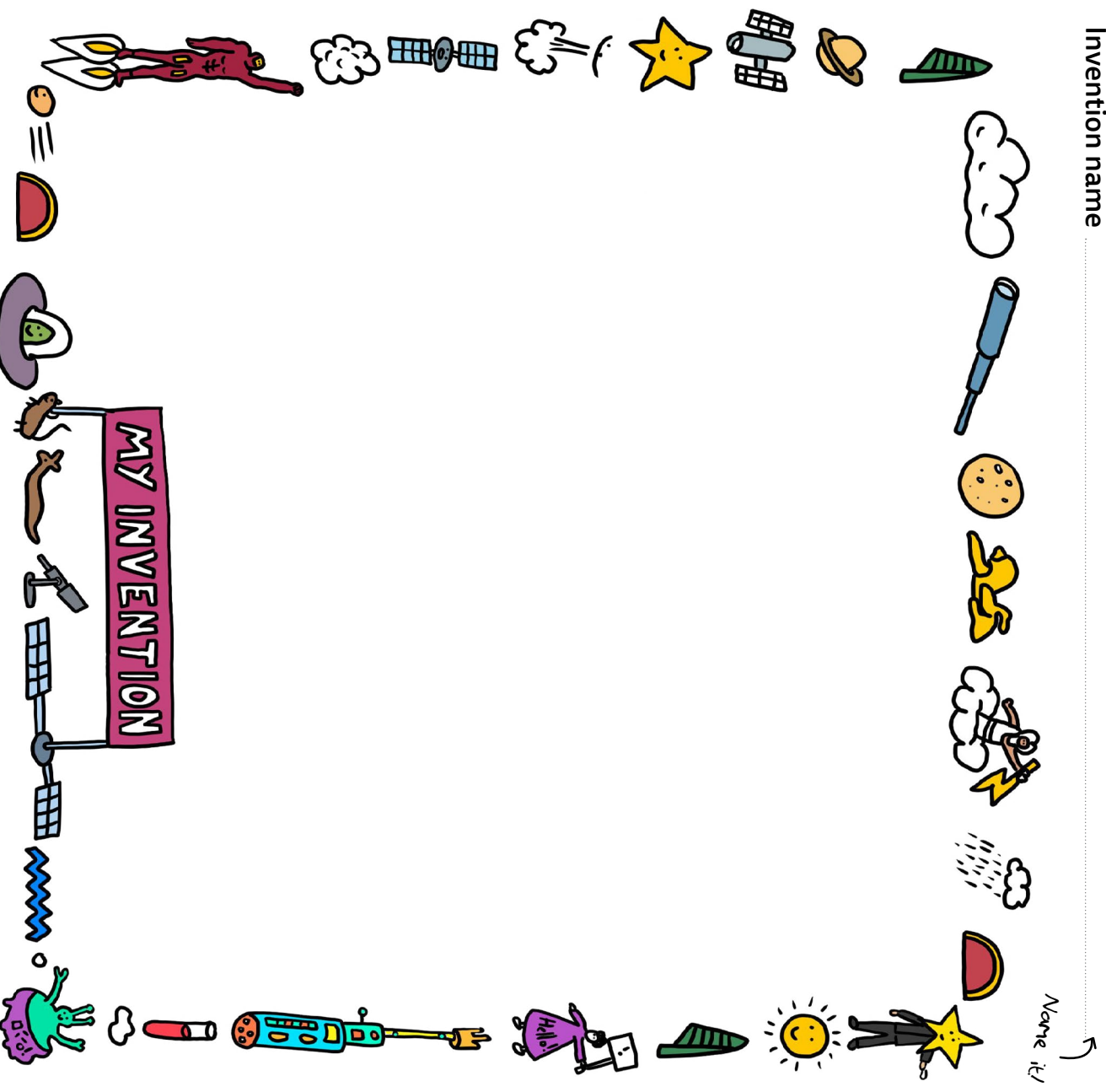
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Invention name



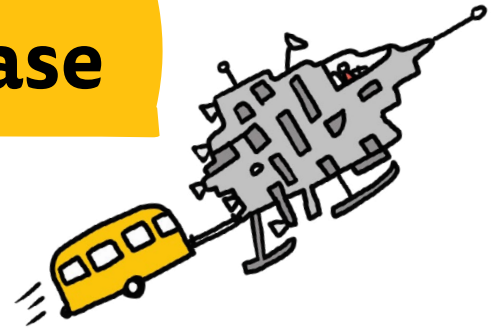
Draw your invention here!

Use a black pen, add colors and labels

## Activity 4.1

# Invent your own lunar base

Imagine you are living and working on the Moon...



Draw your lunar base and your crew.



What would your lunar base look like?

How many rooms will it have?

Who would come on your Moon adventure?

Which of your favourite things would you like to take with you?

What would you miss most from Earth?



## Activity 4.3

# Moonday, Tuesday, Wednesday...

Imagine your teacher is part of the Artemis crew. They are one of the first humans to live and work on the Moon... imagine what a normal day might be like!



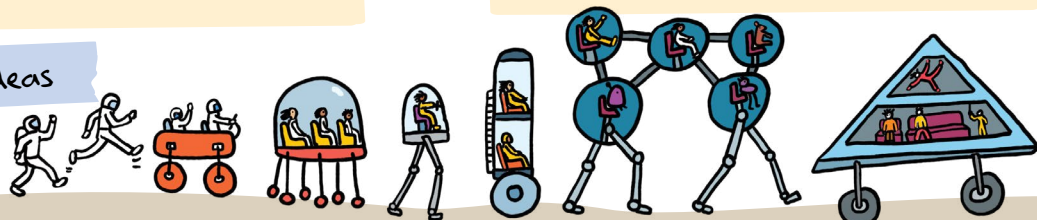
What form of transport might they use to get around?

What would be more difficult to do, or easier?

Imagine the kind of places they would go to for fun...

What sort of job would your teacher do on the moon?

Write or draw your ideas



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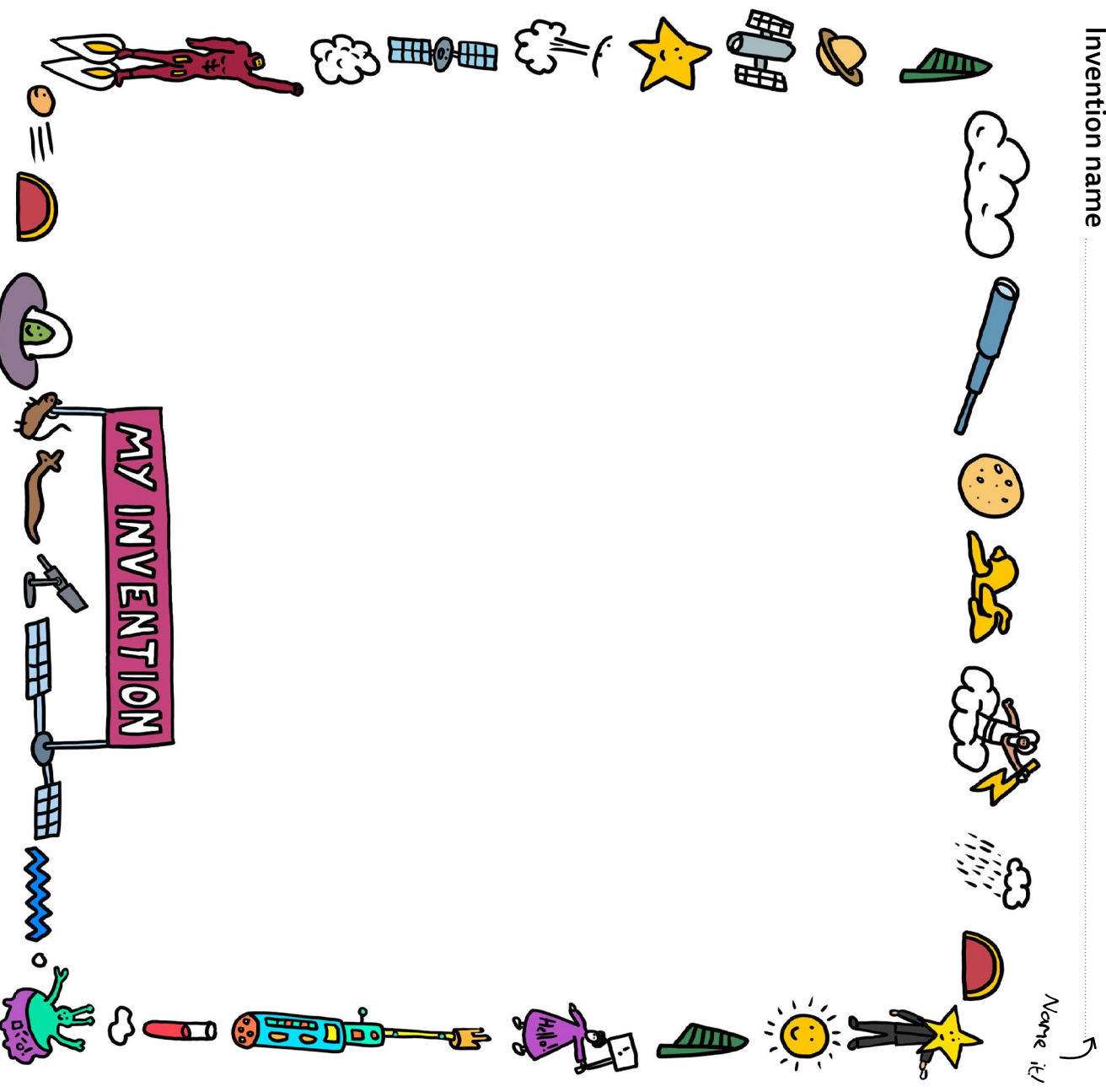
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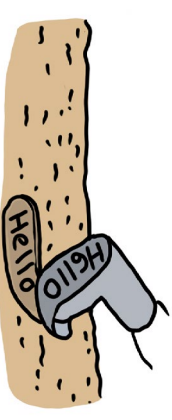
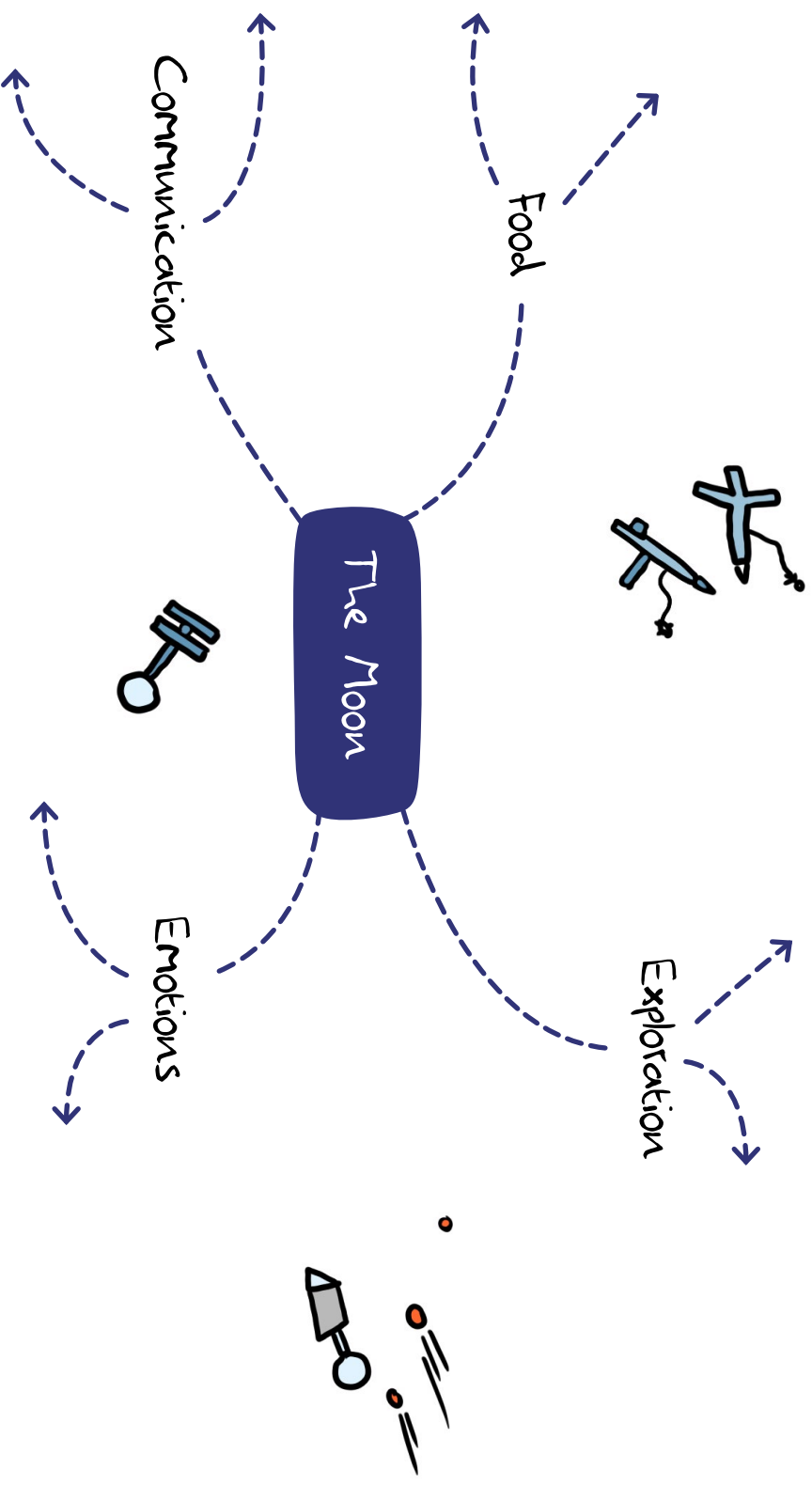


Draw your invention here!

Use a black pen, add colors and labels



# Moon mind map

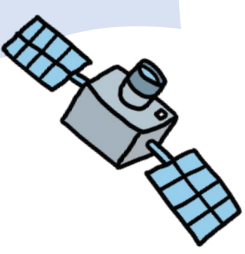


## Activity 5.3

# Mission moon!

Use this sheet to explore specific ideas or features of the Moon.

Pick one thing you are interested to explore about the moon.

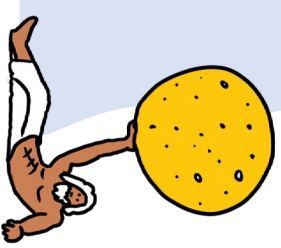


What are the threats or problems?

What could be done differently?

What could the future look like?

What information have you found out?





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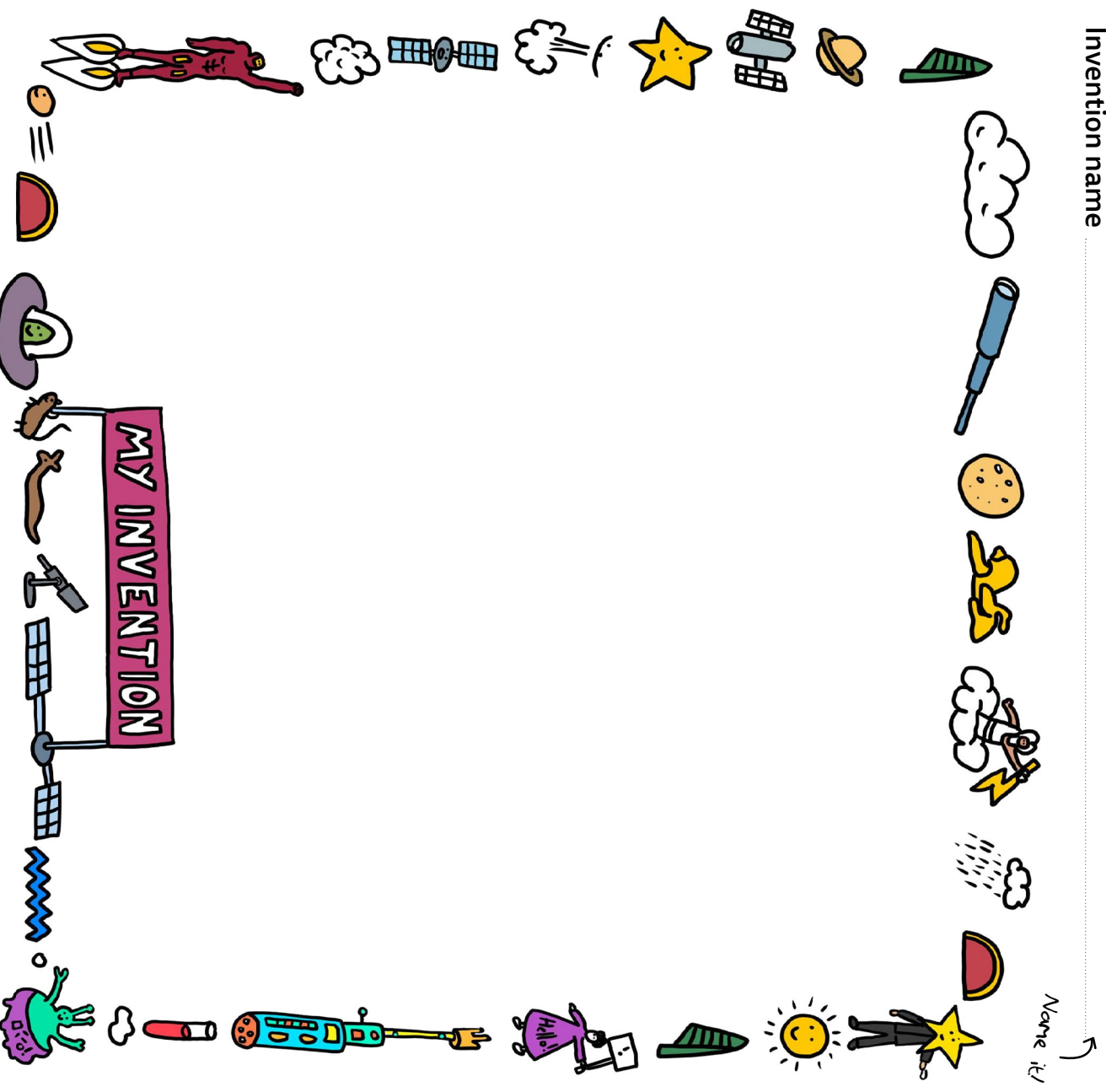
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