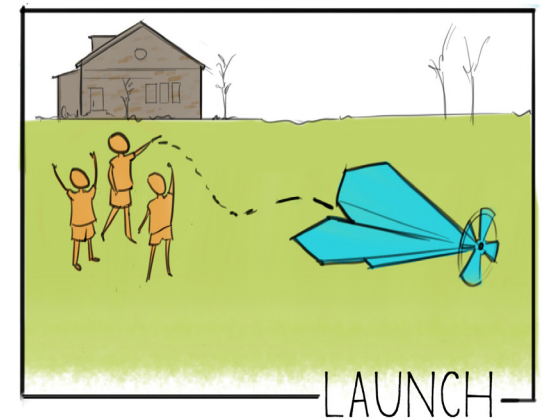
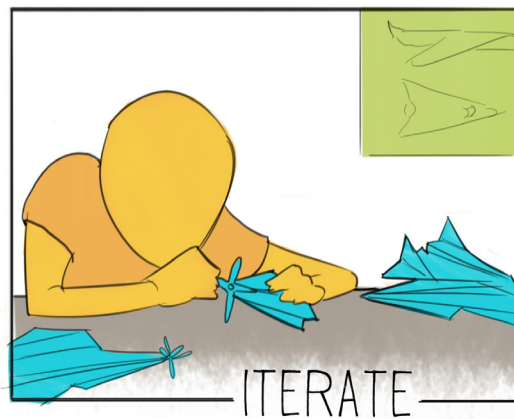
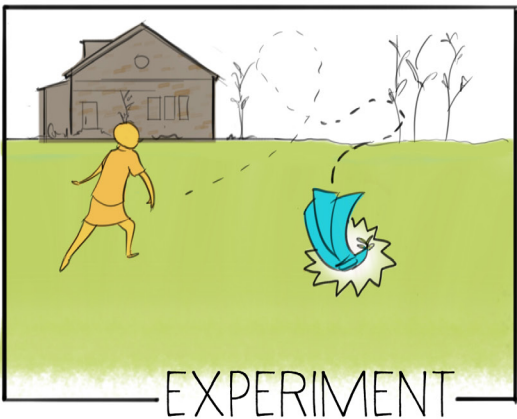
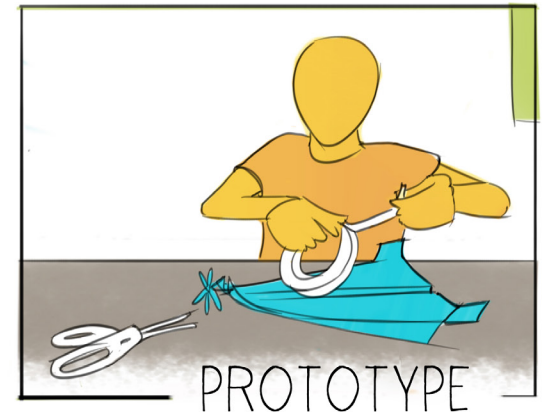
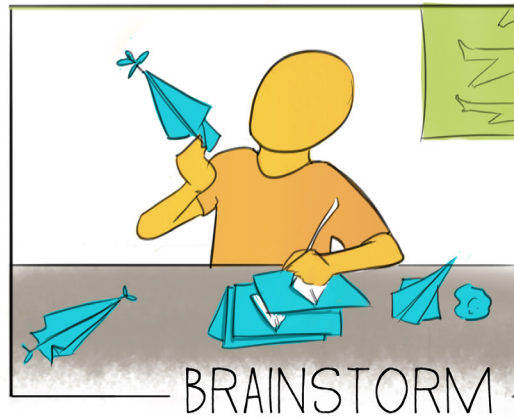
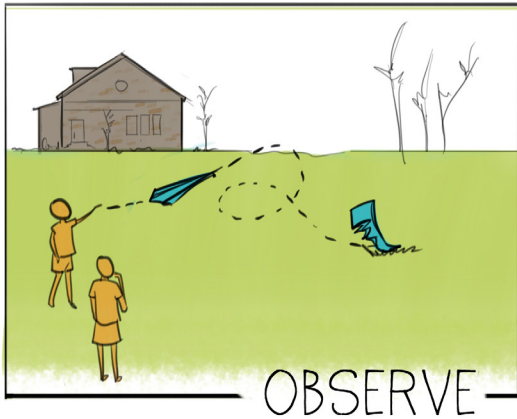


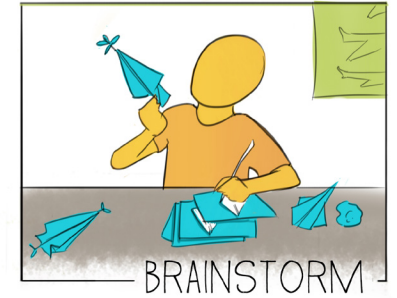
Six-Step Invention Process

Workbook



Step 2: Brainstorm

Now that you have an idea, it's time to bring it to life! Brainstorming is all about coming up with a lot of ideas about how your product will look, feel, and work. Try to think of any possible way to solve our problem- anything goes-there are no wrong answers!



Sketch your ideas below on how your idea can be brought to life:

- What does it look like?
- How does it work?
- How big is it?
- How does it go together?

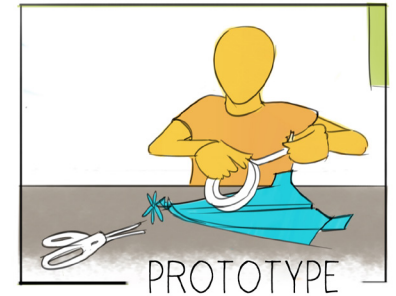
Try to come up with 6 different ideas on how to solve your problem and sketch them below.

Step 3: Prototype

Think about the sketches you did on the last page. Which idea makes the most sense? You can ask others for their opinion, too especially people who might have given you the inspiration for your product. Once you've chosen one or two ideas, build it in 3D.

There are a lot of different things you can use to build a prototype: Cut or folded paper, building blocks, pipe cleaners, popsicle sticks, clay, moldable plastic, cardboard, anything you can think of!

Take a photo of your prototypes and paste them in the space below. You can also post the images on the Imagiroom facebook page or tweet them to us @makeimagiroom.



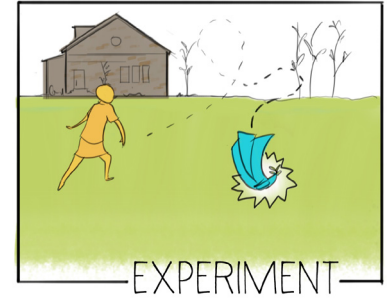
prototype images here

Step 4: Experiment

Once you have some prototypes built, it's time to see if they work! Think about how your model looks and feels. Is it too big? Does it fit in your hand? Is it obvious what the product is used for? Does it perform its intended function?

Try asking some people what they think of it, especially if they were part of your inspiration. What do they think of the product?

Write the results below. Note the things that worked and the things that didn't work with your prototype. You will use this information in the next step to make your product better.



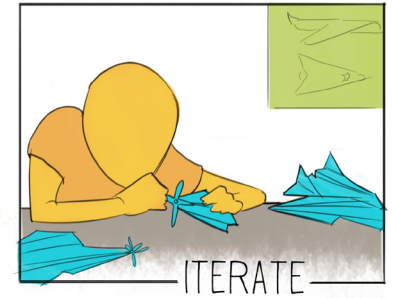
What worked with the prototype?

What DIDN'T work with the prototype?

Step 5: Iterate

Usually, a first prototype is a way to learn how to make your product better. Look at some of the things that weren't working with your last prototype. Do some sketches on how you can improve upon those things. If your product was too big to hold, how can you make it smaller? If it wasn't working at all, think about why not and try to redesign it to make it better.

Once you have sketched some fresh ideas, build some more prototypes to test the new designs. This step is sometimes the longest and most challenging, building and re-building until the product is functional. Don't get discouraged-you will make it work!



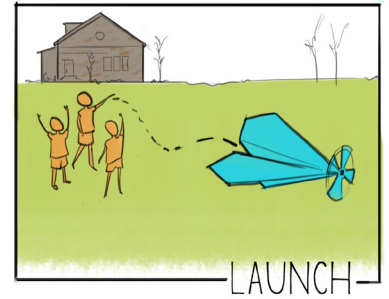
Re-design sketches

prototype images here

Step 6: Launch

You've designed and re-designed, you've prototyped, you've tested, and your product is now ready to show the world! Plan a launch party with friends and family and show off your product. Maybe invite others to show off things they've created as well. Present to them not only the final product, but show them this booklet and all the materials you've collected throughout the process. It's fun to see how the innovation process works!

Congratulations- you are an inventor!



product in use