

## Identify a Need or a Want

**What problems might you like to try and solve?**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Tick your chosen problem in the circle.**

**Who will benefit from your invention?**

**In the space below, create a spider diagram to show all the different ideas you have about how you might solve the problem:**

**Solutions**

## Select a Solution

**Which was the best solution to your problem?**

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**Explain why:**

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## Conduct Research

**What research will you do to support your designing?**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Research Findings

**Use the space below to record what you have learnt from your research. You may want to stick in pictures and diagrams and draw pencil lines to write on.**

## Using your Research

**Explain how your research will influence your design:**

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**What will your invention need to be able to do? What features must it have? (Design specifications).**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

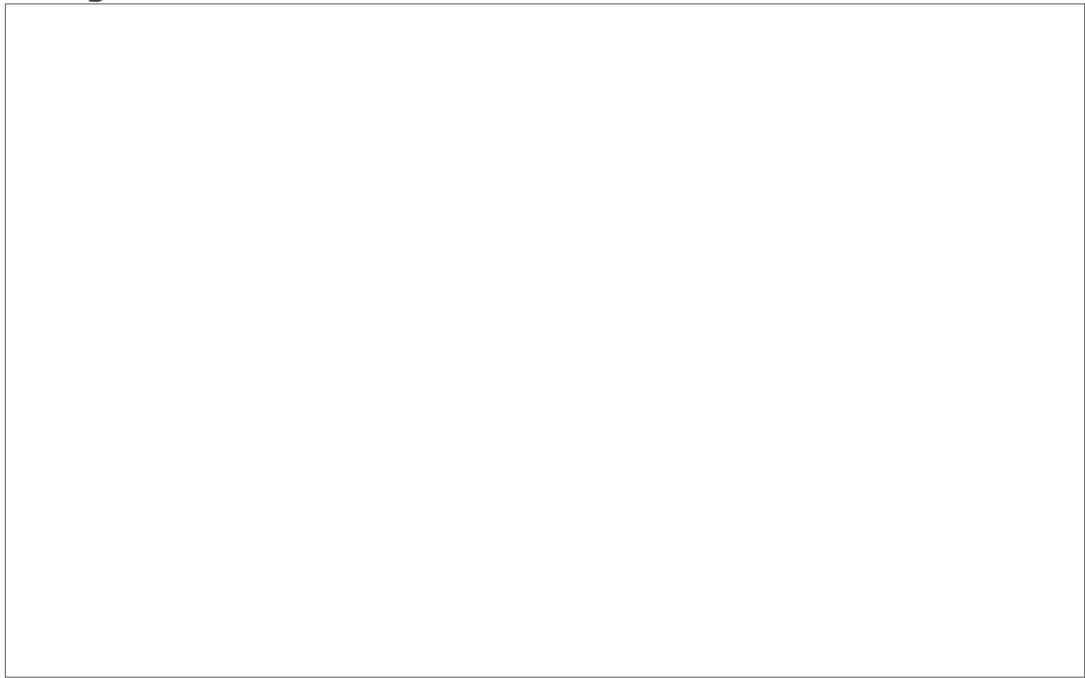
**Time to play with ideas— be as imaginative as you like! Remember to meet the design specifications and purpose of your invention.**



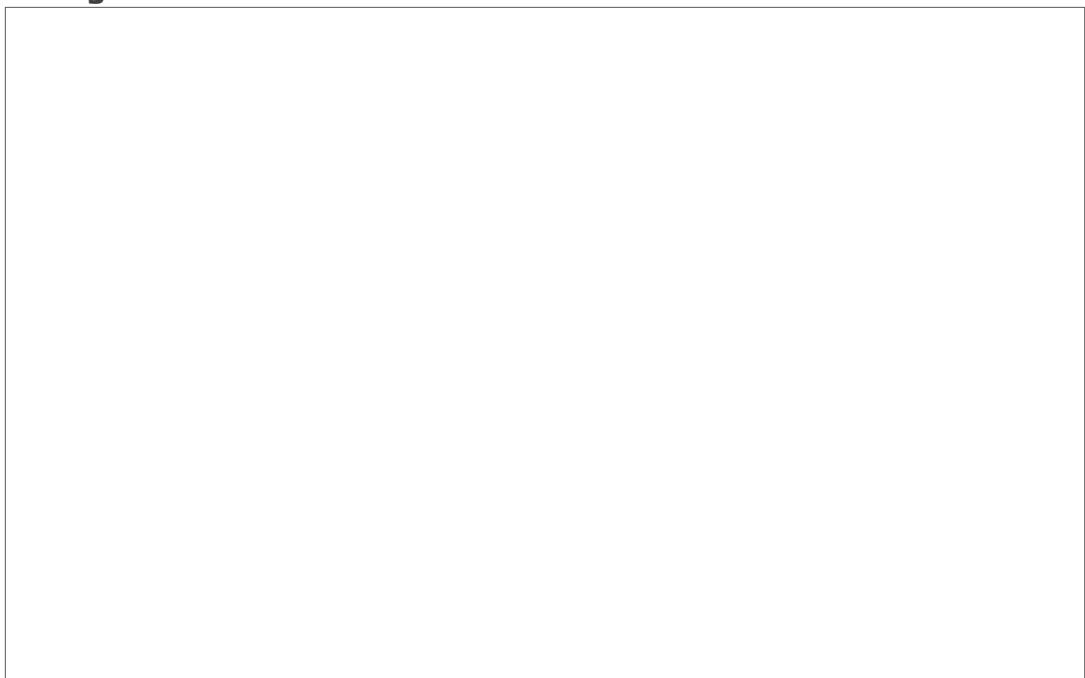
## **Design your Invention**

**Label your designs with materials and extra information.**

### **Design 1**

A large, empty rectangular box with a thin black border, designed for children to draw their first invention design.

### **Design 2**

A large, empty rectangular box with a thin black border, designed for children to draw their second invention design.

**Choose your favourite design to improve and make as your invention.**

## **Final Design for your Invention**

## **What improvements did you make?**

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## **What is the best part of your design and why?**

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## **How does your invention meet the design specifications?**

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