

Maker
{Futures}



Be an Inventor
Challenge

What you need:

- **Your imagination**
- **Pen and paper**
- **Prototyping materials-
plastic/ cardboard (raid the
recycling bin!)**
- **Scissors**
- **Sellotape and glue**

Maker{Challenge}

Age: 4 -100 yrs

Risk: Low

Be an Inventor!

{Challenge}

You're an inventor for the day and your challenge is to design something that solves a problem!

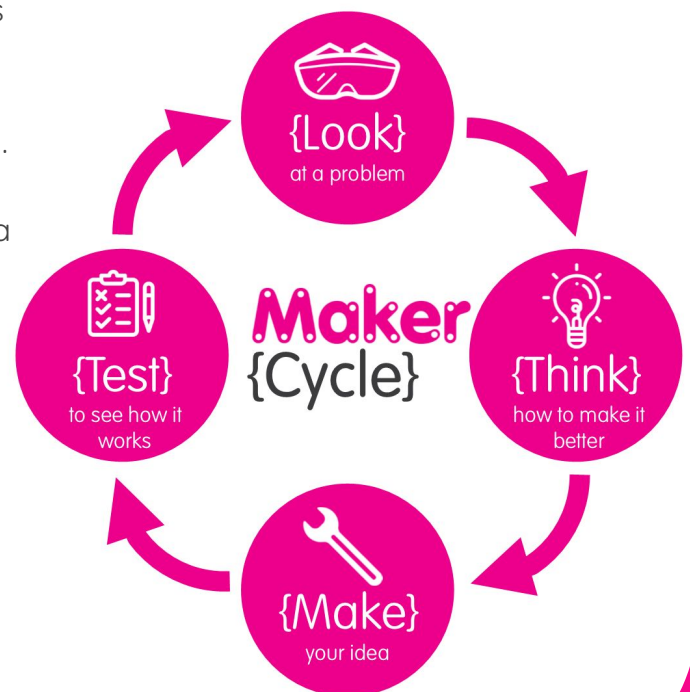


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Use the Maker{Cycle} to create like a Maker:

- **Look** for a problem to solve. Why not get friends/ family involved. Ask them about their daily routines, is there anything that frustrates them? Why not explore different topics - travelling, exercise, cooking, camping, waste.
- **Think** about how the problem could be solved. Have a brainstorm together to come up with as many ideas as possible. Remember no idea is a bad idea! Sketch your ideas down.
- Pick a few of your favourite ideas.
- **Make** some prototypes out of things you can find in the recycling bin or around your home.
- **Test** them out on people - what do they think of your design, could it be improved?
- **Make** an new prototype from the things you have learned and **test** it out again.
- Repeat this making and testing cycle until you've solved the problem!



{Top tip}

Draw as much as possible! It's a great way to get an idea out of your head and onto paper.