



Inventor's Notebook



Welcome to Spark!Lab,
a hands-on activity center
where you'll learn that
invention is a process and
that everyone is inventive!

These inventions belong to ...

In Spark!Lab, you'll learn about each step of the process, and all the fun and hard work that goes into inventing.

To invent you have to:



THINK IT

Have a great idea for an invention.



EXPLORE IT

Investigate inventions and ideas of the past.



SKETCH IT

Draw pictures and diagrams to figure out how your invention might work.



CREATE IT

Build a prototype or model of your idea.



TRY IT

Test your invention.



TWEAK IT

Keep improving your idea.



SELL IT

Market your invention to people who might buy it.

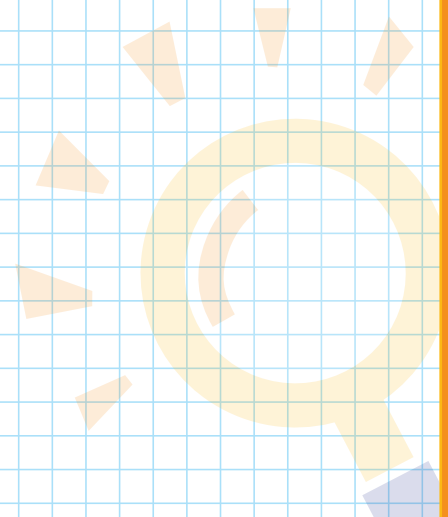
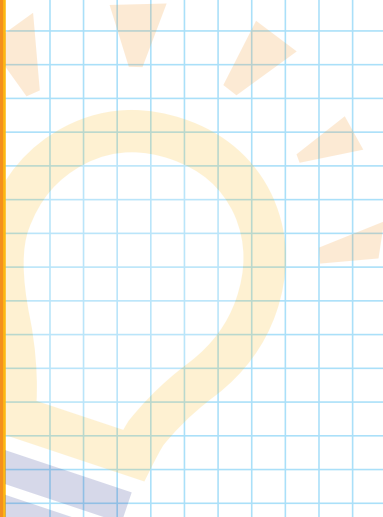
Inventors keep detailed records of their ideas and the steps they take to create their inventions. Document your invention process here. Use this in Spark!Lab or when you're inventing at home!

EXPLORE IT

Many inventions build off of other ideas. How have other people tried to solve the problem you're working on? How will your invention be different?

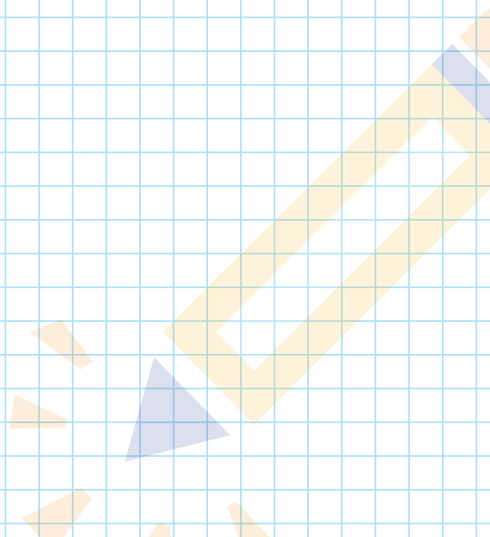
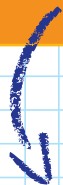
THINK IT

Every invention starts with an idea. What's yours? What problem are you trying to solve?



SKETCH IT

Can you draw your ideas out on paper? Inventors use pencil and paper to sketch their ideas.

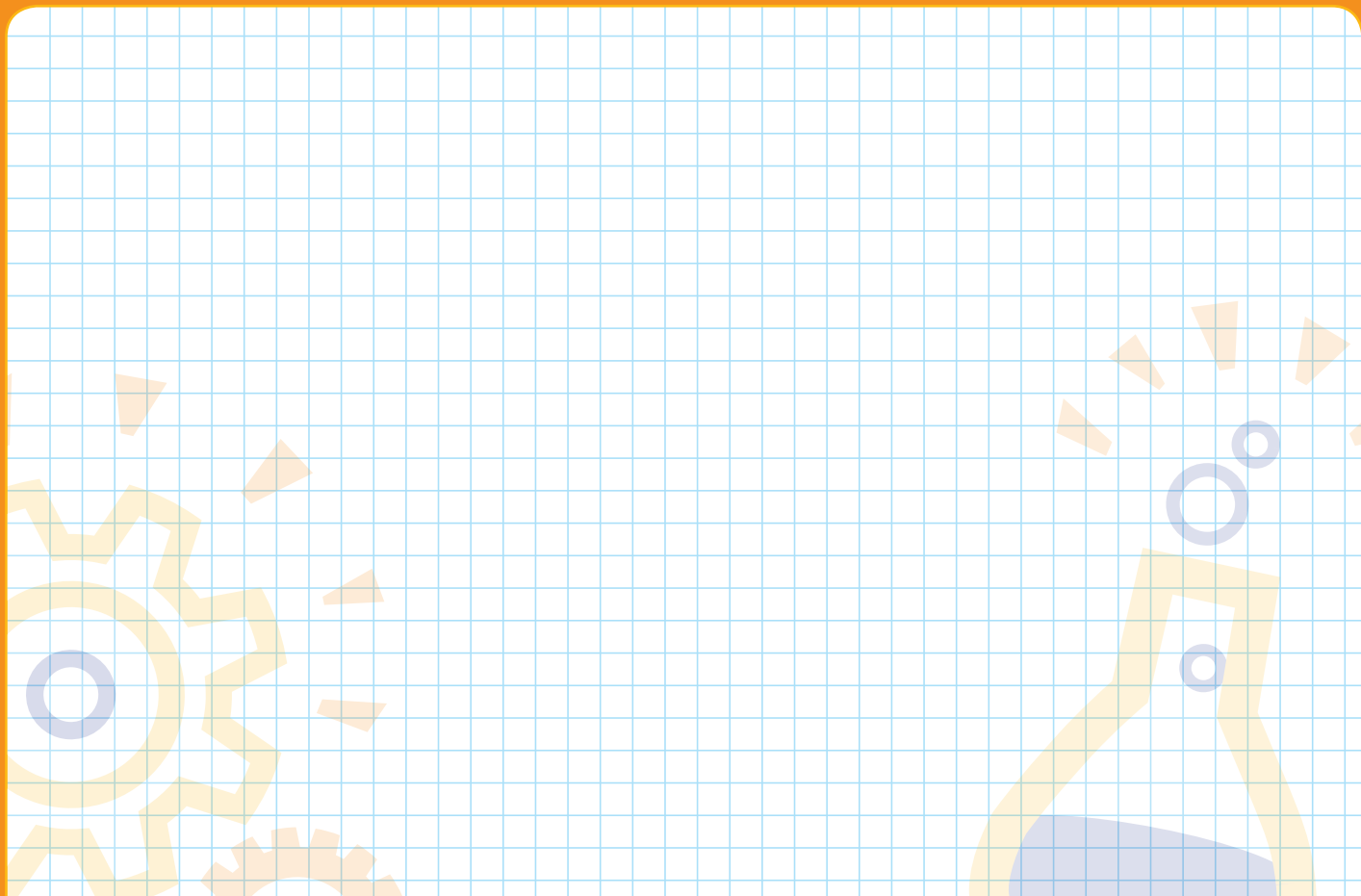


CREATE IT

A prototype is a model or a real-life example of your idea. Inventors use simple materials to bring their ideas to life. Create a prototype.

TRY IT

Test your invention. What works well?

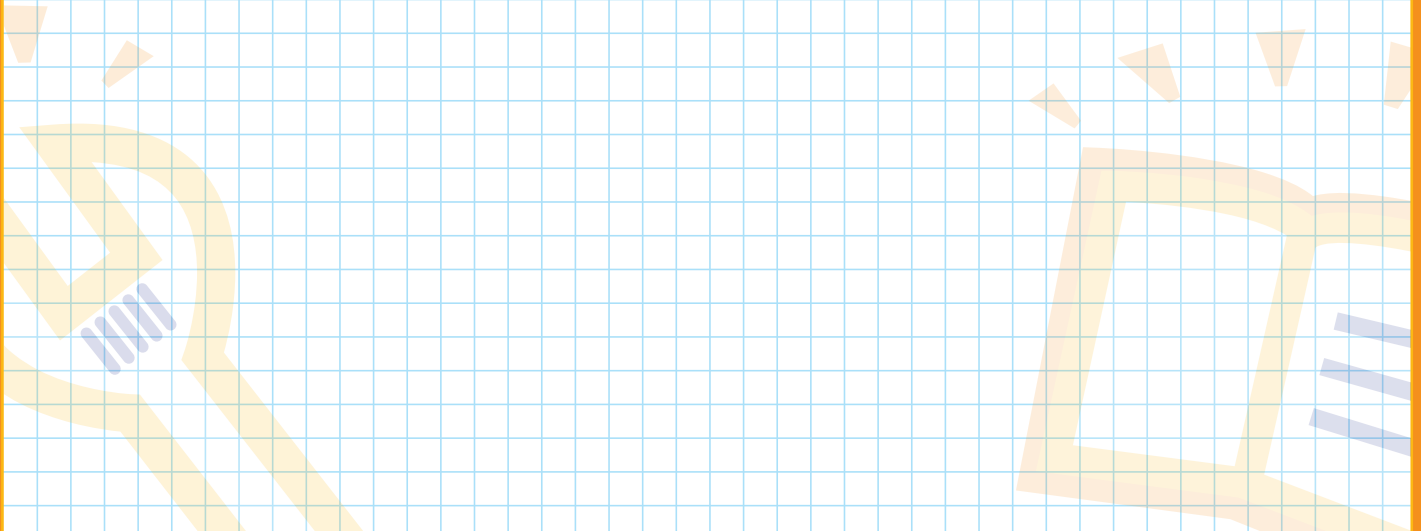


TWEAK IT

How can you improve
your prototype?
Inventors work to make
their ideas better.

SELL IT

Inventors think about how to
convince other people to try
or buy their invention. How
would you talk about your
idea to other people?





SHARE YOUR iNVENTiON



Have a great idea for an invention after you leave Spark!Lab? Think it, explore it, sketch it, create it, try it, tweak it ... and then tell us about it! Take a picture or video of your invention and ask a parent, teacher, or other adult to send it to us:

via Twitter
@Si_iNVENTion
use #sparklab

or

via email at
SPARKLAB@SI.EDU

Please include your first name, age, hometown, and a brief description of your invention. If you are under 13, you must have parental permission to submit your invention.

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