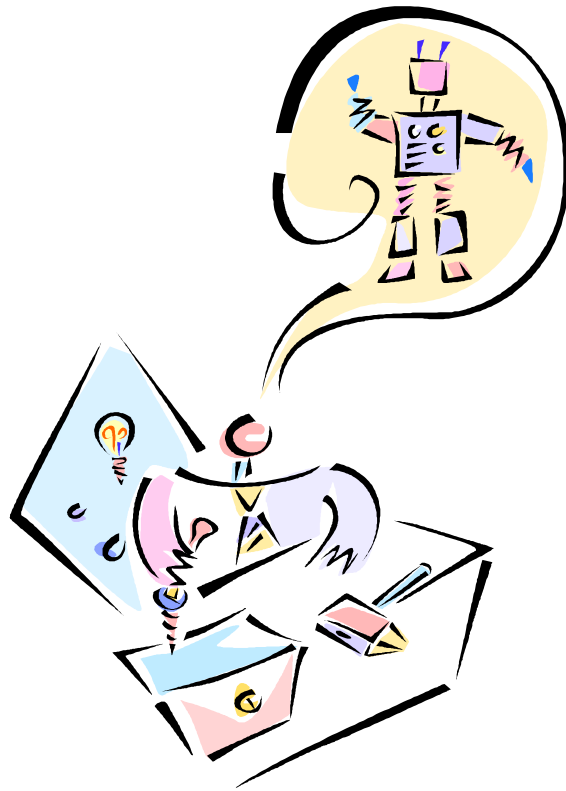


Young Inventors' Program®



Inventor's Journal

Name

Date

INVENTOR'S JOURNAL

Your journal will be the official record of your invention process. It is an ongoing record of all the events, actions, experiments, and observations during the development of your invention.



A spiral or any bound notebook makes a good journal. You can also make your own notebook by stapling pages together with a constr paper cover.

- * Write in ink and do not erase.
- * Leave no empty spaces.
- * Use a bound notebook.
- * Date your notes.
- * Begin your journal with all your problem ideas and the results of your survey.
- * Record your invention ideas and describe how you got them. Also, record all changes as time goes by.
- * Explain what your invention does.
- * Explain why your idea is new and original (an invention) or that it is an improvement on an already existing invention (an innovation). List places you have checked to be sure your idea is new.
- * Write about the problems you found and how you solved them.
- * Tell how your invention works.
- * Make a diagram of your ideas whenever possible.
- * Tell what you changed and why.
- * Describe all materials and parts you use. List your costs.
- * Diagram and describe the tests you run. Include the results of each test.
- * Describe your search for a catchy name.
- * Sign and date all entries at the time they are made and have them witnessed at least once a week.

If you ever want to patent your invention, a journal is essential to protect your rights.

IDENTIFYING PROBLEMS

Inventors are people who solve problems. Inventors figure out new and easier ways to do things. Be a detective and look for problems to solve. Problems are everywhere...if you learn to recognize them.



Problems All Around You

Ask other people what problems they have around their homes, neighborhoods, or jobs that could be solved by a new invention.

Family _____

Friends _____

Neighbors _____

Yourself _____

To pick the best idea, ask yourself which idea is most interesting to you, most needed, most original, and one you think you can make using the materials around your home.

Best Idea _____

Things I Like To Do

Another way to find problems is to make a list of personal problems. Start by listing all the things you like to do. Sporting activities - Reading - Listening to music - Shopping. Once you have this list, *write down the chief problems or annoyances you run into during this activity.*

You can also identify problems to solve by listing all the tools you use in your daily life. Your list may include a toothbrush, pencil sharpeners and water bottle. *Then, think of the difficulties of using each of them.* If you can solve one problem of a common tool, you may have a useful invention.

What problem is most interesting to you, most needed, most original, and one you think you can solve?

The problem I will solve is _____

INTENT TO INVENT



Finding Solutions To Your Problem

Brainstorming

Let your imagination run wild and list as many ideas as you can think of to solve your problem. They can be silly or serious. This is called brainstorming. In your Inventor's Journal write down all of your ideas. Don't forget to sign and date your journal and have it witnessed by an adult. Let your ideas flow.

CHOOSE THE BEST SOLUTION

From all your brainstorming, choose one idea that you think would be the best solution to your problem. Be sure it is one that excites you. State why you chose it and explain why you didn't choose the others.

In your Inventor's Journal complete this sentence:

The idea I like best is _____

because _____

Diagram

All inventors make drawings of their inventions to show how they work. Sketch some of your ideas in your Inventor's Journal and pick the one you think will look and work the best. All diagrams should be labeled, dated, and briefly explained.



STARTING TO MAKE PLANS

Now that you have an idea for your invention, you must decide if it meets certain standards. Think about the following questions and respond to them in your journal. The answers may help you improve your invention.

- * Is my invention going to work?
- * Is my invention original and unique?
- * Will my invention be useful?
- * Who might buy my invention?
- * What else can my invention be used for?
- * How can I make my invention better?

Constructing a Model

Now that you know what you want to invent and have a diagram for your invention, you can make a model of it. A model will help find out if your invention really works. In your Inventor's Journal you will need to make a list of supplies and tools you think will be necessary. You may want to consult with your teacher or parent when you get to this stage. They can help you make a chart in your Inventor's Journal to keep track of the information about materials and prices.

You must have adult permission and supervision to use tools and work with electricity!! Safety glasses are essential.

Be sure to record any changes that you make as you build and test your invention in your Inventor's Journal.

Research

You need to take some steps to determine whether or not your idea is really new and original. Find out if there is anything like your invention by doing the following:

- * Asking people who might use your invention.
- * Visiting or call a store that might sell your invention.
- * Looking through catalogs.
- * Looking on the Internet.

Record the results of your research in your Inventor's Journal.

NAMING YOUR INVENTION

Many inventors like to name their inventions as soon as they choose an idea. You should like the name, and it should help you talk about your invention. If you decide to market your invention, a good name will help you. Think about the names of products you like.

Examples

Rhyming names: Piggly Wiggly, tutti-frutti

Names using the inventor's name: Levi jeans, Goodyear tires, and Heinz ketchup

Names with repeating sounds: Kit Kat, Silly String, Tinker Toys, and Beanie Babies

Descriptive Names: cotton ball, Rice Krispies, Dustbuster, toothbrush, Walkman

Named for ingredients: Corn Flakes, ice cream, peanut butter, soap suds

Names with initials or acronym: Laser, VCR, DVD, CD, MRI, and Scuba

Named for its function - for the way it works: sunglasses, doghouse, squirt gun, toothbrush, post-it notes

Named with funny and clever words: Silly Putty, Cool Whip, and Flip Flops

Inventor's Name:

Date:

Hours Worked:

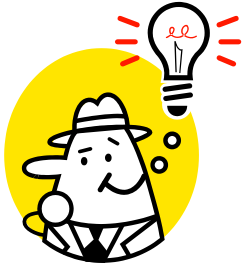
Drawings or Photos:

Inventor's Signature:

Date:

Witness:

Date:



MORE IDEAS, NOTES & SKETCHES