

YOUNG INVENTORS' PROGRAM®

Inventor's Journal




young inventors'
PROGRAM®

AAS

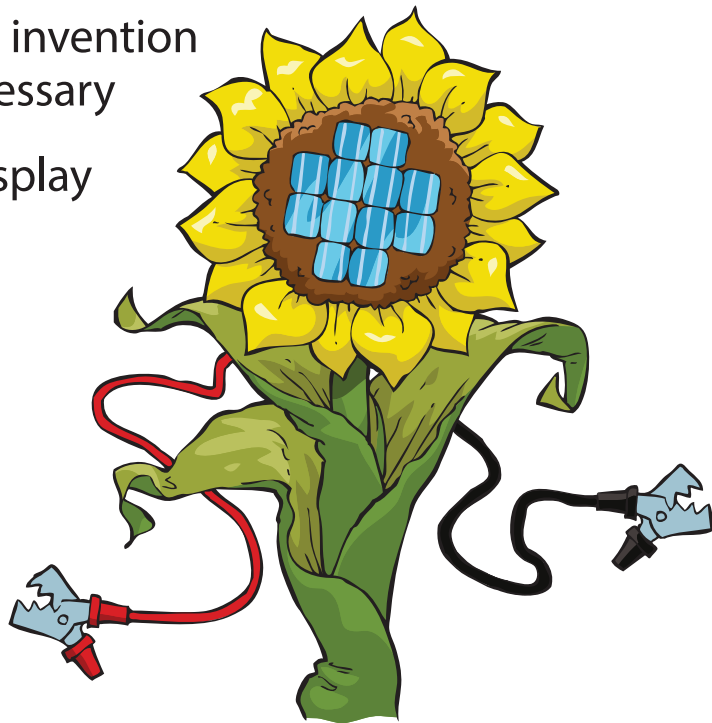
ACADEMY OF
APPLIED SCIENCE

INVENT

Checklist of the Process for the Inventor

INVENTOR'S NAME

- 1. Identify the problem to be solved
- 2. List ways to solve the problem
- 3. Choose the solution
- 4. Sketch ideas
- 5. Make a model of your invention
- 6. Decide if your invention solves the problem
- 7. Improve your invention model, if necessary
- 8. Make your display board



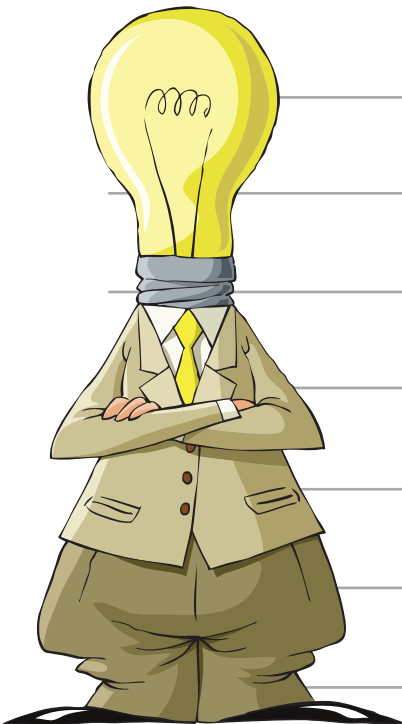
NOTE: This journal is to be used as a guideline in the creative process. The student should not feel limited to this format, but a journal of some type is required at the event.

INTENT TO INVENT

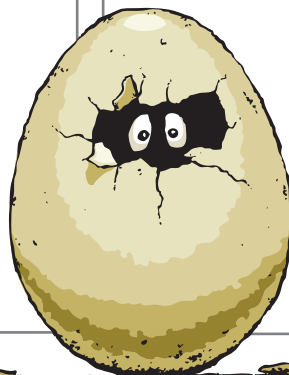
State the problem you intend to solve.



Write at least 3 ways the problem could be solved.

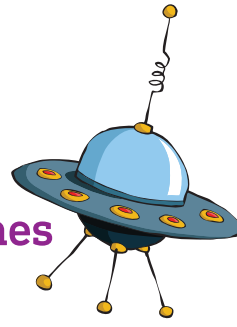


SKETCH YOUR IDEAS



MORE

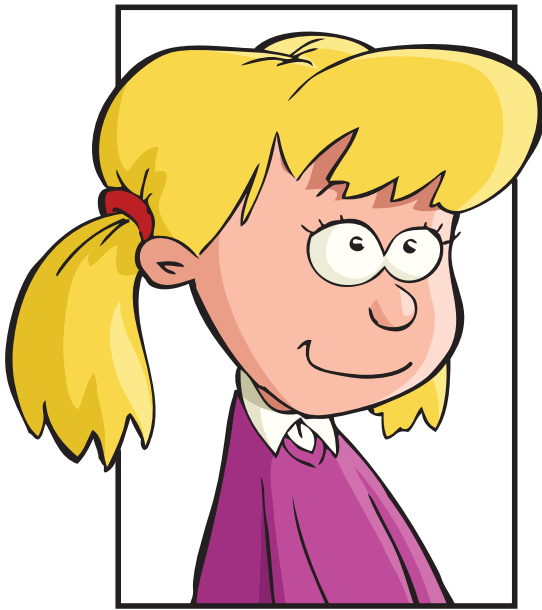
Ideas, Notes, and Sketches



TALKING ABOUT YOUR INVENTION

Your presentation is an important part of your invention.

Tips for presenting your invention to your teacher, classmates and judges:



Don't forget to SMILE!

1. BE PREPARED

- a. Your presentation should be **3 minutes or less**.
- b. Make sure that your student entry form is with you and all of the questions are answered so that you will be able to talk about your invention and answer questions when asked.
- c. If you are part of a team, make sure that each team member has a chance to talk.
- d. Practice

2. SPEAK SLOWLY AND CLEARLY

3. SPEAK LOUD ENOUGH FOR THE JUDGES TO HEAR YOUR EXPLANATION

QUESTIONS THE JUDGES MAY ASK YOU

General Questions:

1. How did you get the idea for your invention?
2. How did you make it?
3. Did you keep a log?
4. May I see your log?
5. What was the biggest problem you faced while working on your invention?
6. Did you have to change your original idea in any way?

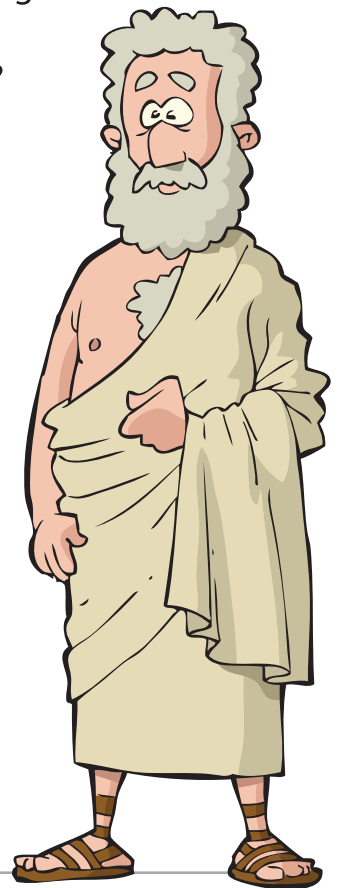
Invention:

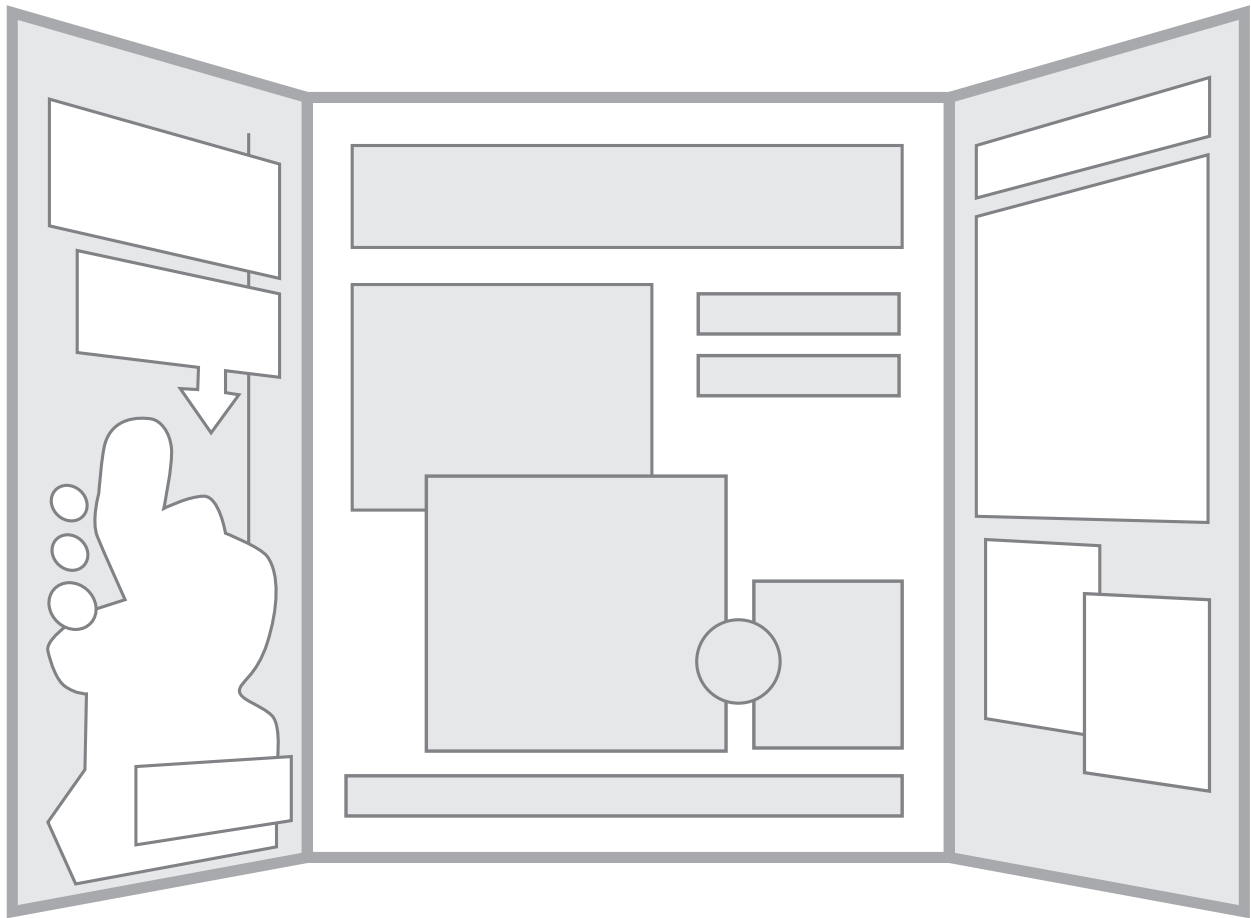
1. What is the name of your invention?
2. How does your invention work?
3. Who will benefit from your invention?
4. Why do you think your invention is new and original?

Rube Goldberg Machines:

1. What is the name of your machine?
2. What ordinary task does your device accomplish?
3. Describe how your machine works by listing at least 6 steps. What happens at each step?
4. What simple machines were used?

(These are just a few questions a judge may ask—you may be asked other questions as well!)





DISPLAY BOARD

You can arrange your display board any way you like:
this is your invention and your story! Be creative!

Display Board Size:

36" tall x 48" wide when opened.

Your display board MUST CONTAIN the following:

- The **name** of your invention A **description** of how the invention works
- The **purpose** of the invention **Your Name, Grade, School, Town**
and the problem it solves

You might also want to add this information:

How the invention was made

How the invention is used

Supporting and explaining pictures/photographs/drawings/charts

Any other information that will help explain the invention,
what it does or why it's good