

Intro to Inventing...

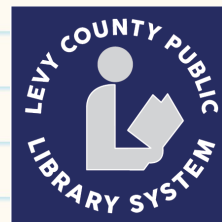
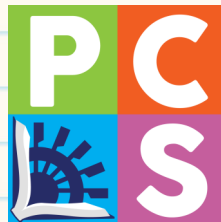
There are five main steps to completing the invention process. They are:

1. **Find a Problem.** You will brainstorm and research to identify problems.
2. **Identify a Solution.** Think about different ideas and options and the possible consequences.
3. **Design.** Develop a prototype or solution. Ask yourself: What will it be made of? What will it look like? How will it work?
4. **Create.** You will build your prototype and the supporting documents and presentation materials.
5. **Test.** Test the prototype and make improvements.

For more information, contact:

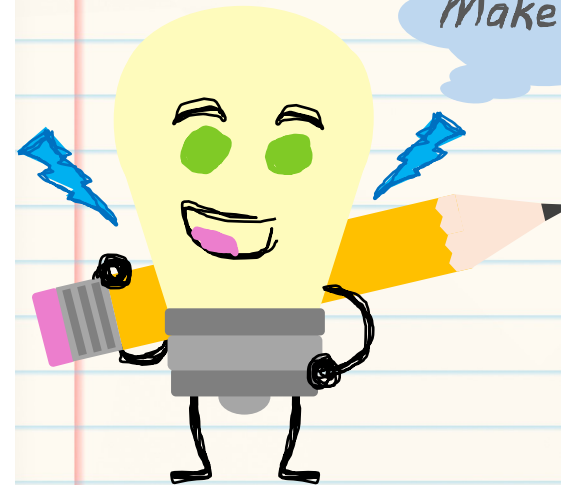
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Inventor Guidebook

Make Life Easier



**Competition
starts
March 12th and
ends April 14th**

Invention Convention

@ your local library

Two ways to compete:

- 1) **Tell us all about your creative and innovative idea or invention that will make life easier!**
- 2) **Tell us all about your favorite inventor (living or historical) or your favorite invention!**

Prizes awarded at each library branch with a grand prize awarded for the top winner between Putnam and Levy County Public Library Systems!

Open to ages 6-10 & 11-18

Message to Inventors

We're so excited that you've decided to participate in this Public Library Invention Convention. The competition begins March 12 (during Teen Tech Week) and ends April 14 (during National Library Week) and spans ten library branches in two counties: Putnam (Palatka, Bostwick, Crescent City, Interlachen, and Melrose) and Levy (Luther Callaway, Williston, Bronson, Cedar Key, and A.F. Knotts)! The first round of competitions will be held at your local branch in early April. We'll be awarding 1st, 2nd, and 3rd Place winners at all ten branches in both age groups (6-10 years old and 11-18). Winners at each branch will compete via pre-recorded video entries (filmed at the library) with the winners from all ten branches across two counties for the chance to win the grand prize: Your very own 3D printer! Entry forms are available at your library.

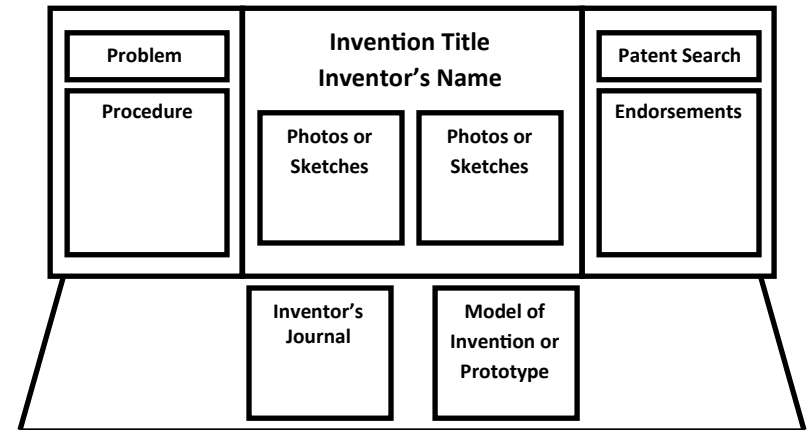
All participants who wish to protect their invention assume sole responsibility for securing intellectual property rights/patents. Have fun creating!

Questions for Inventors

Answer these questions in your inventor's journal:

1. Problem your invention solved or will solve?
2. Why did you chose this problem? Whom does it impact?
3. How does your invention work?
4. How does your invention solve the problem?
5. When you first thought of the idea (and any witnesses)?
6. Materials you used (or will use) to make your prototype?
7. Observation: Where you first discovered the problem?
8. Research: Who has this problem?
9. What you thought would happen (hypothesis)?
10. What happened?
11. Any improvements you made and why?

Tips for a Quality Display



- Design a display board so that it represents your invention or artistic creation clearly and attractively.
- Use a tri-fold board so it is sturdy enough to stand by itself.
- Titles and subtitles should be clear and large.
- If possible, all information on the board should be typed.
- Use colorful paper to make borders and frames.
- Do not leave empty spaces. Include photos, drawings, etc.
- Balance the arrangement of the materials on the board.
- Rubber cement or double sided sticky tape is neater than white school glue.

For common means...

Ways to think about inventing and creating:

1. Improve upon an existing product or idea. *Change something to make it better.*
2. Put two or more inventions together to create something new.
3. Create a new use for an existing item.
4. Create an original invention - a totally new product or idea.