

Penny & Luck

INVENTOR'S GUIDE



This Guide Belongs To:

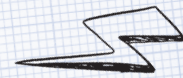
STEP ONE TO BEING AN INVENTOR:



OBSERVE!



THE FIRST STEP to innovation is studying the world around you! First, find an object nearby. It can be a flower from your garden, clouds outside your window, or even something tiny from your house. Draw the object below in as much detail as you can.



Now that the object is drawn, let's study it in more detail. What **colors** can you see? Does the object have a **smell**? What does it feel like when you touch it? Does it make a **sound**?



STEP TWO TO BEING AN INVENTOR:
 ASK QUESTIONS!

INVENTORS are super curious! Think about a big question you have, then answer the prompts below.

**What is something you have always wondered about?
Write or draw your question here!**

Why do you think this happens?

**Who could you ask
to find out more?**





PROBLEM SOLVE WITH INVENTION!



Inventors are problem solvers! Penny thought carrying her dirty laundry to the machine was a pain, so she invented a zip line to do it for her. Is there something about your day that's hard or annoying? What would make it better? Draw or write down your invention, then label all the parts.

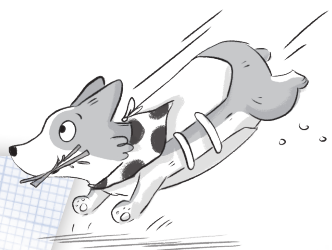
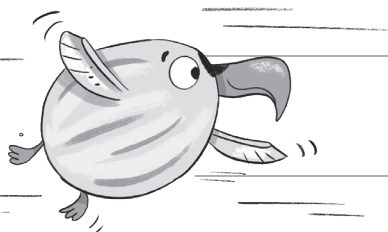
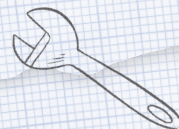


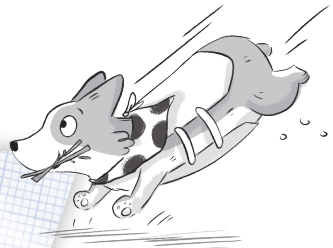
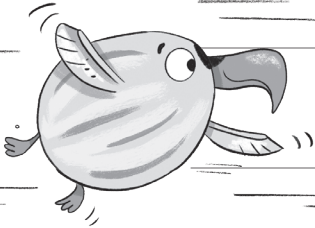
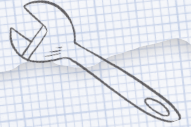
MY INVENTION IS CALLED _____



MY INVENTION WILL SOLVE THIS PROBLEM: _____



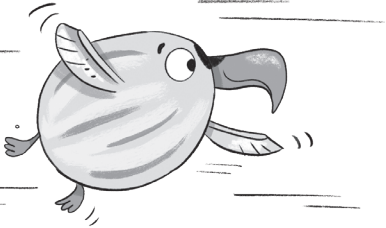
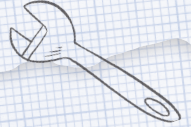




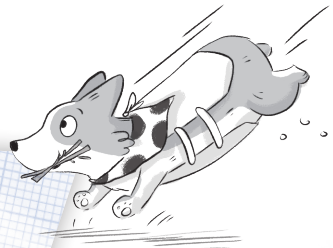


MY INVENTOR'S JOURNAL

(Extra pages for my brainstorming!)



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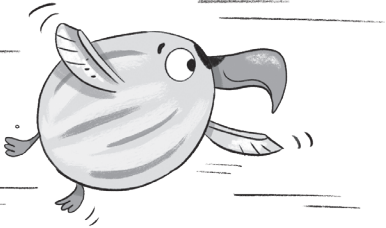
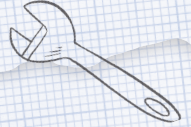


Artwork © Sian Roberts

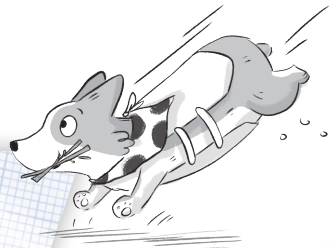


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