

# MISD

# Inventor's Log

## Go Green:

This log belongs to \_\_\_\_\_

# For a better planet



# Top tips to get inventing!



## Follow that thought

Try to stop thinking for a minute. It's pretty much impossible!

Our brains are constantly taking information in and working out how to record it and how it connects with other things we know.

So trust your brain and try to catch a thought and see where it takes you!

## Who needs your help?

Thinking about who your invention is for is a great place to start.

It could be for someone in your family or an animal you spot while you're out and about. Imagine what they like or dislike, what they might find difficult or boring. How can you help them?



## So many ideas!

Keep the ideas coming. It doesn't matter if they're not great, but allowing yourself to play with an idea might lead you to another idea, or might just get it out of your brain to make room for more ideas!

## Doodle away

You don't always need to know what you're drawing....

In fact, some people like to doodle and then imagine what they can see in their doodle! Try it out on a doodle sheet!

## Break the rules

New inventions happen when we try to think or do things differently – in other words, when we break the rules. So forget how things are supposed to work and make them happen your own way!

## No problem too small

It might be how to help a snail go faster, how to water a cactus or how to protect a ladybug from the rain – no problem is too small to capture your inventive imagination!

## No limits

And of course, the opposite is also true – there is no problem too big to have a go at either!

If you worry about how to reduce the pollution in the atmosphere or how to make travel faster, safer and non-polluting, then have a go. We need all kinds of ideas to help our planet stay green!

What might seem impossible today could happen in the not-so-distant future.

## Activity 1.2

# Character profiler

Place your **character card** here. Then complete the questions below by describing the character in your own words.

What is he/she called? .....

How old is he/she? .....

Where does he/she live? .....

What does he/she like? .....

What are his/ her hobbies? .....

What does he/she not like? .....

What does he/she find difficult to do? .....

What does he/she find boring? .....

How can you help him/her? It could be something useful or just something fun! Write down your ideas.

## Activity 1.3

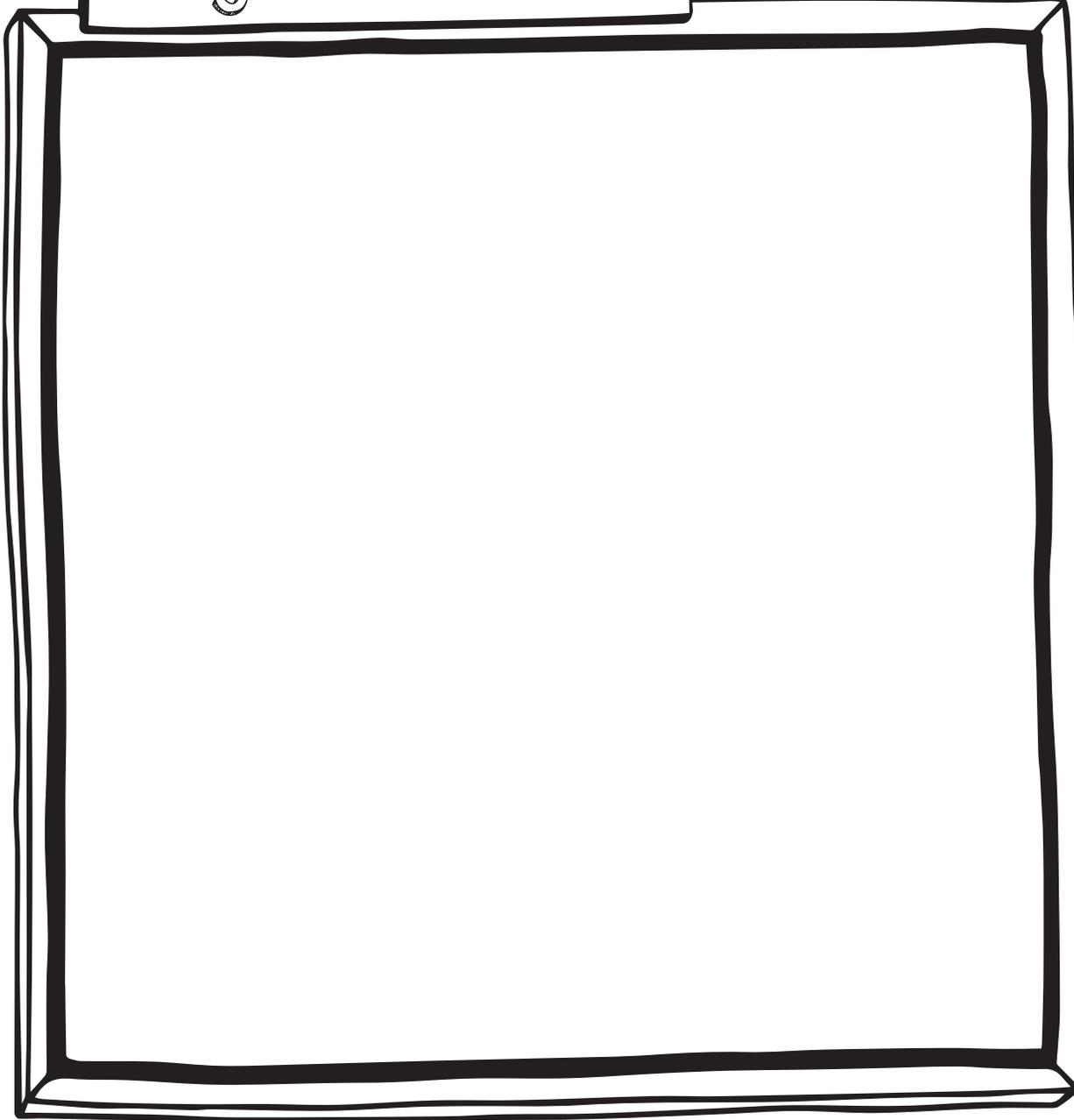
# Mind map



*Use the words to look for an idea to solve your challenge. What's your invention idea?*

# My invention!

Use a black pen, DRAW BIG,  
add color and labels.



Date ..... Age .....

First name .....

School ..... City .....

**My invention is called:**

.....

**What does it do? How does it work? Who is it for? Tell us all about it!**

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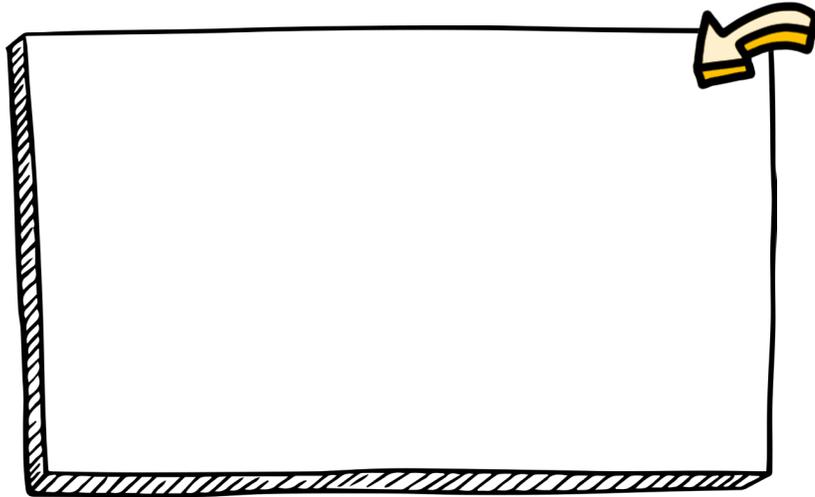
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Upload your idea to [littleinventors.org](http://littleinventors.org) to receive feedback on your idea and join the gallery!



## Activity 2.1

# Food detectives!



Before you tuck into your favorite meal have you ever stopped to wonder...what's inside?



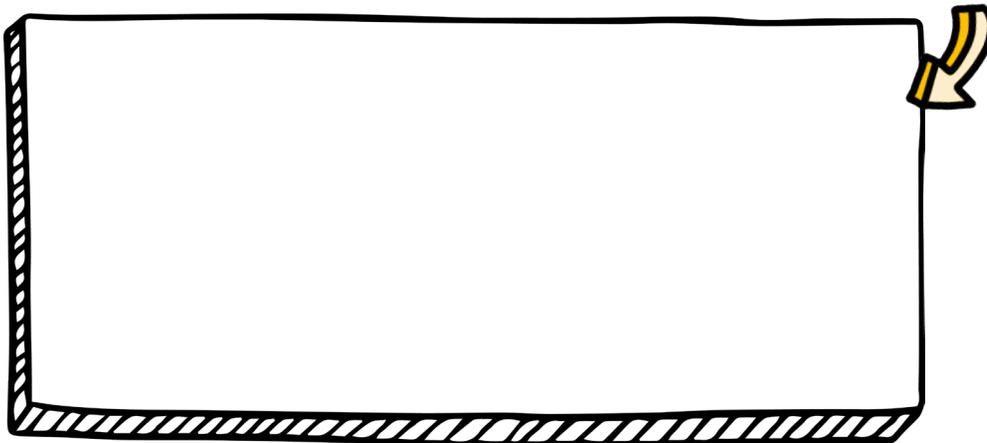
In the box, draw and label your favorite meal. It can be your favorite breakfast, lunch or dinner - whatever gets your taste buds fizzing!

Why do you love this meal? Circle the words that might describe your meal. Add your own descriptive words too.

Sour                      Salty                      Juicy  
Sweet                      Crispy                      Colorful                      Squishy  
Savory                      Creamy                      Spicy

## What's inside?

Make a list of all of the ingredients that make up your meal or favorite food.



Draw lines from your ingredients to the match up where you think your food has come from.

On trees                      From animals  
Underground                      In a factory                      The sea

## Activity 2.2

# If your food could talk!

If food could talk, it would tell you interesting stories about the amazing journey it made to get to your plate.

Choose one item of food that has made a long journey to your plate or your lunch box and draw it in the box.

Write from the viewpoint of the food the journey it has made. If you're not sure you might want to do some research, ask your teacher or a friend, or make up an imaginary journey based on what you know so far.



**Why not give your food a name and a personality!**

"Hi, I'm Brenda the Banana and I want to tell you how I got to your kitchen."



Yum, yum!

Four empty rectangular boxes with yellow borders, arranged in a row. Each box has a yellow arrow pointing to it from the left.



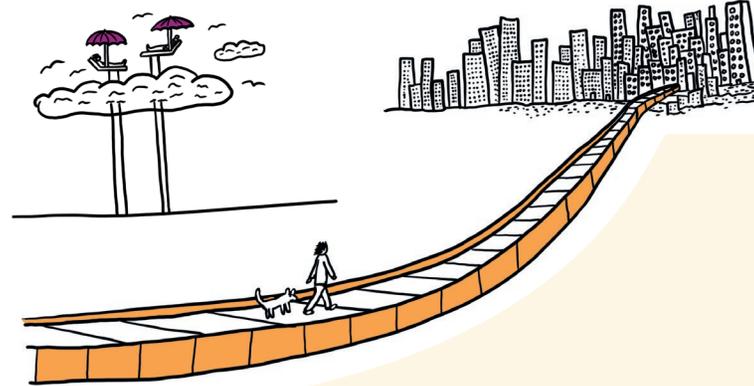
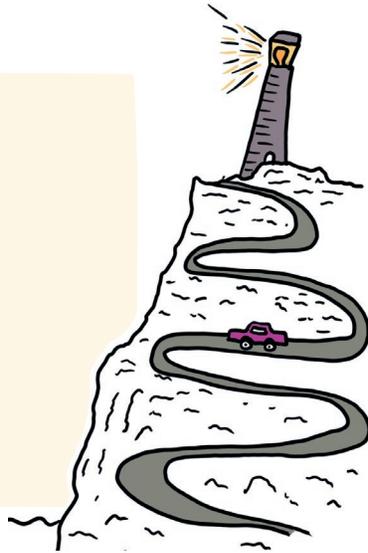


## Activity 3.2

# River deep, mountain high

It's not just how you get somewhere, it's where you go! What do you need to think about when you are planning **your next adventure**?

How would you reach the top?



How would you reach the sky?

How would you go deep underwater?



How would you travel with lots of people?



## Activity 3.3

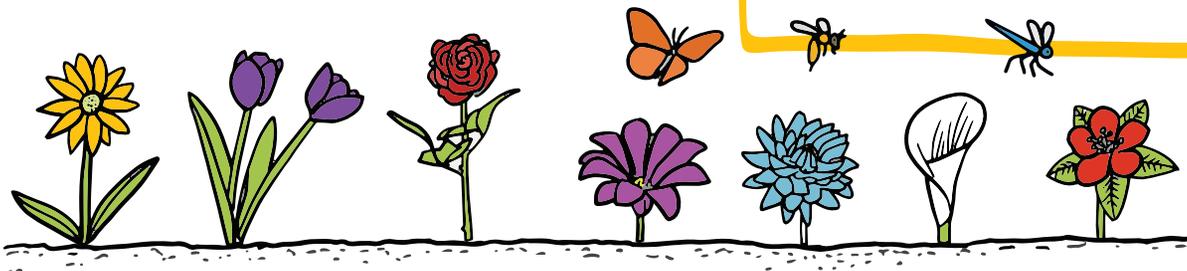
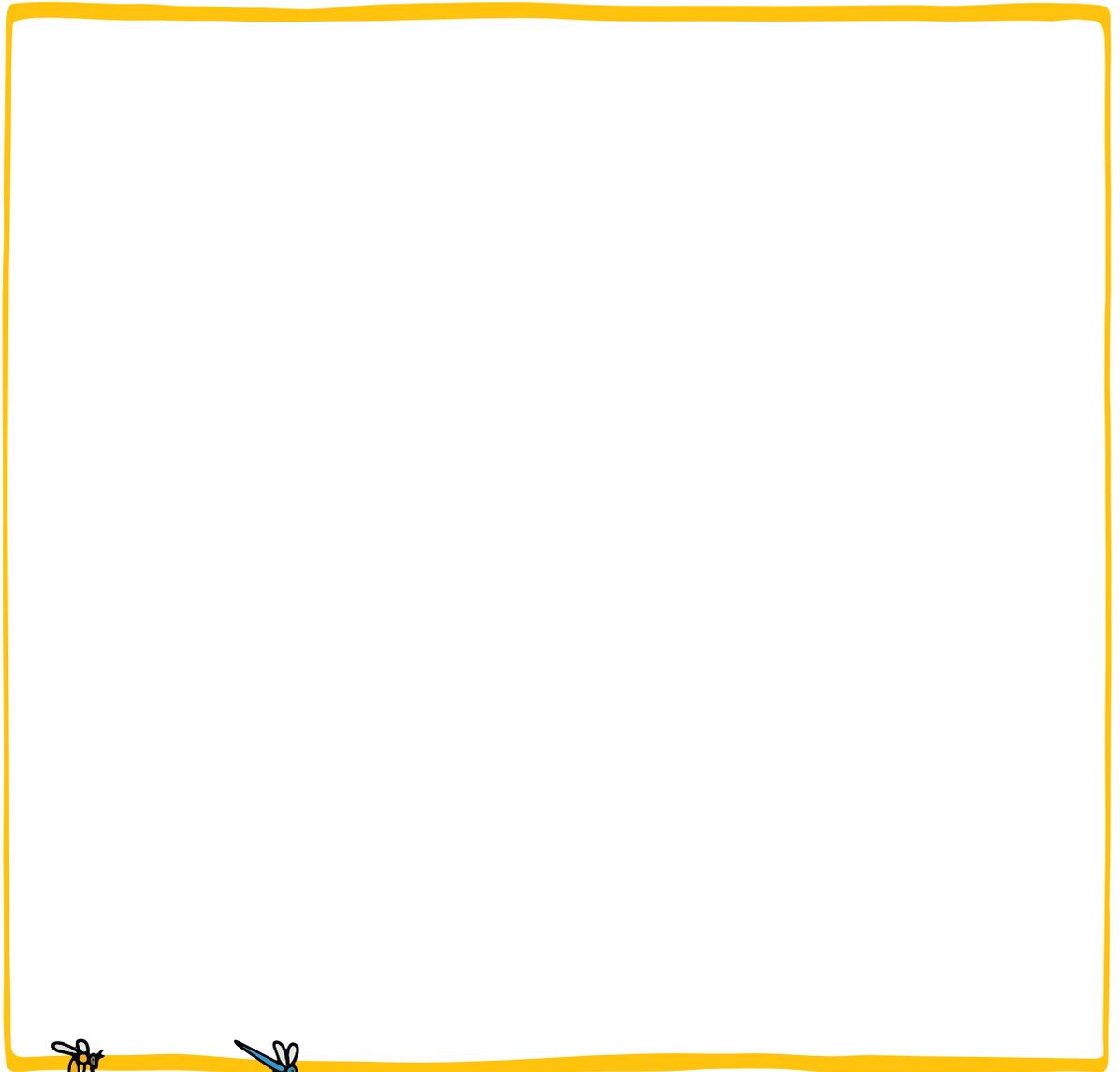
# A town called...

What if we removed everything we used for traveling and reinvented it? Imagine there are no roads, no paths and we could create a new town.

What would your town be called?

Who would live in your town? How would you travel around the area? Can the buildings move, do you swim from place to place, do you ride on the back of an ant?

**Draw your new town and add labels to tell us more...**





## Activity 4.1

# Dream green

Pick a room in your school or somewhere you spend a lot of time and make it more environmentally friendly. This can be any room – your bedroom, the school cafe, your classroom or your favorite restaurant.

What do you do within your chosen room that uses energy? Make a list below:

What problem could you solve in your chosen room? List your ideas and thoughts of how you might do this. Think about water wastage, heating, lighting, appliances.

How could you use nature within your space to help reduce energy consumption?

How can you capture any wasted energy within the room?  
Think about sunlight, water, movement.

Design your new greener room.

*Label what you have added, adapted or taken away.*

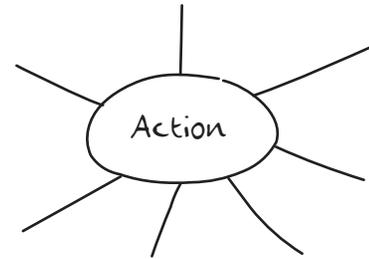


## Activity 4.2

# Let's move

During the day, our bodies are moving all the time, when you're playing, walking up the stairs, chasing your friends, or tidying up.

On the mind map add all the different actions you might do in a day or across the week.



Circle all the actions you do indoors!



How could these actions be more fun? Could you use slides, wheels or ropes? Could you completely rethink how you navigate your way around the building or take part in daily tasks? Make a list below:



Choose one of your ideas and think about how you could make it environmentally friendly. Think about how it is powered, how it is made, or whether it has multiple uses.

Draw and label your idea in the box.



