

Activity 1

A PROCESS OF IMAGINATION



Invention: the process of creating things that didn't exist before; devices or ideas that help solve a problem or that help make people's lives better.



Are you curious? Do you dream? Then you have what it takes to become an inventor! Inventors dream up solutions to problems they see or create ways to make something they enjoy even more fun by using their imagination.

This activity will help you think like an inventor, so you can enter the **Dreamvention Challenge Contest** to help your school win a cash prize and possibly win \$250,000 for yourself!

The design process below is a great way to begin thinking like an inventor:



Now document your design. Communicate and model it for others!



Already got an idea? Get going and submit it at **mydreamvention.com**. The 10 schools with the most entries will each win \$5,000 for their science program. And anyone who submits an entry could win the \$250,000 grand prize.

YOUNG INVENTORS

Think you have to be an adult to be an inventor? Think again! Which of the inventions below were invented by kids 14 and under?

See the answer at the bottom of the page!

☐ Toy truck

☐ Wristies



☐ Popsicle

☐ Television



☐ Water Talkie



☐ Sailboard

PARENTS AND GUARDIANS!

Help your child enter the **Dreamvention Challenge Contest** for a chance to win \$5,000 for his/her school and the grand prize of \$250,000! Visit **mydreamvention.com** for full details and submission rules! Entry deadline is April 24th.