



INVENTOR'S NOTEBOOK



Smithsonian
National Museum of American History
Lemelson Center for the Study of Invention and Innovation

ePals®

TO INVENT YOU HAVE TO:



THINK IT

..... Have a great idea for an invention.



EXPLORE IT

..... Investigate inventions and ideas of the past.



SKETCH IT

..... Draw pictures and diagrams to figure out how your invention might work.



CREATE IT

..... Build a prototype or model of your idea.



TRY IT

..... Test your invention!



TWEAK IT

..... Keep improving your idea.



SELL IT

..... Market your invention to people who might buy it.

HOW TO USE YOUR NOTEBOOK!

Inventors use lab notebooks to write down their **IDEAS**, record their **OBSERVATIONS**, and document the **RESULTS** of their tests and experiments.



They **WRITE** down things that work (and don't work), **SKETCH** ideas for new inventions, and **MAKE** notes about their invention process.



This **NOTEBOOK** will help guide you in the creation of your invention for entry into the **SPARK!LAB** Invent It Challenge.















