



Activity Sheet 1: Solving a Problem

**TOP
TIP**

Start with what you know. Think about the things that irritate or sadden you. Perhaps someone you know has a difficulty that you could help with.

What is the problem?

Why does it happen?

Who does it affect? What do they need and want?

Are there any existing inventions that help solve the problem? How could they be improved?

What potential solutions could there be?
What are their advantages / disadvantages?

Which idea has the most potential?

Remember: Don't give up! Refine your design after testing... and then test again!

It's great to test your ideas using a prototype. You don't need special equipment – you can use objects around your home.

