equinor proudly presents YOUNG IMAGINEERS

Activity Sheet 1: Solving a Problem

What are you passionate about? What do you enjoy doing? (E.g. reading, taking photos, playing an instrument, filming videos, playing computer games or coding). What would make this easier or more fun or more challenging?

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 would you like to make easier, more fun or more challenging?

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 and disadvantages?

Which idea has the most potential?

Which STEM skills will be needed to create your idea?

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.