

# INVENTION SCOUTS



## **New Invention Teams**

You have started a new Invention team, but need some thoughts on how to proceed.

### **Skills and Interests of Team**

1. What are the skills and interests of your team? (see possible questionnaire –link)
2. What is the broad interest of your team? Such as; fashion, medical, agriculture, music etc.
3. What tools and skills do you want to start learning?
4. Pick a team name, and design a team shirt.

### **Coming up with Invention Ideas**

1. What invention ideas does your team have? If nothing comes to mind, think about something that annoys you around the house or school. Ask others about their invention ideas.
2. Write down what skills you need to learn or know to work on your invention.

### **Start working on learning new skills**

1. Pick a skill in each area that your team has an interest in. (Business, Technology, Facilities, and Marketing). Take a course offered on the website, through classes, hands on learning, reading etc.
2. Decide who will interface with 4 V.P.'s of Crew. (Business, Technology, Facilities, Marketing). On a regular basis meet with V.P. when you run into problems.

### **Start working on an Invention**

1. Work on a CHALLENGE (idea competition), where someone else suggests what to work on.
2. Work on an idea that fits an Invention competition.
3. Work on your own invention idea.