

Top
Inventing
Tips



Mark Champkins is a product designer and the Science Museum's first ever "Inventor in Residence". Mark successfully pitched on Dragons' Den and received investment to launch his product ideas to help pupils to concentrate at school.

Mark Champkins has put together his top tips for inventing something new!

It can be tricky to come up with ideas and inventions but there are some ways to get started.

Here's my quick guide to how to go about thinking up a new Invention.

1 Noticing:

How much can you spot and understand about current products.

Try to watch how people use the products they own and try to find out as much as you can about them.

Would you know what material they are made of?

How they are made? Where they are likely to have been made?

How are they being used?

Are people finding the product difficult to use and could the design be improved?

The more you can find out and "notice" about products the more likely it is that you can come up with a better, new design.

2 Combining Two things that haven't gone before:

There's a saying that "There is nothing new under the sun".

Most things are variations of things that already exist.

Most new inventions come about by combining two existing things in a different and unexpected way.

3 Staying Child-like:

Retaining the ability to use our imagination to look at the world in the same way as we all did when we were young is really helpful.

Try questioning why things are the way they are and think up new ways to do things.

4 Tinkering:

Our imaginations are great for dreaming up ideas, but they can only take us so far.

The process of drawing or making really helps to develop an idea.

Try out sketching how an invention might work.

Making models or prototypes is also really useful to check whether something works as you had imagined.

5 Starting with a good problem:

Behind every great invention, there is usually a good problem.

If an inventor can crack a hard problem, that affects many people, they will have almost guaranteed success.

They will have achieved something valuable.

Getting better at picking and solving a good problem is fundamental to any inventor being successful.

GOOD LUCK!