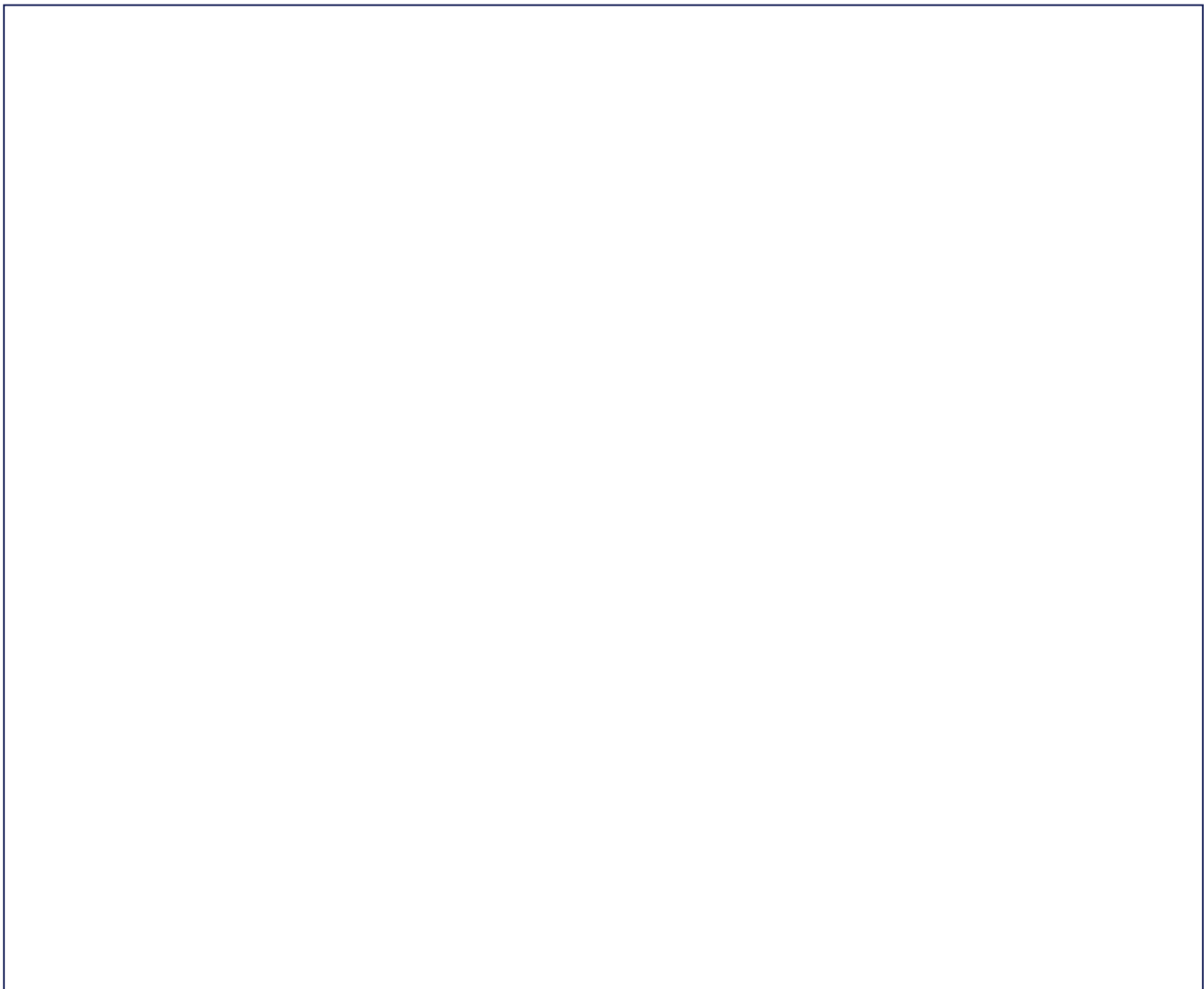


Max's Invention Workshop: Designing a Prototype

Learning objective: To understand what a prototype is and how to draw a simple design for an invention.

Max the monkey is making a new invention to help him carry his maths tools. A prototype is the first rough model of an idea. Look at the steps below to draw your own invention prototype.

Draw: Draw a clear, large outline of your invention in the centre of the page. Use simple shapes like squares, rectangles, and circles. Draw an arrow pointing to the handle and another arrow pointing to the storage area. Keep your lines neat so Max can see how to build it.



Label words: Prototype · Handle · Storage · Label · Materials · Fastener

Steps:

1. Step 1: In the box below, draw your invention. It should help Max carry his maths equipment. Make sure you draw the shape clearly.
2. Step 2: Add two labels to your drawing to show which parts are for 'storage' and which part is the 'handle'.
3. Step 3: Write down one material you would use to make your prototype (e.g. cardboard, string, or tape).
4. Step 4: Think about the cost. If your prototype costs £2.50 to make, how much change would you get from a £5 note?