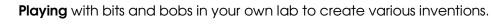


Caboodle Club Kit 10. - 'Inventors and Inventions'

Six weeks worth of club ideas for collectors, by collectors. About: Inventors, inventions, design, ideas. Collectables: Mechanical objects, bikes bits, sporty stuff, toothbrushes. Materials: Art materials, Internet, Library, craft materials. Links: http://bit.ly/n0sV7 http://bit.ly/8iQLTI



Week 2: The Lab



Looking for a need and at the way things are constructed and what excites an audience.

Making several invention prototype ideas using art materials.

Curator's Tip: Be sure to keep your prototypes - they could be drawn or made.

Week 3: In Development

Playing in role as an inventions expert.

Looking at your prototype ideas from last week, to find the best, most needed.

Making the ultimate, competition winning invention.

Curator's Tip: It would be cool if your invention idea had a purpose and looked great.





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Week 4: Testing

Playing with your ultimate invention to test how well it works/survives.

Looking at your friend's inventions to get their ideas and suggestions.

Making changes to the invention design you have come up with

Curator's Tip: Your changes could be visual ones or if inspired by friends, you could start again.

Week 5: Invention Shop

Playing in your room to create a shop to put you invention.

Looking online to see how inventors sell their inventions.

Making a place in your room to store the invention when the shop shuts.

Curator's Tip: If you don't want to make a shop you could make a museum instead.



Week 6: Caboodle



Make a Caboodle of all your invention ideas and plans including descriptions.

Caboodler's Tip: You need at least five photos to publish your pictures with short descriptions on Caboodle.org.uk

Museum Mission: Go to a museum that contains inventions. You could also go to a shop. If you have permission take photographs of what you find and include at for Caboodle.





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