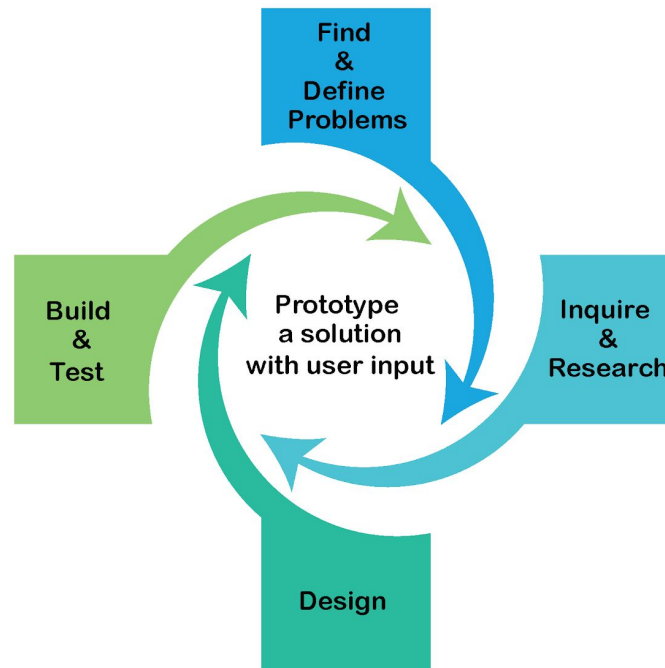


Invention Cycle



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Calibrating invention, inspiring youth

JV InvenTeams
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Introduction: The image above shows the invention cycle. You'll notice that this cycle is all centered around getting feedback! Sometimes feedback will help you think about your problem in a new way. Other times, feedback will help you see new ways to improve your design. This activity is centered around making good use of the feedback you've received to improve your invention prototype.

Goal: Improve your prototype by incorporating feedback into your first design.

In Activity 2, you created a prototype of an invention for one of the six problems provided in the problem bank. Hopefully, you've received some feedback on your idea from another inventor in the forums. If not, that's OK. Is there anyone at home who can provide you some feedback? Maybe you came up with some ideas yourself after finishing your prototype last time? Your task is to use this feedback to improve your first prototype.

Share: Take a picture of your second prototype and post it to the [forum](#)! This time, explain who you received feedback from, what you learned from their feedback, and how you incorporated it into your invention. If you received feedback from someone in the forum, be sure to thank them!

Resources for Educators and Parents:

- [Troubleshooting Portfolios](#) article from NSTA ([free month memberships available](#)). This demonstrates how you can put together a systematic plan for many iterations of a design.

[Design Practices and Misconceptions](#) article from NSTA. This discusses some of the common misconceptions students have about designing and inventing and how teachers and parents might help address them through activities like this!