

Drawing an invention:



Intellectual
Property
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A step-by-step guide

1. Grab your tools: Find a blank piece of paper, or your competition worksheets. Get your favourite drawing equipment, pens, pencils, crayons, or even markers!
2. Think big: Imagine your invention. What does it do? How does it work?
3. Start drawing with shapes: Begin drawing simple shapes for the main part of your invention. Use circles, squares, triangles, or any shape you like.
4. Connect the dots: Start adding smaller parts to your invention. Draw buttons, levers, screens, or any cool features. Make sure to include all the important parts.
5. Label your parts: Write the names of different parts of your invention. Use arrows to point to each part. These labels will name the different parts of your drawing, so everyone knows what they are.
6. Show how it works: You could draw some action lines or arrows to show movement.
7. Colour it in: Use your favourite colours to bring your invention to life. Use different colours for different parts to make your idea easy to understand and fun to look at.
8. Write a description: Write a sentence or two about how your idea works. Explain what your idea does and how the parts work together.
9. Sign your masterpiece: Write your name and age. Then give your invention an awesome name!
10. Give your drawn invention to an adult so they can send us your idea!

