

# A Design for the Future

**Goal:** Design an invention for the future.

**You might use:**

- Paper
- Pencils, pens, and crayons and/or pictures, scissors, and glue
- Ruler or measuring tape
- Calculator

**What to do:**

- Think about an invention that would make life better, easier, safer, or more fun for humans, animals, or plants in the future. You might consider a wind-powered car, a new game, a structure that will not burn, a thrilling amusement park ride, or a way to grow crops with very little water.
- Next create an illustration or collage about your invention. Make sure to “analyze, tweak, and refine” your design just like Jack did in the book *If I Built a Car* by Chris Van Dusen.
- Figure out the cost of the materials that are needed to create your invention. Decide how tall, wide, and long your invention will be. Include this information on your collage or drawing along with a short explanation of what your invention will do and how it will make life better, easier, safer, or more fun in the future.

**Other things to try:**

- In the book, *If I Built a Car*, Jack imagined an “undentable” car, an instant snack bar, and an auto-pilot to drive the car. Design a new product that you could sell for a profit.
- Investigate young entrepreneurs who have been successful turning an idea, a need, or a hobby into a successful business. Think about what you might create and figure out how to do it!

**To Think About:**

- How did you analyze, tweak, and refine your design?
- What helped you succeed in creating your design?

