

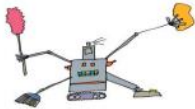


Activity 6: New ideas

Now comes the fun part! You need to come up with your own gadget. Here are a few options to choose from. However, if you have your own idea, go for that!



- 1) **A different gadget for a spy:** watch, glasses, car, pen, suitcase,



- 2) **A gadget for your home:** bedroom-cleaner, chore-completer, sister-trapper...



- 3) **A gadget for school:** homework machine, teacher-pleaser, exam-cheater, classroom-tidier....

Design yours!

- 4) **The Teacher-Pleaser Machine**



- 5) **Spy Watch 2,000**



- 6) **Automatic bedroom-cleaner**



- 7) **Spy Car T4000**

It can be very helpful to gather your ideas into sections to help you plan. Start jotting them down under the headings below. The more the better as you can choose your best soon:

Who is the gadget for?

Catchy name for the gadget

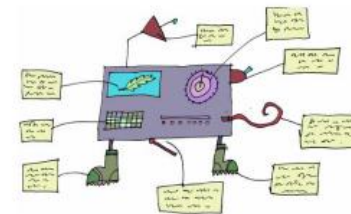
Features

Bonuses/extras

Quotation/testimonial

Key reason for purchasing

Activity 7: Draw your gadget



To help you get a real picture of what your gadget is like, why not have a go at drawing a diagram of it. Make sure to label you diagram with the different features it offers. As you are drawing, you might come up with new ideas that you haven't thought of yet. Get ready to add them to your plan.