

Your Invention Process!

Identifying (Ways to Identify a problem)

SCAMPER is a tool that can help you identify a problem to work on. It can be used early in your Invention Process but it can also be used later- as a way to improve your idea, give it more features or make it more valuable to the people who will use it.

Use the questions and statements below as well as on the **SCAMPER** worksheet, in combination with the verbs within the circles and see where your creative thinking leads you! (Add more blank pages as you need them)

What if I ____?

How might I___?

What would happen if I___?

How might things change if___?

SCAMPER

(COOL QUESTIONS FOR CREATIVE THINKING!)

Modify

It might be surprising when___!
It would be interesting if I___!
It might be more useful if I___!
It would be funny if I___!

Put it to another use

Eliminate

Rearrange



Name: Date:

The **SCAMPER** tool is best used to improve and test an idea during the invention process. It helps you look at your ideas differently!

To learn how to **SCAMPER**, use a common object such as a <u>paper bag</u>, <u>paper clip</u>, <u>comb</u>, etc. Close your eyes and listen as someone reads each strategy aloud. Imagine in your "mind's eye" what changes might happen if you perform each strategy to it. Write down your new ideas.

What if I	Now, it can/Now, it will
Substitute What materials can you change or swap? What if someone else was involved? What are some other approaches?	
Combine What other things/ideas can you combine? What features can you combine?	
Adapt What else is like this? How else might it be used?	
Modify How can you change the form? Magnify What if parts were stronger? Higher? Longer? Wider? Minify What if the whole or parts were smaller?	
Put to Other Use What are new or different uses?	
Eliminate What parts can be removed?	
Reverse/Rearrange Interchange components? New pattern or layout? Can the features be rearranged? Can the order be changed? What if the action was opposite?	

