

Page Number	Section	Content	Reasoning	More details
Cover	Intro	Cover	Protect the book, selling point	
Back of Cover	Intro	Name Plate (this book belongs to...)	Kids will want to have something that is their own	
Front of First Page	Intro	Credits (this book is dedicated to...)	In most books	
Table of Contents	Intro	Page 1	Laying out the book	
Table of Contents	Intro	Page 2	Laying out the book	
1	Intro	Introduce the guiding character (beaver, car....)	This guiding character will create some continuity throughout the book	
2	Drawing	Draw yourself in different sizes	Learning to draw things very large - no chicken scratch	Have a set of boxes increasing size - have the user draw themselves in each box - then on the next page have a large box. End by asking "Which box was the easiest to draw in?" Make sure you always draw your pictures nice and big, don't worry about wasting paper, there is plenty to go around and in the back of the book.
3	Drawing	Draw yourself in different sizes	Work Page	
4	Drawing	Drawing with good lines and bad lines - squares	Teaching the basics of drawing squares, getting them used to drawing	Have a page with a number of cubes that have a set of lines that make a good cube along with a bunch of random lines that make nothing - and have the user use sketching paper and draw the good lines on the sketch paper. If possible, include the sketch paper built into the book - along with extra pages in the back.
5	Drawing	Drawing with good lines and bad lines - spheres, cylinders	Teaching the basics of drawing circles/ellipses, getting them used to using the sketch pad	Using the same ideas as the cube sketching page, except this time have circles, ellipses and cylinders.

6	Drawing	Drawing with good lines and bad lines - houses, etc	Teaching the basics of drawing, getting them used to using the sketch pad	Using the same ideas as the cube sketching page, except this time have combinations of cubes, circles, ellipses and cylinders.
7	Drawing	Draw circles to match the proportions of a person	Teaches proportions - the first step to good drawing	Using just ovals and circles, draw a person's head, now draw the body that goes with the head, now draw the arms, now draw the legs
8	Drawing	Vanishing lines	Teaches perspective, another important aspect	Have a picture of several sets of train tracks all intertwined, have them trace which ones look the best and which ones are pairs
9	Drawing	Cubes on their own	This allows the user to feel confident drawing cubes well without tracing	Using the lines from the last section and while looking at the example cube, try to draw your own cube (show example with color coded lines that are parallel)
10	Drawing	Cylinders on their own	This allows the user to feel confident drawing cylinders and ellipses well without tracing	Practice drawing ellipses like the ones shown here: now try connecting two to make a cylinder
11		Word association game	This will prep the user for the idea about to be presented and keeps them having fun	Using a set of boxes with words that are similar to each other - have them draw a path through the chart by connecting words that are associated.
12	Brainstorming	How could you use... Newspaper	Allows user to try brainstorming without any help	Think of 10 uses for using a newspaper - draw a picture of it being used in each box.
13	Brainstorming	How could you use... Newspaper	Work page	
14	Brainstorming	How could you use... Velcro	Gives the user topics to brainstorm about to help them	Same idea as the newspaper example, except give them examples of categories like the home, the car, at school...and have them brainstorm in those different categories
15	Brainstorming	How could you use... Velcro	Work Page	
16	Brainstorming	In what areas could you use... Paper clips	Has the user think about different topics in which they could brainstorm (kitchen, car, school...)	Before we start brainstorming uses for paper clips, try to think of categories like we had when we were thinking about Velcro - list them.
17	Brainstorming	How could you use... Paper clips	Now using the categories from the last page, come up with ideas within those categories	Now that we have some categories, brainstorm 10 uses split between these categories.
18	Brainstorming	How could you use... Old CDs	Try coming up with the topics and the ideas in one go	Now that we have practice thinking of categories and uses, try to think of categories, then uses.

19	Brainstorming	How could you use... Old CDs	Work Page	
20	Brainstorming	How could you use... Duct Tape	Work on association mapping	Have them write some topics in big bubbles that are pre-set and then have them make other bubbles stemming out from them that are the related ideas - trying to get them to do idea mapping
21	Brainstorming	How could you use... Duct Tape	Work Page	
22		Joke Page	This will keep the kid having a good time and keep their mind relaxed	Have a list of several age appropriate jokes, and have the user circle their favorite and to go tell it to someone
23	Creativity	Create your own country	The user will be able to start with a relatively simple and broad topic to start thinking about making their own things	Imagine you have your own country... What would it be named? What would it look like on the map? What would the flag look like? What would the money look like?
24	Creativity	Create your own country	Work Page	
25	Creativity	Imagine the Future... Car	Get the user thinking about things that don't exist yet	Draw in some sort of a background to get them started
26	Creativity	Imagine the Future... How to get around - NOT a Car	Allow the user to really think outside the box	Have almost nothing
27	Creativity	Imagine the Future... School	Get the user thinking about things that don't exist yet	Draw in some sort of a background to get them started
28	Creativity	How else could you learn things?	Allow the user to really think outside the box	Have almost nothing
29	Creativity	Imagine the future... clothes	Give a different type	Draw people that the user can put clothes on
30	Creativity	Imagine the future... Video Games	Have the user start thinking about things that they use a lot	
31	Creativity	If you could make your own video game, what would it be like?	The user will be excited about making something of their own, a slight segway into invention	Ask your friends if they would like it

32		Young Inventors	This story should show the user that they can still invent even though they may be young	Could be a number of young, recent inventors like the Batball (http://www.ideafinder.com/history/inventions/jd_batball.htm), the trampoline (http://www.ideafinder.com/history/inventions/trampoline.htm) or others http://www.ideafinder.com/features/classact/young.htm
33	Invention	Draw 10 things you like	Have the user start thinking about things that they like	Think about some things that you really like - what are the coolest things in your house, in your school? Try using the category method from earlier.
34	Invention	Draw 10 things you like	Work Page	Now let's think about some things that you don't like a whole lot - what are some things that you wish were better in your house, in your school? Try using the category method from earlier.
35	Invention	Draw 10 things you don't like	Have the user start looking for things that could improve	
36	Invention	Draw 10 things you don't like	Work Page	
37	Invention	Pick one thing that you like a lot - why do you like it	Have the user think about why they like certain things in a more detailed way	Go ahead and pick one of the things that you liked. Now think about exactly why you like it and draw yourself enjoying it.
38	Invention	Pick one thing that you don't like - why don't you like it	Have the user think about what specific aspects they don't like about things	Now let's think about one of the things that you didn't like. What part of the thing do you really not like, draw that part very big.
39	Invention	Change one of those things you don't like into something you do like	Fixing Problems	Think about one of those things that you don't like... How could you turn that into something that you do like - think wacky if you have to? On the first page draw what you don't like again, and on the next page draw the new invention that makes it something you do like!
40	Invention	Change one of those things you don't like into something you do like	Work Page	

41	Invention	Change one of those things you don't like into something you do like	Fixing Problems	Alright let's try that again, take something else you don't like and turn it into something you do like. On the first page draw what you don't like again, and on the next page draw the new invention that makes it something you do like!
42	Invention	Change one of those things you don't like into something you do like	Work Page	
43	Invention	Solve a problem for your mom or dad	Talking to customers - easy practice at first	Go ask your parents if there is anything that they do not like or could be better and try to think of ideas to make it better - on the first page draw the thing they don't like, and on the 2nd page draw it fixed using your ideas
44	Invention	Solve a problem for your mom or dad	Work page	
45	Invention	Solve a friend's problem	Talking to customers	Think about a time when a friend of yours mentioned something they were unhappy with - go talk to them about it and think of a way to fix with a creative idea - on the first page draw the thing they don't like, and on the 2nd page draw it fixed using your ideas
46	Invention	Solve a friend's problem	Work Page	
47		Cooking	Get the user used to making things from scratch	Go find one of your parents and ask them to help you cook a meal - try to make one from scratch. When you make the meal, use a recipe for most of it, but make one change (add a random ingredient you like or change another one) and see how it turns out!
48	Prototyping	Make a model car out of random items	Get the user starting to think about how to make things - or small sketch models	Give the user a list of household items (like toilet paper rolls) and directions (http://www.associatedcontent.com/article/1798406/toilet_paper_roll_race_cars_for_kids.html) and have them build a quick sketch model of a car - on the second page tell them to try to make it cooler

				and to draw what it looks like)
49	Prototyping	Make a model car out of random items	Work Page	
50	Prototyping	Make a paper airplane	Continue to build the user's confidence in building things as well as encourage them to make existing things better	On the first page, give the user a template for making a model airplane (http://www.funpaperairplanes.com/Plane%20Downloads.html) and tell them to build it and test to see how far it flies. On the second page have the user make a modification to the paper airplane and re-test it to see how far it flies with the modification. Finally ask the user how they think they could make the design even better.
51	Prototyping	Make a paper airplane	Work Page	
52		Ending Words of encouragement	Leave the reader with the thirst for more	Now that you have been through the invention notebook, you are ready to fall in the footsteps of the great young inventors of the past. Make sure to look back at what you have learned and try to think outside of the box. Go out and draw, think, create, and INVENT!
53		Notes/Work Page		
54		Notes/Work Page		
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