



THE IDEA SPARK NOTEBOOK

Notice real needs. Imagine several solutions. Choose one useful idea to test.

1

NOTICE

2

ASK

3

IMAGINE

4

TEST

THIS NOTEBOOK BELONGS TO

How an idea spark grows

A strong business idea can begin with a real need and a useful way to help. Not every problem needs a business. First, pay attention and learn.

1 NOTICE

Look for things that feel difficult, frustrating, slow, messy, or repeated.

2 ASK

With adult approval and permission, ask what would make the situation easier.

3 IMAGINE

Brainstorm several possible solutions before choosing one.

4 TEST

Try one small version. Notice what works, then improve it.

BOSS MODE SAFETY

Work with a trusted adult. Observe spaces and tasks, not private information. Do not question, photograph, record, or contact people without adult approval and their permission.

WHAT I WANT TO LEARN

STEP 1 Problem Detective Walk

Walk through an adult-approved space. Record five clues without trying to solve them yet.

1	WHERE OR WHEN DID IT HAPPEN?	WHAT DID YOU NOTICE?
2	WHERE OR WHEN DID IT HAPPEN?	WHAT DID YOU NOTICE?
3	WHERE OR WHEN DID IT HAPPEN?	WHAT DID YOU NOTICE?
4	WHERE OR WHEN DID IT HAPPEN?	WHAT DID YOU NOTICE?
5	WHERE OR WHEN DID IT HAPPEN?	WHAT DID YOU NOTICE?

Turn clues into problems

Choose three observations. Describe the need without blaming a person or jumping to a solution.

PROBLEM 1

THE CLUE I NOTICED

WHY MIGHT IT MATTER?

THE NEED OR PROBLEM

PROBLEM 2

THE CLUE I NOTICED

WHY MIGHT IT MATTER?

THE NEED OR PROBLEM

PROBLEM 3

THE CLUE I NOTICED

WHY MIGHT IT MATTER?

THE NEED OR PROBLEM

Helpful sentence starter: Someone needs an easier way to...

STEP 3 Imagine many solutions

THE PROBLEM I WANT TO EXPLORE

Brainstorm first. Judge later. Wild ideas are welcome because one idea can spark another.

1 	2
3 	4
5 	6

WHICH THREE IDEAS SHOULD MOVE TO THE FILTER?



CHOOSE ONE

Useful - Possible - Interesting

Compare three ideas. This does not prove an idea will work. It helps you choose what is worth testing.

IDEA 1

USEFUL: It helps with the problem.

POSSIBLE: I can test it small.

INTERESTING

WHY OR WHY NOT?

IDEA 2

USEFUL: It helps with the problem.

POSSIBLE: I can test it small.

INTERESTING

WHY OR WHY NOT?

IDEA 3

USEFUL: It helps with the problem.

POSSIBLE: I can test it small.

INTERESTING

WHY OR WHY NOT?

THE IDEA I WILL TEST

STEP 4

Plan one small test

A prototype has a job: help you learn. Keep the first version small, safe, and easy to change.

WHAT DO I WANT TO LEARN?

WHAT SMALL VERSION WILL I MAKE OR TRY?

WHAT SUPPLIES OR HELP DO I NEED?

WHO CAN TRY IT, AND WHICH TRUSTED ADULT WILL SUPERVISE?

WHAT WILL SHOW THAT IT HELPED?

WHAT SAFETY OR PERMISSION RULES APPLY?



AFTER THE TEST

Learn, improve, and try again

A test is not a pass-or-fail grade. It gives you evidence for the next version.

WHAT HAPPENED?

WHAT WORKED?

WHAT DID NOT WORK YET?

WHAT DID PEOPLE SAY OR DO?

WHAT WILL I CHANGE NEXT?

A useful question can be the beginning of a strong idea.