

**THE
FUTURE
IS HERE.**



BUILDING YOUR PROTOTYPE

Once you have thoughtfully researched and developed your invention, you will need to build a prototype. A prototype is a small model of your invention that shows what it looks like and how it will function. Your prototype will help the judges understand your idea, so it should demonstrate the key characteristics that make it unique, usable, and valuable.

RULES

- The prototype must fit in a 2 foot by 2 foot space located in front of your display board.
- It does not need to “work,” but it should illustrate how the invention would work if it were fully functional.
- You must design and build the prototype, but you can get help from an adult if needed.
- Your prototype must not be flammable, combustible, or present a hazard in any way.
- No balloons, glitter, or confetti are allowed in any form.
- The following items are not allowed on your person or in your project: electric stun guns, martial arts weapons or devices, firearms, replica guns, ammunition, fireworks, mace, pepper spray, razors, box cutters, or knives of any size.

HELPFUL HINTS

- You do *not* need to buy expensive materials to build your prototype. Reusing items from around your house is encouraged!
- If your invention is an app or other digital product, consider designing a storyboard that illustrates its functionality.
- If are having trouble getting the supplies you need to build your prototype, please reach out to invent@lindahall.org and tell us what you are looking for. We may be able to help!
- We will be hosting mentor workshops where you can get feedback and support on your prototype. So keep an eye out for those events in the coming months!

Questions? Reach out to us at invent@lindahall.org for support!

Presented By



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