

SCAMPER

Sometimes unconventional approaches can help you to overcome difficulties in designing. Look at the photo of the original bag and use 'scamper' to help you to come up with some brilliant ideas! Clear sketches should be done in pencil. Ensure you complete columns 4 and 5 in detail.

	Description of Scamper task.	Sketch	Description of changes you have made.	Evaluation of change.
S	Substitute - what can be used instead?			
C	Combine. What can be added?			
A	Adapt. How can it be adjusted to suit a particular purpose?			

M	Modify - how can the colour, shape or form be altered? Magnify - How could it be made bigger, stronger? Minimise - How could it be made smaller, lighter?			
P	Put to other uses - what can it be used for other than the intended purpose.			
E	Eliminate - What can be taken away from the original design?			
R	Reverse - what can be turned around? Rearrange - How can the pattern, order or layout be changed?			