



THE

INVENTABLES



**Friends
with science!**





Operating out of a fantastic treehouse workshop, creative young inventor Jazz entertains herself by solving simple problems with far out inventions and with best friends Pix and Bagger learns that science is really a team sport.

No problem is too big and no solution is too silly for this team of madcap engineers who are always excited to see what kind of trouble they can get into... and then solve with funtastic inventions!

With a shared passion to create, a desire to help others, and a wicked imagination, The Inventables bring a scientific approach to the saying "make your own fun"!

A real inventor knows that you don't go about trying to invent something, you go about finding solutions. That's why The Inventables are always on the lookout for some friend with a problem, some cry for help, some old thing they can make better. The Inventables truly are looking for trouble!

With everything they do, the more ambitious and the more unusual the better but The Inventables always use real world science and engineering principles to find their quirky solutions. Pop lids become wheels, cans become boats, and elastic bands can be used to propel just about anything in a world of invention stuck happily somewhere between the ingenuity of the Maker Movement and the hilarious world of Rube Goldberg.

For Jazz and her friends, inventing and engineering is about learning to express themselves and not being afraid to try crazy ideas... that's the only way to make something truly jazztacular!





When Jazz needs to calm down and think hard, she doodles in her ever-present notebook.

Jazz thinks big, maybe a little too big. In her notebook, her dreams become bigger than reality and even more out of control!

JAZZ

A hand-me-down sister. Jazz learned from an early age how to make old things better than new. She can “Jazz up” anything from old clothes to doll houses.

With her unique flavor of “Jazzy” thinking she challenges and inspires her friends make the best out of any situation. “When life hands you lemons, make a battery!”

Huge, unruly mop of hair. It’s always a little wild! Just like Jazz!



A little “Jazzing” up will make any invention sparkle... literally.

Jazz adores glitter and colorful, flashing LEDs!



PIX

With her insatiable curiosity, and passion to get her hands dirty, Pix is a natural born engineer... actually more of a "reverse engineer". Armed with her handy multi-tool there is nothing Pix can't take apart. Putting stuff back together is another thing!

Short for Pixel... her parents are real computer nerds.

Famous yellow helmet.
Don't leave home without it!

Pix usually sports a smear of grease because she's not afraid to get dirty.
"I would rather wear grease than make-up!"



"Oh boy, oh boy, oh boy!"
Pix zips around like a dervish on her roller shoes when she gets a great idea.

Pix is just 6 and she's officially the youngest of the Inventables.

BAGGER

Bagger is definitely not afraid to jump into a smelly pile of garbage to rescue something cool like an old record player or a set of rubber bands.

It might gross out Jazz and Pix knowing where that old pulley came from but they know better than to ask!

Even though he sometimes trips on them, Bagger prefers wearing slippers... plus he never bothered learning to tie his own laces.



Kind of shy and doesn't speak up much but Bagger is always ready to lend a hand, or a set of gears, or a sting of LEDs, or a thingamajig.

Bagger is VERY protective of his mysterious bag of tricks.

No one ever knows what he might have buried in its depths!

It doesn't even make sense how all that stuff could fit in that little bag!



THE FRIENDS

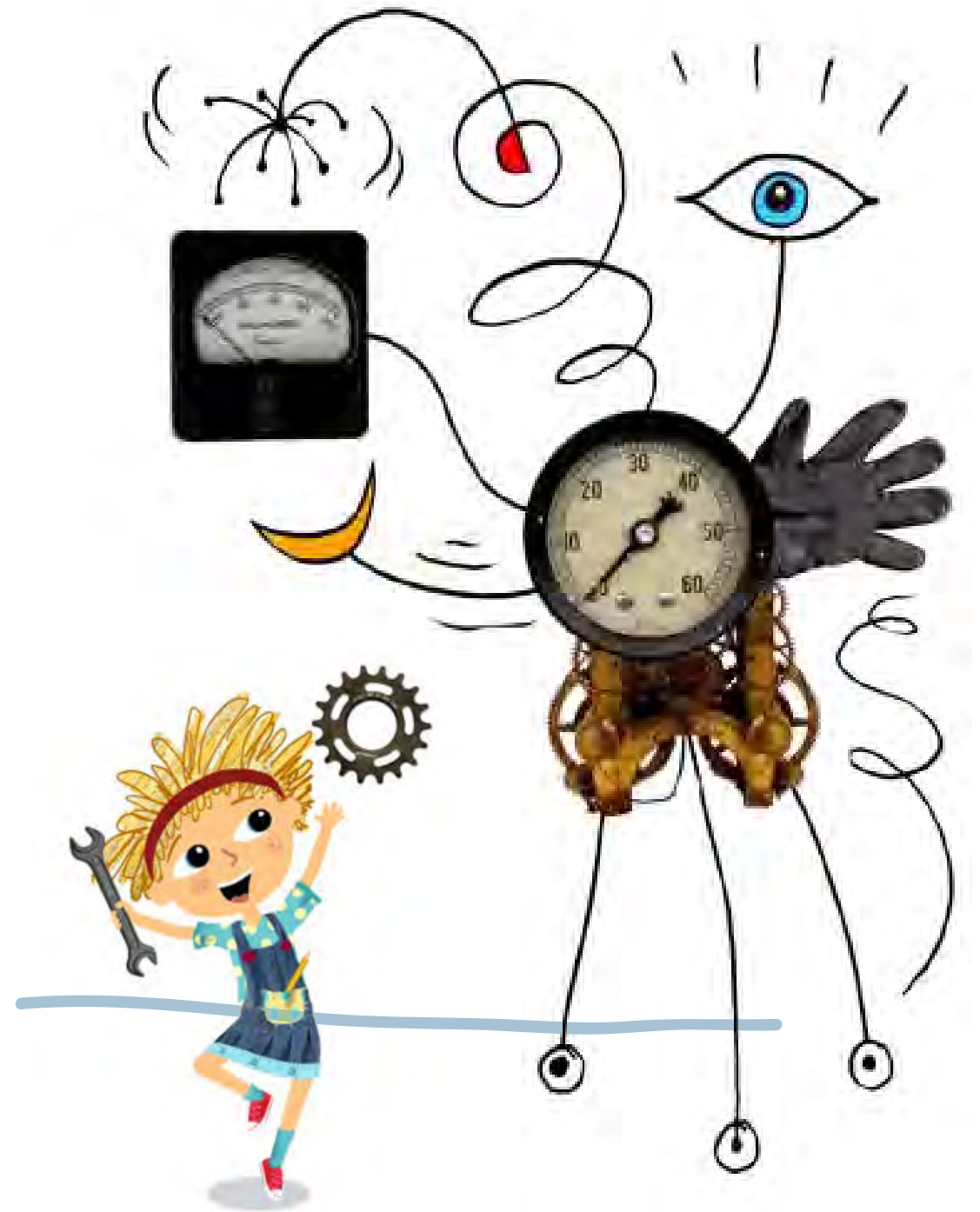


“The Inventables” each bring their own unique abilities, foibles, and personalities to the workbench. Jazz dreams big, maybe a little too big and she’s so spontaneous sometimes she might just combust! Pix zips around wildly on her roller shoes trying to get as much done as possible in the quickest time possible and she’s not afraid of shortcuts. Bagger sits back quietly working out a brilliant solution but he really could speak up more often.

Things don’t always work as expected but to an engineering mind, that’s just where things get interesting. When The Inventables all work together, their problem solving ability is multiplied, they can accomplish more, and they have way more fun!



Looking for a mission with the Troublescope!



WHAT ARE THE INVENTABLES?



What are The Inventables?
Inventors?
Engineers?
Makers on a mission for fun?
Well, that's a start.

They are creative, young inventors who thrive on that young learner's thrill of getting to build things all by themselves.
All they need is just the slightest excuse... or, motivation, to get them wound up!
Because an inventor without a problem is like ink without a pen, wind without a kite, or juice without a straw... some crucialistic detail is missing.
That's why best pals Jazz, Pix, and Bagger are always looking for trouble.



JAZZ

Jazz loves being a girl but that doesn't mean she likes frilly dresses and playing house. Jazz wants to be her own kind of girl. A maker girl, an inventor, a girl engineer! So she really doesn't think it's fair when her grandparents give her brother amazing presents like an electric train and then she just gets a plain stuffy... that doesn't even do anything!

Her "Jazzy" thinking always brings a fresh perspective and creative solutions. One time when Jazz got a boring fashion doll for her birthday she took the head off and used elastics to make an awesome haunted doll that turns its head all the way around. It really scared her little brother Paddy. After that, he couldn't sleep with the lights out so Jazz doesn't make haunted dolls any more. But she did invent a starry night light so Paddy wasn't afraid anymore... he really is an okay little brother.

Her older sister Madeline, on the other hand. What a know it all! Jazz calls her "Maddie" because she seems angry at her all the time. Just because she's younger, Jazz gets all of her sister's hand me downs. Toys, bikes, clothes... but Jazz knows how to take old stuff and make it better than new. She put in trap doors, sliding walls and real electric lights in her sister's old doll house. Now it's an awesome magic Castle!

Jazz has a natural curiosity and a spontaneous "let's play with it" attitude that never fails to get her friends excited and started on a new challenge. She inspires best friends Pix and Bagger to invent some creative contraptions but like a cat stuck at the top of a tree, Jazz is often the victim of her own spontaneity and innocent mischief. "Should have waited for the paint to dry!" "Who knew 100 pounds of sandbags would be so heavy!" "I didn't realize the top of the tree would be this high!"

Jazz never can quite figure out how she keeps getting into these predicaments but when you are a bold and visionary maker, engineer, scientist, inventor... accidents can happen. Luckily Jazz has some pretty clever friends to help her figure things out.

PIX



Pix has a love for all things mechanical and all things fast, including her home-made roller shoes which she zips around on. And she never goes anywhere without her famous yellow helmet. Everyone knows she never takes it off. It keeps her brain safe, and helps her come up with great ideas but it's also a kind of safety blanket.

Don't be fooled by the bright color and the flower stickers; her helmet is definitely more than meets the eye. It's got 360 vision, secret compartments and a cool music player.

With her handy multi-tool, Pix is definitely the handiest of The Inventables and she's got the skills to back up her tools. How does she know how to do all that cool stuff? Most of all, Pix likes to tear things apart... especially her older brother's stuff!

For Pix, Engineering is all about learning "how" and "why" something works - that's why she calls herself a "Reverse Engineer." Taking things apart is much easier than putting them back together and she's been discovered with things like her mom's antique clock in a million pieces!

The only thing that really bothers Pix is having to ask for help... it's so humiliating because everyone already thinks she's just a shrimp. She'd much rather do everything herself... and sometimes that doesn't always work out great; especially when she takes an inevitable shortcut to get the job done a little faster. A little patience would serve Pix well!

Pix might not jump into a pile of muck like Bagger but she's the first to get her hands dirty when it comes to taking things apart. Her curiosity to figure out how things work makes her an ace engineer.





BAGGER



One part pack rat, one part quiet genius and all round inventor. “Bagger” is named after his prized possession, the bottomless bag of assortments he drags around with him. His ideas might come out of nowhere but if you are looking for some crucial thingamajig, Bagger can likely find it in his amazing bag. Nobody, not even The Inventables, has actually seen inside his surprising bag of tricks but he is always willing to reach into it and share “just the perfect thing.”

Jazz has seen Bagger perform wondrous feats with a piece of chewing gum and some widget from his Bag of Tricks. Once, Jazz needed an emergency battery to power her motorized Ice-Cream Cone for the school Science Fair. Bagger created a working battery out of nails and wire from his bag and stinky, rotting fruit from the cafeteria trash. Bagger then won first prize at the Fair for his clever battery, but Jazz didn't really mind.

Bagger is kind of shy. He doesn't speak up much, so adults and Teachers don't get to see his quiet brilliance. But Bagger likes to let his inventing do the talking. While the others might fiddle over perplexing details, Bagger will whistle away in a corner before quietly revealing the most brilliant solution. With his gentle heart and helpful attitude, Bagger just might be the very best pal to have around.

Bagger might be a bit slow and quiet but often his slow and thoughtful approach finishes ahead of Jazz and Pix when they are big and loud and fast. Unlike Jazz and Pix, Bagger likes to think about an idea before jumping in. “Think twice and do it nice,” is Bagger's positive motto.

THE TREEHOUSE

When she was young, Jazz started a hospital for Resumed Toys. It was actually just a workbench for hacking old toys but “hospital” sounds more grand. She learned to “Jazz” things up by adding blinking LED lights to magic wands, and modifying bike helmets with glow in the dark glitter.

That’s how the treehouse got started; Jazz needed a secret place where her sister couldn’t spy on her and where her brother couldn’t barge in and distract her from important work like making wheelchairs for Teddy’s with broken legs.

In the back of Jazz’s yard, accessible only by a secret lever and a complex system of ropes and pulleys, hidden in the top of a giant oak tree, Jazz and her friends have built the most amazing treehouse. The air in the treehouse smells equally of sawdust, glue and something that’s definitely not quite right... probably something slimy that Bagger just dragged in.

The treehouse is divided into 3 equally important stations. Bagger maintains the INSPIRATION station. A collection of rummaged treasures to get an invention started. Pix is in charge of the DESTRUCTION station. You need to take it apart to put it back together again. Jazz looks after the RESTRUCTION station. A little tape and glue can put almost anything back together.

The treehouse is the best place to hang out and it is the kind of place every kid wishes they had. The Inventables protect its secrets carefully... very carefully.





JAZZ'S NOTEBOOK



The many moods of STUBBS

Jazz gets super excited when she's making stuff. Maybe a little fixated... and downright frenetic. She talks a mile a minute, she gestures wildly and she gets frustrated when people can't follow her thoughts. So when Jazz needs to calm down and think hard, she doodles in her ever-present notebook and it springs to LIFE.

When she drifts into the imaginative world of her notebook, Jazz always has her best buddy, Stubbs. In the real world he looks like a normal pencil - but in Jazz's notebook Stubbs becomes a wise-cracking muse who is not shy to express himself.

Stubbs is over the top in everything he does and he's never afraid to make a mistake because the best part of being a pencil is that you can always erase what you've done and start again. When Jazz gets too rigid in her thinking, Stubbs offers an important reminder about trial and error and the need to revise plans.

There is never a dull moment with Stubbs, but he's not the sharpest pencil in the box. Stubbs often inspires Jazz to come up with a solution to a problem without even realizing he's doing it. Sometimes it's a silly song he's made up or his absent minded drawing that give Jazz a EUREKA moment.

Together the pair grapple with all kinds of quirky obstacles to solve problems that reflect Jazz's real life puzzles. If Jazz can keep up with everything happening in her wacky notebook, she just might discover a breakthrough to her current Engineering problem.





STORIES

BIRTHDAY BUBBLES

Pix's birthday is just around the corner and Bagger wants to surprise her with the best gift ever, a fancy bubble machine. Bagger just needs a few more parts to get his machine working but when he asks Jazz for help, his fun little machine gets a major facelift.

Jazz is imagining extraordinary bubbles. Square and Triangular bubbles of all sizes! What starts out as a simple idea gets complicated as they discover creating the right soapy bubble mixture is hard. Plus, Jazz and Bagger can't agree at all about the right size of bubbles to really make Pix happy. Jazz wants big, humongous bubbles but Bagger wants tons and tons of tiny little bubbles like walking in a milkshake.

Jazz seems to take over the design of Bagger's machine. He begins to feel hurt and he worries it is not what he wanted to give to Pix in the first place. Pix and Bagger waste so much time experimenting and revising the bubble machine it seems they might not even have it ready for Pix's surprise birthday party.





STORIES



THE TROUBLESCOPE AND THE SQUIRREL

It's the crowning glory of the Inventables' Treehouse. The brand new and super amazing Troublescope. A paper roll telescope aimed at the neighborhood below and capable of spotting trouble several blocks away, weather permitting.

But, SNAP! They've broken a big branch from the tree while installing the Troublescope. And now Pix and Jazz are blaming each other for the mishap. To make matters worse, the broken branch seems to have stranded a baby squirrel up in the high tops of the tree. The baby squirrel cries for its mama and the angry mama squirrel is circling around their heads. They went looking for trouble and now they've found it!

What a disaster! Engineers are supposed to be part of the solution. They are not supposed to create problems. While Jazz and Pix argue who is to blame, Bagger quietly devises a plan to build a Squirrel Bridge so the mama squirrel can reach the baby squirrel.

The Inventables will all need to work together to figure out what kind of materials they can use to build the Squirrel Bridge and save the little baby squirrel.





STORIES

HEARING MYSELF THINK

The Maker Fair is coming up and Jazz is excited to enter the annual music contest. Jazz has plans for an original music making machine! Trouble is, everywhere is too noisy and Jazz is having trouble concentrating.

Upstairs, her brother's music is too loud. Downstairs, Dad is mowing the lawn. In the treehouse, she can hear kids playing loudly in the park. Aaagh! How on earth can an inventor hear herself think? If only she had a way to just turn off all the noise.

When Jazz notices that Pix has left her helmet behind, she has a great idea... turn Pix's helmet into a noise-canceling thinking cap. Hey Presto... Jazz dreams up a water glass orchestra with accompanying tin can Glockenspiel..

Jazz wins big with her musical invention but she might have a bigger problem on her hands when Pix gets upset that she modified her helmet without her permission.





STORIES

BASEBALL HEROES

There is a loud ruckus outside of The Inventables' treehouse. A group of rowdy kids have lost their baseball over an impossibly big fence. Jazz and her friends volunteer to retrieve the ball so the game can carry on and so that things will return to quiet outside the treehouse once more.

Bagger has been tinkering with a toilet-roll periscope that's just the thing to find the lost ball. Once they find the ball, they'll need to figure out how to bring it back over the big fence.

Jazz whips up plans for a kite-powered device with a vacuum grabber but it never really gets off the ground. Problem is, the kite isn't big enough, there is not enough wind and the vacuum isn't long enough. Actually, Bagger tried to say there was no wind but nobody seemed to hear him.

After some revising, the team invents a balloon powered grappling crane to get the job done. They just need to figure out how many balloons they will need to generate enough lift to get the ball AND the grappling hook over the fence. And then finally, some peace and quiet... except for the rowdy kids shouting hurrahs for the Inventables!



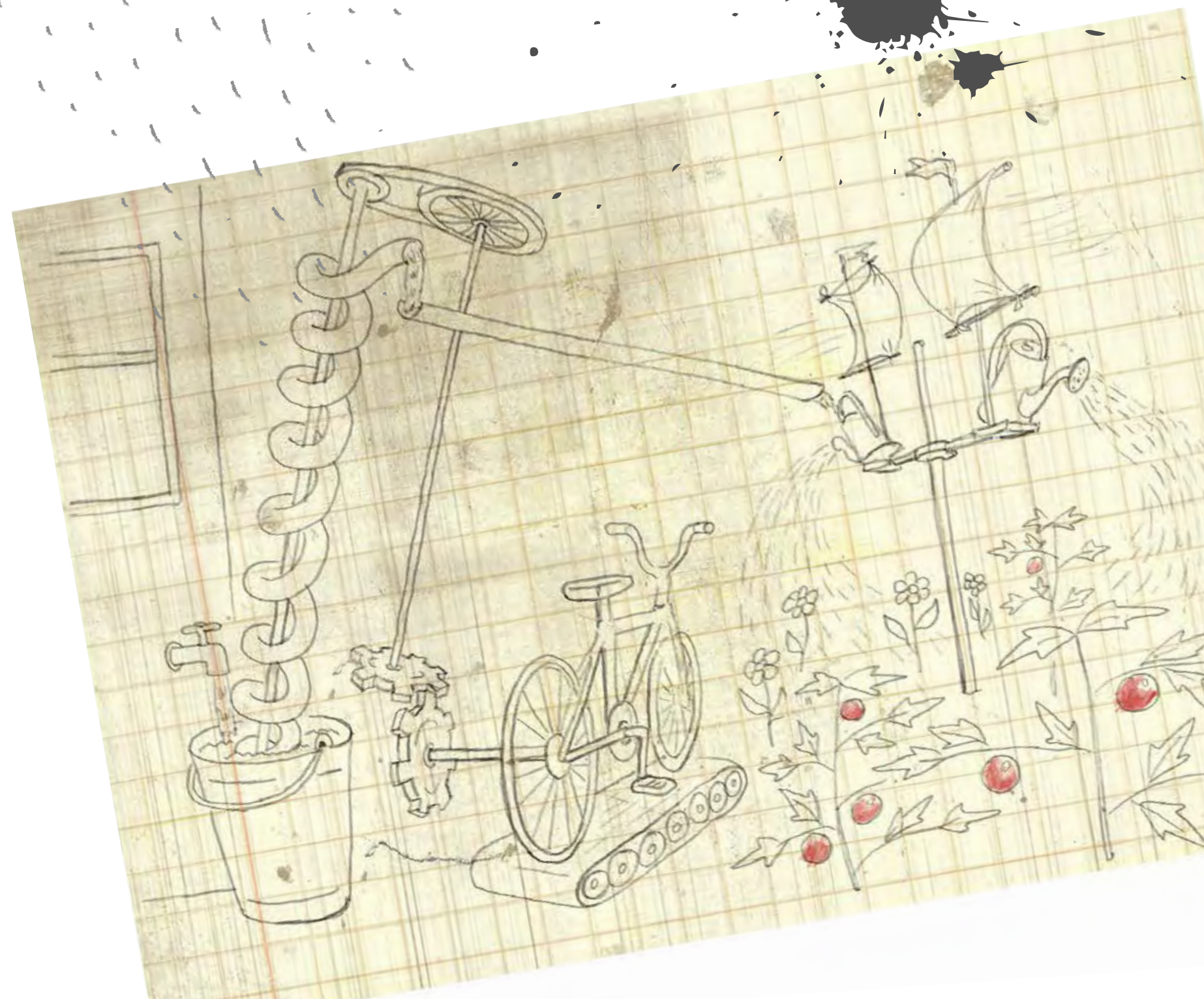
STORIES

FROM HEAD TO-MA-TOES

Jazz has been given the big responsibility of looking after her mother's tomato garden while she is away. She is excited to show her mom how grown up she is and she definitely won't ruin the garden like her sister Maddie did last year.

The big responsibility inspires Jazz in a big way. When her mom returns she won't even recognize her garden because it will be so much bigger and better. Harnessing the power of the wind, Jazz invents a self-watering garden, and a host of other garden contraptions that transform the garden into... a big mess.

Jazz definitely reinvented the garden but she discovers that bigger isn't always better. Jazz needs Pix and Bagger to help de-engineer the garden before her mother returns home.





STORIES

CHALK SHOE RESCUE

The first day of kindergarten is looming ahead for Bagger's little brother, Timbo. He's worried he will get lost and not find his way home. The Inventables remember how scary the first day of school is so they all want to help Timbo.

Jazz dreams up an elaborate rope dispenser so he can just follow a rope to get back home. It is ridiculously large and makes it impossible for Timbo to walk. Pix rethinks Jazz's plan and turns it into a smaller string dispenser but everyone ends up tangled in the string and they quickly reach the end of their rope.

Bagger has a great idea inspired by some men painting lines on the road. Chalk shoes! This clever invention leaves a chalk trail so Timbo can always follow his own trail back to where he started. Now Timbo will never get lost plus he's super excited about going to school and making awesome pictures on the playground!



PROBLEMS FOR THE WORKBENCH!

Testing for bad luck
Get rid of ghost from bathroom
Prevent haircuts
Can't go outside on rainy days!
Bagger stuck in his room
Super high security Diary
Shoe tying machine
Need secret communications
Cure for Hiccups
Can't ride bike fast enough
Seeing over high counters... for cookies
Sweaty feet in summer - fan?
Cold feet in winter - baked potato
Coloring in lines is really HARD
Don't like eating broccoli
Ice cream melts too fast
Keep forgetting to feed Koko
Dog and cats get stranded in trees
No one to play with after dinner
Homework takes toooooo long



STORIES

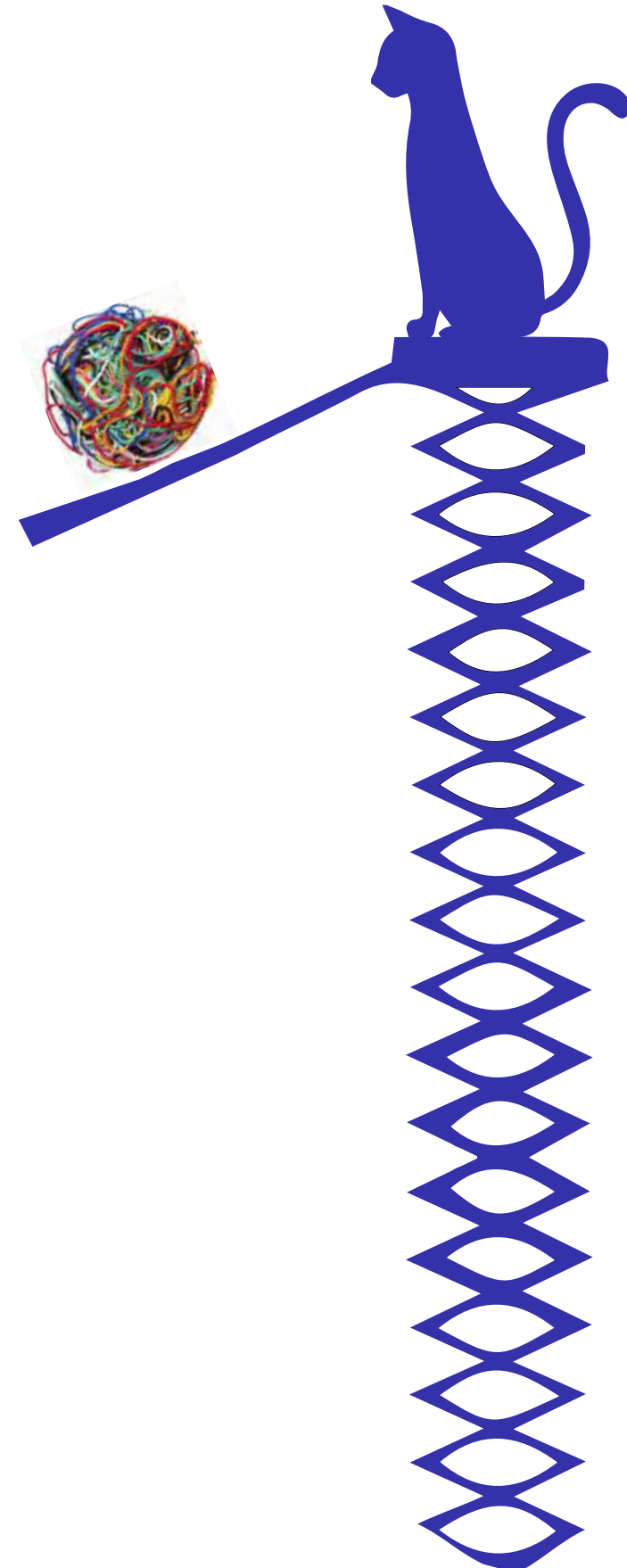


THE PURR-FECT CATEVATOR

The residents of Dury Lane get excited about a lot of things not least is the annual Cat show. So when Mrs Furb's prize kitten Bootsy is found stuck impossibly high up a tree Doris Furb sees Bootsy's chance of winning "Best in Show" slipping.

Call in Jazz and The Inventables! Bagger has a great adjustable crane but it seems too short. Jazz envisions an elaborate contraption with ropes and pulleys to lift her up to the scared kitten. Trouble is, the device scares the little cat and it jumps even higher up the tree plus now Jazz is stuck up in the tree too. "Who knew the top of the tree was so high!"

Bagger doesn't like to be rushed but with some quick thinking by Pix and a few doodads from Bagger's bag of tricks, Pix reassembles the contraption and creates the Catevator. They rescue the cat and their best friend. Doris and Bootsy win Best in Show and the Inventables are given an honorable mention!



educational advisor GINGER WHITING

Ginger Whiting

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