

Date: May 13, 2006

Grade Level: 2nd & 3rd

Title: Aha! Now It's Your Turn!

Overview: Aha! "scientists" will learn about inventors, design a new invention and using available materials will create a prototype.
Vocabulary: brainstorming, invention, inventors, patents, prototypes

Objectives:

1. Scientist will learn about famous inventors and their inventions.
2. Scientists will design their own invention.
3. Scientist will construct a prototype of their invention.

Materials and Resources: *You Want to Be an Inventor?* By Judith St. George and David Small
Mistakes That Worked (40 Familiar Inventions and how they Came to Be) by Charlotte Foltz Jones.

Miscellaneous materials for invention construction like: plastic soda bottles, paper towel rolls, rubber bands, straws, plastic spoons, etc.

Map It Out handout

US Patent and Trademark Office – www.uspto.gov

US Patent and Trademark Office for Kids – www.uspto.gov/go/kids

United Inventors Association – www.uiausa.com

Procedures:

1. Begin dialogue about inventors and inventions. Define invention and inventors.
2. Read from *You Want to Be an Inventor*, and emphasize the following qualities of inventors:
 - you do not have to be an adult or old [p.11]
 - finding a need to fill [p.14]
 - keeping eyes open and looking at things in different ways [p.19]
 - you can work alone or in groups [p. 28 & 29]
 - one invention can create more inventions [p.30]
 - some inventions do not work [p.42]
 - but an inventor needs to be willing to try and fail [p.48]
3. Using the Map It Out handout, scientists will design a new invention.
4. Send scientists into the lab to construct a prototype of their invention.

Conclusion: How would you get others to use your invention?