## Unit 1 INVENTION AND DESIGN

## WHAT

are we learining?

- The 7 Steps of Invention Process
- Inventions
- Technique and posture
(0) WHY
are we learning it?
- Inventions are all around us!
- It will help strengthen critical thinking and creative skills

Q HOW
will | know | learned it?
1.I can identify a problem and come up with a solution
2.I can brainstorm an invention
3.I can design a prototype of my invention

## STEP 1: IDENTIFYING

The SCAMPER is a method you can use to ignite your creativity and help you overcome any problem

It is based on the assumption that everything new is a modification of something that already exists.

SUBSTITUTE
COMBINE
ADAPT
MAGNIFY
PUT TO OTHER USE
ELIMINATE
REARRANGE

## STEP 2: UNDERSTANDING

Does my invention already exist?
Researching search engines and patent sites to discover causes of problems and to determine if a solution is unique

GOOGLE
AMAZON.COM
BEST BUY.COM
ETSY.COM

TARGET.COM
WWW.USPTO.ORG
BING.COM

STEP 3: IDEATING
IDEATING is the process of forming an idea

## STEP 4: DESIGNING

Draw a Model of your invention. Label all the important parts and features. Explain how it works.

## STEP 5: BUILDING

What materials will you need? How much will a prototype cost? Is your prototype cost effective? How much could you sell it for?

## STEP 6: TESTING

What are some potential problems you see your invention having? What could you do to solve those?

## STEP 7: COMMUNICATING

Naming, explaining your invention and presenting to others.

## VOCABULARY TO KNOW

BRAINSTORM: to produce an idea or way of solving a problem ENTREPRENEUR: a person who organizes and operates a business 7 STEPS OF THE INVENTION PROCESS
PATENT- a government license conferring the sole right to exclude others from making, using, or selling an invention.

## ASSESSMENT

Fully completeing INVENTION AND DESIGN WORKBOOK (35 points)
Presenting your invention to your class (20 points)
Evaluating Inventions (10 points)

