"INNOVATION 2007"

-Invention Convention-

MAY 11, 2007

ALL PROJECTS DUE ON MAY 10, 2007

An 8th Grade "Deal" on the World of Inventions



"NECESSITY IS THE MOTHER OF INVENTION"

WHAT IS ALL THIS STUFF???

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IMPORTANT DUE DATES

-A Due Date Check Off Sheet-PRINT THIS SHEET TO HELP YOU KEEP TRACK OF YOUR DUE DATES

FOR STARTERS

□ INVENTOR SNIPPETThursday, Sept. 28
☐ INVENTION SNIPPETWednesday, Oct. 18
☐ "RUBE GOLDBERG-ISM" Thursday, Nov. 9
☐ INVENTION TIMELINE Thursday, Dec. 7
THE REAL DEAL
□ THE SURVEY Friday, Jan. 26
☐ CHOOSE A PROBLEMFriday, Feb. 23
☐ MY INVENTION SHEETFriday, Feb. 23
☐ INTENT to INVENTFriday, March 9
☐ THE MODELFriday, March 9
☐ THE REDESIGN????
□ CREATEAll Year
☐ APPLY FOR PATENTFriday, April 20
☐ LOGO/TRADEMARK, NAME Friday, April 20
☐ MARKETING STRATEGY Friday, April 20
□ INVENTION DUE
☐ "SHOW and TELL (The Convention)May 11

THE "SNIPPETS"

Snip-pet /'snip-et/

n [¹snip]: a small part, piece, or brief thing esp: a brief quotable passage

As the definition above tells you, a "snippet" is a "small, part, piece, or thing." And that is exactly what you need to complete in this part of the project.

There are two assignments for this aspect of our *Innovation 2007*.

ASSIGNMENT #1 "Inventor Snippet"

First, you need to select an inventor of your choice. After selecting the inventor, complete the official "Inventor Card" and turn it in to the proper area.

SNIPPIT ABOUT AN INVENTOR (DUE: THURSDAY, SEPTEMBER 28, 2006)

- © Choose an inventor (see page 7 for ideas)
- © Fill out "Inventor Card" (Turn in as soon as possible)
- (b) Write at lease a two paragraph "snippet" about the inventor
- ② One paragraph should be about his life.
- The second paragraph should be about his inventions
- This second paragraph can be your creation. It might include detailing the inventors many inventions and their impact on us.
- o This paragraph could also profile a specific invention and its value (or not) to us.
- o Be creative on this paragraph and have fun. You will want to make people WANT to read about your inventor.

ASSIGNMENT #2 "Invention Snippet"

Second, you will need to choose and invention. After selecting the invention, you need to go through the same process you did for the inventor. Fill out an official "Invention Card." Please read the following information for more specifics on both assignments.

SNIPPIT ABOUT AN INVENTION (DUE: WEDNESDAY, OCTOBER 18, 2006)

- © Choose an invention (see page 7 for ideas)
- Your choice can be an invention created by your "Snippet about an Inventor" or something completely different.
- Your snippet might be a story about how an invention was created or an invention that was a mistake...the ideas are limitless.
- © Fill out "Invention Card" (Turn in as soon as possible)
- Write at least a two paragraph "snippet" about the invention.
- ② Some ideas for your paragraph include:
 - o Describe how the invention was created. What is the story?
 - How the invention impacts our lives
 - Why was the invention created
 - What else can you think of..."Do your own thing"

THE "INVENTOR/INVENTION CARD"

As soon as you choose and inventor and invention, fill out the official card and hand it in to the proper place.

A list of inventors and inventions will be posted near the Innovation Center for you enjoyment.

WHAT YOU NEED TO DO TO HAND IN YOUR WORK

- ← Type it on your computer or write it using your neatest handwriting
 - You may use different colors and fonts, but you will want to make sure it is easy to read
- ← Glue it to a piece of construction paper making sure there is a border (usually about 1/4 inch border will look great...see example at the Innovation Center in our classroom
- ← Does not have to be regular size piece of paper...you can trim it to a smaller size.
- ← Include any pictures
- ← This is what will be on display at our *Innovation 2007* display board.

HOW YOU WILL BE GRADED???

The following will determine your grade:

田 Content

- o What you say about your invention or inventor is extremely important
- Writing in your own words...you may use the internet, books, magazines
 for your research, but your writing must be in your own words,
 Remember, the word on the internet have already been written, but the
 information is yours...just say it in your own way.

田 Neatness

- o I will accept neat work only.
- This means no messing writing, messy work, messy anything. DO YOUR BEST JOB!!!
- o Work that is not neat might have to be redone.

The Stuff from Mrs. Loomis's Class

- YES, actually use the stuff Mrs. Loomis is teaching in your writing...this
 is not just a worksheet, this will be read by millions and if they think you
 cannot spell, punctuate, or write complete sentences, you might look
 foolish.
- Punctuation (Please use capitol letters, commas, periods and any other punctuation marks)
- Spelling
- o Good sentences...short snappy sentences...not run-ons or fragments.
- □ Did you turn both assignments in on time?

OPTIONAL, BUT COULD BE VERY COOL

- Include a picture of the inventor, invention or both.
- Be creative...**HAVE FUN!!!**...do something extraordinary.
- Write more than two paragraphs, but not too much..remember, it is a "snippet."
- Make it your own "thing"...add a few "Did you Knows"
- What else can you think of????

HAVE SOME FUN AND LEARN SOMETHING WHILE YOU ARE AT IT...NO WAY, THAT COULD NEVER HAPPEN!!!

CHOOSE SOMETHING THAT INTERESTS YOU...IT WILL MAKE THIS EASIER TO COMPLETE!!!

SNIPPET HELPFUL HINTS AND OTHER STUFF ...and in science, "STUFF" is IMPORTANT!!!

A LIST OF INVENTORS
...BUT YOU MAY WANT TO
CHOOSE SOMETHING DIFFERENT
...BUT JUST IN CASE THESE MIGHT HELP!

♦ Dr. Christian Barnard	A LIST OF INVENTIONS
♦ Ladisao Biro	BUT YOU MAY WANT TO
CHOOSE	
♦ Georg Biro	SOMETHING DIFFERENT
♦ Marvin Stone	BUT JUST IN CASE, THIESE MIGHT HELP!
♦ Whitcomb Judson	
♦ George Crum	The Slinky
♦ Walter Fred Morrison	The zipper
♦ Gail Bordern	Band-Aids
♦ Charles Darrow	Jet Engines
♦ Charles Menches	Magic Markers
♦ Chester Greenwood	Hula Hoop
♦ Igor Sikorski	Post-it-Notes
♦ Clarence Crane	Ivory Soap
♦ Christian Nelson	The Drinking Straw
♦ Eli Whitney	Submarine
♦ Elias Howe	Helicopter
♦ Henry Ford	Rubber Bands
♦ Bette Graham	White-Out/Liquid Paper
♦ George Washington Carver	Shopping Cart
♦ Bett Graham	Pepsi/Coca Cola/Dr. Pepper/Any Soft Drink
♦ Gottlieb Daimier	Golf Ball
	Bicycle
	Air Plane
	Polio Vaccine
	Carpet Sweeper/Vacuum Cleaner

OTHER STUFF,,, ...AND REMEMBER "STUFF" IS IMPORTANT IN SCIENCE!!!

VISIT THE LIBRARY
 LOOK IN AN INVENTION BOOK
 RESEARCH ON THE INTERNET
 WHAT ELSE CAN YOU THINK OF??

-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"



THE "RUBE GOLDBERG-ISM"



Through his wacky cartoons, which depict the most elaborate and ridiculous devices to accomplish the most mundane tasks, RUBE GOLDBERG'S "INVENTIONS" have become synonymous with any maximum effort to achieve minimal results.

His ingenious drawings follow their own impeccable logic, demonstrating that the unnecessary can also be the mother of invention - often with hilarious results.

Rube's audience spans generations, from adults well versed in the promise and pitfalls of modern technology to younger fans who are intrigued by the creativity and possibility of invention.

YOUR "JOB"

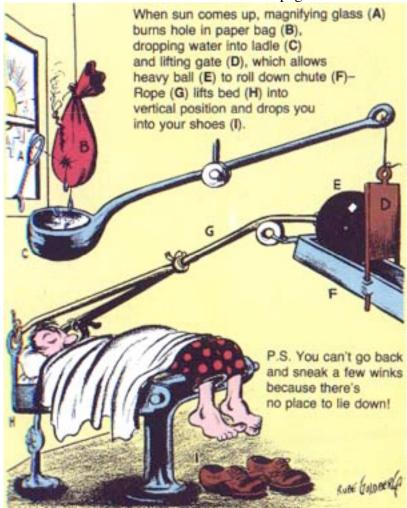
You Rube Goldberg "job" is to create your own "Rube Goldberg-type machine/invention/creation/"thing."

We are calling this our

"Rube Goldberg-ism."

Please read on for examples, ideas, requirements, and some history and fun facts about Rube Goldberg.

Some of you more rambunctious types might be very interested in the Rube Goldberg annual machine contest found on pages 8-9.



NO MORE OVERSLEEPING...
-An Invention By Rube Goldberg-

WORK HARD BUT MOST IMPORTANT...
HAVE SOME FUN...
YOU MIGHT AS WELL SINCE YOU HAVE TO DO IT ANYWAY!!!

-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"

THE RUBE GOLDBERG-ISM -The Requirements-

INNOVATION 2007 CHCMS RUBE GOLDBERG MACHINE

This challenge for your 2007 Rube Goldberg-ism is to draw your own **Rube Goldberg machine.**

DUE: THURSDAY, NOVEMBER 9, 2006

Your drawing should use simple machines or household items already in use, and they can be incredibly complex and wacky, but somehow (perhaps it was because Rube was a graduate engineer) your "Invention" should show a unique and/or ingenious, logical progression as they worked to finish the task.

WHAT DO I HAVE TO DO (requirements):

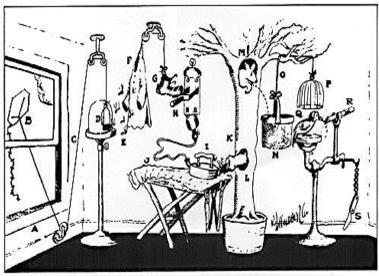
- 1. Draw your own Rube Goldberg
- 2. Your Rube Goldberg must have from 15-20 steps to solve a common problem or complete a common task
- 3. Can be in Black and White or Color
- 4. Draw on white paper
- 5. Draw neat and make sure it is easy to read.. ..make sure to take your time on this step or you might need to redo it.
- 6. Spell all words correctly
- 7. Give your drawing a title
- 8. Frame your drawing on black and white construction paper
- 9. (or poster board)
- 10. Hand in your Rube Goldberg ON TIME!!!

RUBE GOLDBERG IDEAS HOW DO YOU GET IDEAS???:

- 1. Look on the internet
 - a. www.rube-goldberg.com
- 2. Look and read (yes, actually read) this packet. It is full of ideas.
- 3. Other ideas:
 - Put Toothpaste on a Toothbrush
 - Adhere a Stamp to a Letter 1989 Sharpen a Pencil
 - Put the Lid on a Ball Jar
 - Toast a Slice of Bread 1992 Unlock a Combination Padlock
 - Screw a Light Bulb into a Socket 1994 Make a Cup of Coffee
 - Turn on a Radio
 - Put Coins in a Bank
 - Insert, and Then Play a CD Disk
 - To Shut Off An Alarm Clock
 - To Set a Golf Tee and Tee Up a Golf Ball
 - To Fill and Seal a Time Capsule with 20th Century Inventions

THE ULTIMATE PENCIL SHARPENER

-an invention by Rube Goldberg-



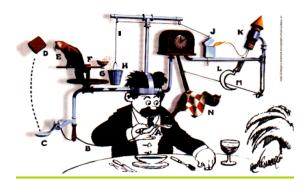
Pencil Sharpener RUBE GOLDBERG (tm) RGI 038

Open window (A) and fly kite (B). String (C) lifts small door (D) allowing moths (E) to escape and eat red flannel shirt (F). As weight of shirt becomes less, shoe (G) steps on switch (H) which heats electric iron (I) and burns hole in pants (J). Smoke (K) enters hole in tree (L), smoking out opossum (M) which jumps into basket (N), pulling rope (O) and lifting cage (P), allowing woodpecker (Q) to chew wood from pencil (R), exposing lead. Emergency knife (S) is always handy in case opossum or the woodpecker gets sick and can't work.

<u>RUBE GOLDBERG BIOGRAPHY</u>

RAISING SPOON TO MOUTH

-an invention by Rube Goldberg-



(A) pulls string (B), thereby jerking ladle (C), which throws cracker (D) past parrot (E). Parrot jumps after cracker, and perch (F) tilts, upsetting seeds (G) into pail (H). Extra weight in pail pulls cord (I), which opens and lights automatic cigar lighter (J), setting off skyrocket (K), which causes sickle (L) to cut string (M) and allows pendulum with attached napkin (N) to swing back and forth, thereby wiping off your chin.

Rube Goldberg, (1883-1970), was a Pulitzer Prize winning cartoonist, sculptor, and author.

Rueben Lucius Goldberg (Rube Goldberg) was born in San Francisco. His father, a practical man, insisted he go to college to become an engineer. After graduating from University of California, Rube went to work as an engineer with the City of San Francisco Water and Sewers Department.

He continued drawing, and after six months convinced his father that he had to work as an artist. He soon got a job as an office boy in the sports department of a San Francisco newspaper. He kept submitting drawings and cartoons to his editor, and finally was published. An outstanding success, he moved from San Francisco to New York drawing daily cartoons for the Evening Mail.

Through his 'inventions', Rube Goldberg discovered harder ways to achieve easy results. His cartoons were as he said, symbols of man's capacity for exerting maximum effort to accomplish minimal results. Rube believed that there are two ways to do things, the simple and the hard way, and that a surprisingly number of people preferred doing things the hard way.

Rube Goldberg's work will endure because he gave priority to simple human needs and treasured basic human values. He was sometimes skeptical about technology, which contributed to making his own mechanical inventions primitive and full of human, plant and animal parts. While most machines work to make difficult tasks simple, his inventions made simple tasks amazingly complex. Dozens of arms, wheels, gears, handles, cups, and rods were put in motion: by balls, canary cages, pails, boots, bathtubs, paddles and live animals for the simple tasks of squeezing an orange for juice, or closing a window if it should start to rain before one gets home.

Goldberg's drawings of absurdly-connected machines accomplishing by extremely complex, roundabout means what seemingly could be done simply has meant that his name RUBE GOLDBERG has become associated with any convoluted solution to perform a simple task.

Rube's inventions are a unique commentary on life's complexities. They provide a humorous diversion into the absurd that lampoons the wonders of technology. Rube's hilarious send ups of man's ingenuity strike a deep and lasting chord with today's audience caught in a high-tech revolution but seeking simplicity.

-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"



THE "REAL" RUBE GOLDBERG MACHINE CONTEST ...ves, there is a real one!!!

The Rube Goldberg Machine Contest brings the ideas of Pulitzer Prize-

winning artist Rube Goldberg's "Invention" cartoons to life. Named after, and inspired by the cartoonist Reuben Lucius Goldberg, this Olympics of Complexity is designed to pull students away from conventional problemsolving and push them into the endless chaos of imagination and intuitive thought. To be specific, groups are given an elementary challenge: something as simple as peeling an apple, sharpening a pencil, or putting toothpaste on a toothbrush. But instead of just "solving" the problem, students have to make the solution as complicated and as convoluted as possible. In fact, the more steps - there's a minimum of twenty - the better the Rube



Goldberg Machine. And what a machine! An assemblage of ordinary objects, mechanical gadgets, and the oddest odds and ends are linked together and somehow get to the desired goal.

Rube Goldberg drew his "Inventions" as contraptions that satirized the new technology and gadgets of the day. His drawings, using simple machines and household items already in use, were incredibly complex and wacky, but somehow (perhaps it was because Rube was a graduate engineer) the "Inventions" always had an ingenious, logical progression as they worked to finish their task.

The annual National Rube Goldberg Machine Contest held at Purdue University in Indiana is organized by the Phi Chapter of Theta Tau, the National Student Engineering Organization. It hosts college and university teams from across the US. Winners of the high school statewide and regional contests are also invited to run their invention machines at the National.

A "National Contest" for high schools is planned for 2004 to be hosted by the Milwaukee Colleges of Engineering Partnership: Marquette University, Milwaukee School of Engineering, and University of Wisconsin - Milwaukee.

THE "REAL" RUBE GOLDBER MACHINE CONTEST

...yes, there is a real one!!!
EVEN MORE INFO

Recent past challenges have been:

- 1987 Put Toothpaste on a Toothbrush
- 1988 Adhere a Stamp to a Letter
- 1989 Sharpen a Pencil
- 田 1990 Put the Lid on a Ball Jar
- 田 1991 Toast a Slice of Bread
- 到 1992 Unlock a Combination Padlock
- 1993 Screw a Light Bulb into a Socket
- 1994 Make a Cup of Coffee
- 1995 Turn on a Radio
- 1996 Put Coins in a Bank
- 1997 Insert, and Then Play a CD Disk
- 田 1998 To Shut Off An Alarm Clock
- 1999 To Set a Golf Tee and Tee Up a Golf Ball
- 2000 To Fill and Seal a Time Capsule with 20th Century Inventions
- **超** 2001 To Select, Clean and Peel an Apple
- 2002 To Select, Raise and Wave a National Flag
- 3 2003 To Select, Crush and Recycle an Empty Soft Drink Can

What began as a test of perverse engineering skill has become a national craze. Winners from the national contest are featured in the news media and on Television. Past appearances have included Late Night with David Letterman, The Tonight Show, ABC's Good Morning America, as well as NBC's The Today Show.

FILL A CUP OF WATER

-an invention an engineering student-

TAO MO PRO PLO

A sample of an engineering student's version of a Rube Goldberg machine is shown to the left. The challenge was to build a machine that would fill a cup of water in 20 or more steps. The task is accomplished in true Rube Goldberg fashion by burning a waffle in a toaster, which sets off a smoke alarm, which activates a microphone, which then starts a small electronic motor, which...well, you get the idea. The cup of water is shown being filled at the lower right of the picture.

THE "REAL" RUBE GOLDBERG MACHINE CONTEST

...yes, there is a real one!!!
YES...EVEN MORE INFO
..and I know you want more info...!!!

INTERESTED??? ...MAYBE FOR NEXT YEAR???

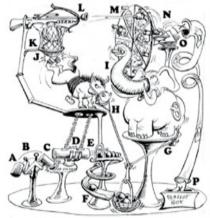
RUBE GOLDBERG AND THE RUBE GOLDBERG MACHINE CONTEST ARE THE TRADEMARKS OF RUBE GOLDBERG INCORPORATED

For more information please contact:

Frank Wolfe, Rube Goldberg Inc., 40 Central Park South, Ste.7E, New York, NY 10019-1633 Tel: (212) 371 - 3760

Fax: (212) 371 - 3761

E-Mail:mfwolfe@compuserve.com



(A)HUMAN HAND RELEASES RUBBER BAND SLING-SHOT.

(B) RUBBER BAND LAUNCHES MALLET.

(C)MALLET HITS CLAMP RELEASE BUTTON.

(D)CLAMP OPENS, FREEING SUSPENDED LOG.

(E)LOG SWINGS INTO BILLIARD BALLS.

(F)BILLIARD BALLS ROLL DOWN SHOOT INTO BASKET.

(G)BASKET WEIGHS DOWN TOY ELEPHANTS TAIL.

(H)BASKET PULLS MECHANICAL DONKEY'S HARNESS.

(I) TOY ELEPHANT'S TRUNK SPINS ROTATING DARTBOARD FEATURING CANDIDATES FACES.

(J)DONKEY KICKS BASKETBALL RESTING IN HOOP.

(K)BASKETBALL POPS UP, HITTING CROSSBOW TRIGGER.

(L)CROSSBOW FIRES SUCTION CUP ARROW.

(M) ARROW HITS LUCKY CANDIDATE'S HEAD.

(N)DARTBOARD PANEL WITH RUBBER STAMP ATTACHED FALLS BACKWARDS, MARKING NAME OF CANDIDATE ON VOTING BALLOT.

(O) SPRING LOADED TABLE BOUNCES BALLOT INTO PNEUMATIC TUBE.

(P)PNEUMATIC TUBE SUCKS UP AND SPITS OUT PAPER SLIP INTO BALLOT BOX...AND THE VOTE IS CAST.

(THAT'S NOT TWENTY STEPS ... BUT YOU GET THE IDEA.)



RUBE GOLDBERG TODAY

Best known for his "INVENTIONS" cartoons, which use a string of outlandish tools, people, plants, and steps to accomplish everyday simple tasks in the most complicated way, Pulitzer Prize winning cartoonist Rube Goldberg's drawings point out that people are often overwhelmed by over complicating their lives.

Rube Goldberg's "INVENTIONS" continue to inspire the many local and regional RUBE GOLDBERG MACHINE CONTESTS culminating at the "University National Contest", which is held annually at Purdue University. This National Competition (featuring "winners" from local contests at universities and colleges all over the country) garners growing international and domestic network TV, print, and other media coverage. High and middle school science classes and clubs throughout the U.S. are now also holding regional and state-wide RUBE GOLDBERG MACHINE CONTESTS. A "National Contest" for high schools is planned for 2004 to be hosted by the Milwaukee Colleges of Engineering Partnership: Marquette University, Milwaukee School of Engineering, and University of Wisconsin - Milwaukee.

Rube's work has been immortalized in every media from a recent U. S. postage stamp to the many RUBE GOLDBERG sites on the Internet; at last count almost 3,000 "references" to Rube are on the Web.

A new book titled: *RUBE GOLDBERG: INVENTIONS!* was published by Simon and Schuster. It joined a collection of Rube's INVENTIONS as a book of postcards in color which has also been very well received.

ViaCom's Nickelodeon with Paramount Films has a Rube Goldberg feature film in development, as well as a biographical documentary film for television.

Rube Goldberg has been part of shows presented at the Smithsonian Museum, the Williams College Museum of Art, and the new Tang Museum of Art at Skidmore College.

Rube Goldberg fans will also see more of Rube with stories and cartoons about and by Rube in many publications with numerous and regular "mentions" in the *New York Times, Wall Street Journal, Time Magazine, Newsweek, USA TODAY, Scientific American,* etc. continues to talk about, and laugh with the wonderful drawings and "INVENTIONS" of RUBE GOLDBERG.

Rube Goldberg's "INVENTIONS" have become such a part of the English language that just their mention brings instant recognition, a laugh, and an image of the most convoluted way to do something simple. Rube, a graduate engineer from the University of California at Berkeley, uses his engineering, story-telling, and drawing skills to make sure that the "INVENTIONS" work, even though they might need very patient and dedicated people, animals, and plants to accomplish the inventor's goal. The "INVENTIONS" are always very funny, and do make you laugh as you learn a thing or two about how easy it is to make simple, everyday tasks "complicated".

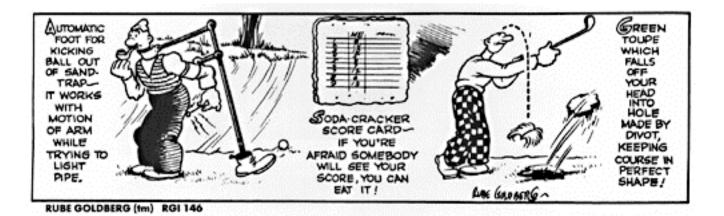
For further information please E-mail: Information@rubegoldberg.com

MORE RUBE GOLBERG EXAMPLES...

...<u>or just read 'em for fun!!!</u>

GOLF INVENTION

-an invention by Rube Goldberg-

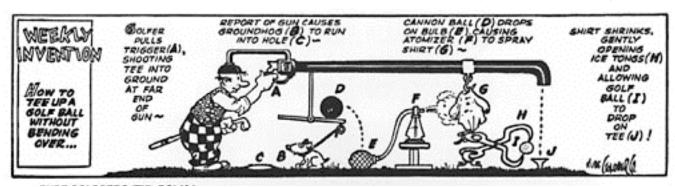


Hardly a day goes by without The New York Times, National Public Radio, The Wall Street Journal some other major media player invoking the name Rube Goldberg to describe a wildly complex program, system or set of rules such as our "Rube Goldberg-like tax system" The annual National Rube Goldberg Machine Contest, at Purdue University and covered widely by the national media, brings Rube's comic inventions to life for millions of fans.

The work of Rube Goldberg connects with both an adult audience well versed in the promise and pitfalls of modern technology (can anyone over 40 program their VCR?) and younger fans intrigued by the creativity and possibility of invention

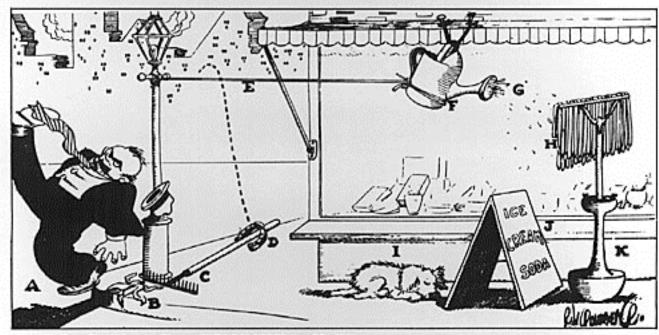
TEEING UP A GOLF BALL

-an invention by Rube Goldberg-



KEEPING WINDOWS CLEAN

-an invention by Rube Goldberg-_



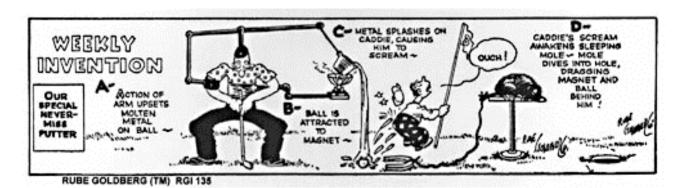
How To Keep Shop Windows Clean RUBE GOLDBERG (tm) RGI 031

Rube Goldberg stands in front of an x-ray and sees an idea inside his head showing how to keep shop windows clean.

Passing man (A) slips on banana peel (B) causing him to fall on rake (C). As handle of rake rises it throws horseshoe (D) onto rope (E) which sags, thereby tilting sprinkling can (F). Water (G) saturates mop (H). Pickle terrier (I) thinks it is raining, gets up to run into house and upsets sign (J) throwing it against non-tipping cigar ash receiver (K) which causes it to swing back and forth and swish the mop against window pane, wiping it clean. If man breaks his neck by fall move away before cop arrives.

NEVER MISS PUTTER

-an invention by Rube Goldberg-



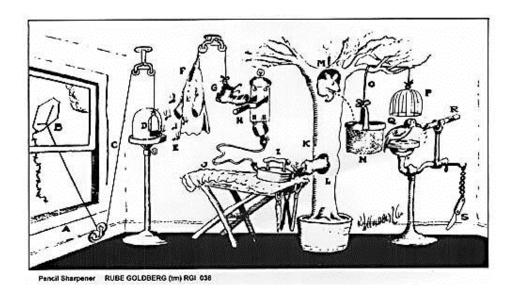
-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"

THE "SIMPLIFIED" PENCIL SHARPENER

-an invention by Rube Goldberg-

Rube Goldberg gets his think-tank working and evolves the simplified pencil-sharpener.

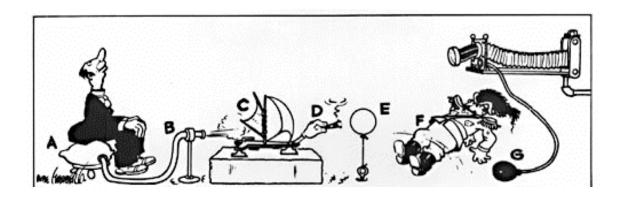
Open window (A) and fly kite (B). String (C) lifts small door (D) allowing moths (E) to escape and eat red flannel shirt (F). As weight of shirt becomes less, shoe (G) steps on switch (H) which heats electric iron (I) and burns hole in pants (J). Smoke (K) enters hole in tree (L), smoking out opossum (M) which jumps into basket (N), pulling rope (O) and lifting cage (P), allowing woodpecker (Q) to chew wood from pencil (R), exposing lead. Emergency knife (S) is always handy in case opossum or the woodpecker gets sick and can't work.



THE "SIMPLIFIED" CAMERA

-an invention by Rube Goldberg-

As you sit on pneumatic cushion (A), you force air through a tube (B) which starts ice boat (C), causing lighted cigar butt (D) to explode balloon (E). Dictator (F), hearing loud report, thinks he's been shot and falls over backward on bulb (G), snapping picture!



CREATING A TIMELINE

DUE DATE: THURSDAY, DECEMBER 7, 2006

WHAT IS A TIMELINE: A timeline is a graphic picture of people, or events that have occurred showing the relationship in chronological order from the earliest event to the most recent. Your timeline will include the dates (year), people or event/invention, and a brief explanation of the event. You should also include a few small pictures or graphics (you do not need to include a graphic for each event/invention).

WHAT YOU WILL DO:

- ⇒ You will be placed in a group of two/three/four students
- ⇒ Your group will be given a decade
 - (EXAMPLE: 1970-1979, 1990-1999, etc) to research your decade for inventions.)
- \Rightarrow Your research on INVENTIONs will be done on 3x5 card in the format below (these cards will be turned in for a grade)
- ⇒ After your research is concluded, you will display that information in a timeline format.
- ⇒ Your timeline should include the following:
- $\sqrt{\text{Several inventions (AT LEAST 10)}}$ created in your decade
- $\sqrt{\text{Names and Dates}}$
- √ Stories
- √ Colorful and Creative Presentation
- ⇒ Your timeline will be completed in ART class, possibe class time and home might also be needed.
- ⇒ All final timelines will be completed on large white poster board supplied by Mr. A.

3 x 5 Research Card Format

FRONT (NOTE CARD)

BACK (BIBLIOGRAPHY CARD)

Invention of the Post-It Note

- · created by accident, not planned
- Invented by Spencer Silver, worked in

3M labs doing research in 1970

- Was trying to invent a strong adhesive
- · Instead of strong, he invented a super weak adhesive
- Did not know what to do, but did not throw it away
- Arthur Fry, another scientist at 3M, used markers to keep track of his place in a book. These markers fell out
- Fry started using the super-weak adhesive on his markers
- ..they stayed in place and did not tear the pages when taken off

Jones, Charlotte Foltz, <u>Mistakes That Worked</u>. New York: Bantam Doubleday Publishing Group, Inc., 1991

FORMAT

Author (Last Name first)
State Where Published:
Publishing Company

THE "REAL DEAL"

The actual thinking, creating, designing and building of your Invention

THE INVENTION

Now you are ready to begin creating your invention. There are many steps you might want to consider as you innovate. Each step below contains due dates as well as direction for completing each aspect.

Each step will be detailed in the following pages.

STEP 1... THE SURVEY

...Due: Friday, January 26, 2007

<u>STEP 2...</u>

CHOOSE A PROBLEM & MY INVENTION SHEET ...Due: Friday, February 23, 2007

STEP 3...

INTENT to INVENT

...Due: Friday, March 9, 2007

<u>STEP 4...</u>

THE MODEL

...Due: Friday, March 9, 2007

STEP 5...

THE REDESIGN

...DUE: NO DUE DATE

STEP 6...

CREATE

...Due: Final Invention and Display Board Due: Thursday, May 5, 2005

STEP 7...

APPLY for a PATENT

...Due: Friday, April 20, 2007

STEP 8...

LOGO/TRADEMARK, NAME, MARKETING STRATEGY

...Due: Friday, April 20, 2007

STEP 9...

Hand it in!!!

...Due: Final Invention and Display Board Due: Thursday, May 10, 2005

STEP 10...

SHOW~N~TELL

...Due: "Innovation 2007": Friday, May II, 2007 Church Lobby (Room Site May Change) 9:30-11:30 -INNOVATION 2007-

Friday, May 11, 2007
"Necessity is the Mother of Inventions"

FLOW CHART FOR INVENTIONS

STEP 1: The Survey Survey people to create a list of problems. (Move to Step 2) **STEP 2: Choose a Problem** Choose a problem and brainstorm some solutions. (Move to Step 3) **STEP 3: Intent to Invent** Choose a solution and "decide" to invent. (Move to Step 4) **STEP 5: The Redesign STEP 5a: The Redesign** If dissatisfied with product move If redesign does not work, to step 5a return to step 2 (Otherwise move to Step 6) **STEP 6: Create** Build your invention STEP 9 & 10: (Move to Step 7) Hand In **Show and Tell STEP 7: Apply for Patent Hand In**

STEP 8: Logo, Trademark, Name, Marketing Strategy

ON 2007-11,2007 her of Invention <u>Hand In</u> <u>May 10, 2007</u>

Display your invention at Innovation 2007 May 11, 2004 9:30-11:30

STEP 1... THE SURVEY ...Due: Friday, Jan. 26, 2007

WHAT YOU DO? "Survey" Sheets

DUE DATE: Friday, January 26, 2007

Survey people (adults included) to compile a list of

SURVEY	Inventor (That's You!!!) Class	
	Class	
	NEED TO DO:	
(Two interviews must not be from yo	le to get a list of problems our family or from CHCMS or CHCS) our handwriting	
DUE: Friday, Ja	DUE: Friday, January 26, 2007	
NAME OF PER	SON SURVEYED	
1. What things don't work as well as you would li	ke them to work?	
2. What is your hardest job at school/work?		
3. What is your hardest job at home?		
4. What could make your life easier?		
<u>-</u>		
L		

problems. You must complete at least four surveys.

Two interviews must be non-family and non-CHCMS/CHCS people

Must be in your handwriting!!!

Print out and complete the problem *Survey Sheets* included in your folder.

Please be complete and allow yourself to think of ANY problems.

STEP 2... CHOOSE A PROBLEM & MY INVENTION SHEET ...Due: Friday, February 23, 2007

CHOOSE A PROBLEM/MY INVENTION

CHOOSE A PROBLEM WHAT YOU NEED TO DO: Pick one problem and brainstorm a set of possible solutions DUE: Friday, February 23, 2007 WHICH PROBLEM DIDYOU PICK?

WHAT YOU DO? "Choose a Problem/Brainstorming Sheet" "My Invention" Sheet

DUE DATE: Friday, February 23, 2007

Choose one problem and brainstorm a set of solutions. We will brainstorm in class, but you may complete this process on your own (it is good to brainstorm with a group of students.)

Please be complete and allow yourself to think of ANY solutions (you never know what will work).

BRAINSTORMING GUIDELEINES:

1.Accept all ideas...even crazy ones
2.No criticism
3.Generate as many ideas as possible
4.Build on each idea

Complete Choose a Problem Sheet and My Invention Sheet

Y INVENTION	Inventor (That's You!!!)
11 HARFIA (VOIA	Class
After choosing your solution and materia	NEED TO DO: n to develop, decide on a design ls you will need. rebruary 23, 2007
Which solution did you decide to try? Why?	What materials will you use to make your invention?
n: e - 1: 1	
Briefly explain how	your invention will work.

STEP 3... INTENT to INVENT ...Due: Friday, March 9, 2007

INTENT to INVENT

WHAT YOU DO? Intent to Invent Sheet

DUE DATE: Friday, March 9, 2007

Choose one solution to your problem and develop that idea. Decide on the design and materials you will need to make your invention.

Complete the *Intent to Invent* sheet included in this file.

INTEN	L	Inventor (That's You!!!)
<u> 70</u>		
INVEN	I	Class
v	VHAT YOU	NEED TO DO:
C	ompletely fil	l out this form.
	DUE: Friday, N	
nventor(Last Na	me) First	Name
Frade Level		
chool	Sc	chool Phone Number
ity	State _	ZIP
	, i	ntend to invent
have determined to the best of teps:	f my ability that my i	invention will be original by taking the following
will be using the following m	aterials in my invent	ion:
will practice science safety at	all times.	
	Inventor'	s Signature

STEP 4... THE MODEL ...Due: Friday, March 9, 2007

THE MODEL

WHAT YOU DO? The Model Sheet

DUE DATE: Friday, March 9, 2007

Complete the *Model/Drawing* sheet included in this file.

Please be complete and allow yourself to think of ANY problems.

THE MODEL (or drawing) Inventor (That's You!!!) Class WHAT YOU NEED TO DO:

Make a model or drawing of your invention. You might want to complete a few drafts of yourdrawings before drawing your final model. Be neat!

You could also include measurements and labels if needed.

DUE: Friday, March 9, 2007

STEP 5... THE REDESIGN ...Due: No Due Date

REDESIGN

WHAT YOU DO? Redesign Sheet

DUE DATE: When Needed..if needed

As you complete your invention, redesigns might be necessary. Do not simply try something new. Plan out any new ideas or corrections on paper first, then complete the work on your invention.

THE REDESIGN (if needed)

Inventor (That's You!!!)

_ Class_

WHAT YOU NEED TO DO:
Redesign your invention using these questions to help you.

DUE: No Due date on this aspect of the project.

SOME QUESIONS TO THINK ABOUT WHEN YOU REDESIGN:

Should you use another material for a part?

Should you take one part out and put some other kind of part in?

Should some part or the whole invention become BIGGER or smaller?

Should you rearrange the parts?

Should the back be the front?

Should the side be reversed?

Does the invention have a part it doesn't need at all?

Is the invention missing a part that it needs?

Does the invention meet a need you did not think it would?

Is the invention a mistake, but it still does something helpful?

STEP 6... CREATE

...Due: Final Invention and Display Board Due: Thursday, May 10, 2007

CREATE

WHAT YOU DO? "JUST BUILD IT"

DUE DATE: May 10, 2005

Complete your invention.

During this step, your invention will be built. **DO NOT** count on class time to build your invention.

If class time is given the following guideline will be helpful:

- 1. Bring materials to school
- 2. Bring any materials in some type of container
 - 3. Label all containers
- 4. Power equipment (Electric saws, drills, cranes, bulldozers, etc will not be allowed in class.
 - 5. Do not bring dangerous equipment

All inventions will be due on Thursday, May 10. This will give you time to bring them in and time for you explain your invention to the class

STEP 7... APPLY for a PATENT

...Due: Friday, April 20, 2007

APPLY for PATENT	Inventor (That's You!!!)
Completely fill out	NEED TO DO: this patent application. April 20, 2007
Inventor's Name	
Name of Invention	
Briefly describe your invention	
Who will use your invention?	
YOUR INVENT	UPDATED DRAWING OF ION WITH YOUR PPLICATION

APPLY for PATENT

WHAT YOU DO? Complete Patent Application Sheet

DUE DATE: Friday, April 20, 2007

Completely fill out your *Patent Application*.

Inventor (That's You!!!)

After review of patent application, your patent will be awarded.

PATENT	Class
Draw an updated ver	NEED TO DO: rsion of your invention.
DUE: Friday,	April 20, 2007

STEP 8... LOGO/TRADEMARK, NAME, MARKETING STRATEGY

...Due: Friday, April 20, 2007

LOGO/TRADEMARK, NAME, MARKETING STRATEGY

WHAT YOU DO? DUE DATE: "Logo/Trademark, Name" Sheet Friday, April 20, 2007 "How will I Sell It" Sheet

LOGO/TRADEMARK:

Complete the Logo, Trademark and How Will I Sell It? Sheet

Develop a Logo/Trademark that will make your product unique. The logo needs to be a word, phrase, symbol or design to identify your product. (See examples to find out if you can identify the product simply from the logo.)

Logos/trademarks help in the advertisement of a product. Your trademark will be protected by a copyright. You may not use a copyrighted trademark for your own product or inventions. Your logo/trademark needs to be your own idea.

This logo should go on any and all items you create (Including the invention itself, posters, signs, etc...)

NAME YOUR INVENTION:

Complete the "Naming your Invention" Sheet

Similar to the logo/trademark, the name of your invention need to be simple, easy for people to remember, and unique.

MARKETING STRATEGY:

MARKETING STRATEGY HOW WILL I SELL IT?"	Inventor (That's You!!!)
WHAT YOU NEED TO DO: Develop a marketing strategy and the do it. DUE: Friday, April 20, 2007	
Who will buy your invention?	
Why will they buy 27	
Sow will you advertise?	
YES, YOU MUST DO THIS:	
would your web page or ad look like. I what magazine and what would the ad I commercial, then do ityes, actually wr yourself, your family, even your friends	a decide to advertise on the internet, what If you decide to advertise in a magazine, took like. If you war going to make aTV its and film a 30 second commercial (use as actors). If you were going to create a then actually do it.
Whatever you do, make it a par	t of your display for May 6, 2005.

Complete the "How will I Sell It" Sheet

You will need to create a way you will sell your product

After thinking of your idea, you will need to complete the idea. This advertisement will be included at *Innovation 2005* display.

SOME IDEAS:

- ♦ Advertisement in a newspaper, magazine.
- ♦ Brochure
- ♦ Web site
- ♦ Poster
- ♦ Television Commercial
- ♦ What else???
- $\lozenge \operatorname{Look}$ at the World around you and find other ways to advertise. HAVE FUN!!!!

-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"



<u>STEP 9...</u>

Hand it in!!!

...Due: Final Invention and Display Board

Due: Thursday, May 10, 2007

HAND IT IN...ON TIME...AND COMPLETE

WHAT YOU DO?
"Hand It In"

DUE DATE: May 10, 2007

Your invention will be handed in on Thursday, May 6 (Yes a day before *Innovation* 2007). The morning of May 11, you will bring your invention to room 249-251 or in the church lobby (more info later) or in room 298...sorry, I do not know yet.

On this day will be have a chance to briefly describe your invention to your class.

More Directions will be given in class.

STEP 10... SHOW~N~TELL

...Due: "Innovation 2007": Friday, May 11, 2007
Church Lobby
9:30-11:30

SHOW~N~TELL

WHAT YOU DO?
Show and Tell
...About Your Invention

DUE DATE: Friday, May 6, 2005

On the morning of May 6 (between 9:00 and 9:30), you will need to set up your invention in your designated spot. Please let me know if electricity is needed a few days before *Innovation 2005*.



-INNOVATION 2007-Friday, May 11, 2007 "Necessity is the Mother of Inventions"

THE DISPLAY

WHAT YOU DO?

Display your invention

DUE DATE:

Thursday, May 10 and Friday, May 11, 2007

Use a display board (if necessary) to display your invention. Display boards can be purchased at Office Max, Office Depot, and probably Walmart or Target. Using two pieces of poster board or cardboard can also make a display board, but NOT very study. Although creating one on your own is good, a store bought board might be easier.

Make your display board eye-catching and easy to read.

REQUIREMENTS:

Name of Invention

Inventor's name (That's you!!!)

Diagram of Invention with labels explaining how it works...sort of like a Rube Goldberg. Purpose of the Invention:

What is the problem you are trying to solve?

Why did you decide to invent your product?

Your commercial or advertisement

OPTIONAL but HIGHLY RECOMMENDED

Photos

Graphs

Pictures/Drawings

Magazine or newspaper clippings that relate to your invention

Biography of the inventor (You got it, that's you again!!!)

Any sheets you want

Intent to Invent

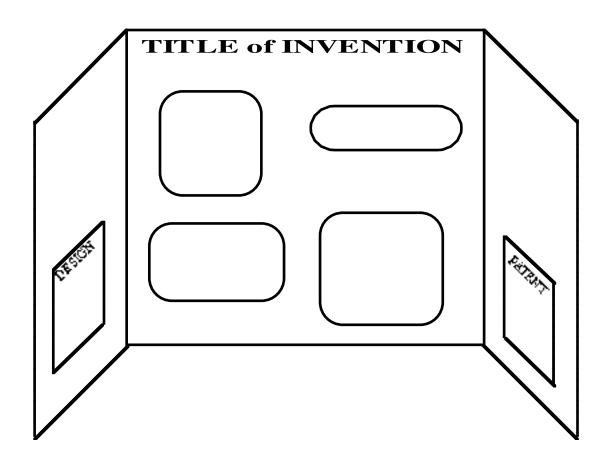
Surveys

Etc...

Your Patent

On Friday, May 11, you will need to place all equipment, your invention, research information, books, display board and any other materials that go with your invention on the table corresponding with your number.

SAMPLE OF DISPLAY BOARD



HELPFUL HINTS

Need some help?

Use these ideas to create your own idea and to get your brain thinking!!!!

- $\sqrt{}$ a device that cleans gutters
- \sqrt{a} plastic product that holds a book while you eat
- \sqrt{a} rain poncho designed for use when riding a bike
- \sqrt{a} lunch box alarm
- \sqrt{a} bird feeder that protects feed from wind and rain
- \sqrt{a} new board game
- \sqrt{a} newly designed bottle opener
- \sqrt{a} toothpaste cap that minimizes waste and mess
- \sqrt{a} billfold that organizes money denomination for blind people
- √ a new candy bar
- \sqrt{a} new type of swing
- $\sqrt{\text{clothing tags to help match and coordinate clothes}}$
- \sqrt{a} dog collar that lights up at night
- $\sqrt{}$ a new type of ice cream container that minimizes
- $\sqrt{}$ a device to hold objects for disabled people who use a walker or wheelchair
- $\sqrt{}$ a computer program that uses graphics and music for entertaining children
- \sqrt{a} child seat that fits a shopping cart
- \sqrt{a} new type of shopping cart
- \sqrt{a} leg cast sock to keep toes warm
- √ tapeless wrapping paper
- √ a comforter for cats/dogs/whatever
- $\sqrt{}$ a computer program that catalogs videotapes
- $\sqrt{}$ a device that makes it easier to swallow pills
- \sqrt{a} drying rack for gloves
- $\sqrt{}$ a liquid that covers fade marks on blue jeans
- $\sqrt{}$ a chocolate candy device that prevents ice cream cones from dripping



Class__

WHAT YOU NEED TO DO:

Survey at least four people to get a list of problems

(Two interviews must not be from your family or from CHCMS or CHCS)

Must be in your handwriting

DUE: Friday, January 26, 2007

NAME OF PERSON SURVEYED

1. What things don't work as well as you would like them to work?
2. What is your hardest job at school/work?
3. What is your hardest job at home?
4. What could make your life easier?
4. What could make your me casier.

CHOOSE A PROBLEM

Inventor (That's You!!!)	
Class	

WHAT YOU NEED TO DO:

Pick one problem and brainstorm a set of possible solutions

DUE: Friday, February 23, 2007
WHICH PROBLEM DID YOU PICK?
1. LIST THE POSSIBLE SOLUTIONS

MY INVENTION

Inventor	(That's	You!!!)

Class_

WHAT YOU NEED TO DO:

After choosing your solution to develop, decide on a design and materials you will need.

DUE: Friday, February 23, 2007

Which solution did you decide to try? Why?	What materials will you use to make your invention?
Briefly explain how you	ır invention will work.

INTENT to INVENT

Class__

WHAT YOU NEED TO DO: Completely fill out this form.

DUE: Friday, March 9, 2007

	(Last Name) First Nam	ne
		ol Phone Number
		ZIP
· · · · · · · · · · · · · · · · · · ·	, inter	nd to invent
A brief descriptio	n:	
1		
	to the best of my ability that my inve	ention will be original by taking the following
have determined steps:	to the best of my ability that my inve	ention will be original by taking the following
	to the best of my ability that my inve	ention will be original by taking the following
steps:	to the best of my ability that my invention:	
steps:	following materials in my invention:	
will be using the	following materials in my invention:	
will be using the	following materials in my invention:	

THE	MODEL
(or	drawing)

Inventor	(That's	You!!!)	
		_Class	

WHAT YOU NEED TO DO:

Make a model or drawing of your invention. You might want to complete a few drafts of your drawings before drawing your final model. Be neat!

You could also include measurements and labels if needed.

DUE: Friday, March 9, 2007

THE REDESIGN (if needed)

Inventor (That's You!!!	ľ)
--------------------------------	---	---

~11	
<i>(</i> 'I	ass
(J)	ass -

WHAT YOU NEED TO DO: Redesign your invention using these questions to help you.

DUE: No Due date on this aspect of the project.

SOME QUESIONS TO THINK ABOUT WHEN YOU REDESIGN:

Should you use another material for a part?

Should you take one part out and put some other kind of part in?

Should some part or the whole invention become BIGGER or smaller?

Should you rearrange the parts?

Should the back be the front?

Should the side be reversed?

Does the invention have a part it doesn't need at all?

Is the invention missing a part that it needs?

Does the invention meet a need you did not think it would?

Is the invention a mistake, but it still does something helpful?

APPLY for PATENT

Inventor	(That's	You	!!!)
-----------------	---------	-----	------

_Class__

WHAT YOU NEED TO DO: Completely fill out this patent application.

DUE: Friday, April 20, 2007

Inventor 's Name	
Name of Invention	_
Briefly describe your invention	
How does your invention work and why is it helpful?	
Who will use your invention?	

PLEASE SUBMIT AN UPDATED DRAWING OF YOUR INVENTION WITH YOUR PATENT APPLICATION

APPLY for PATENT

_ Class___

WHAT YOU NEED TO DO:

Draw an updated version of your invention.

DUE: Friday, April 20, 2007

LOGO/TRADEMARK, NAME	Inventor (That's You!!!)Class
In the box below, design	NEED TO DO: a logo/trademark that best our invention.
	HY DID YOU GIVE IT THE NAME YOU DID?

MARKETING	
STRATEGY	
"HOW WILL I SELL	<u>IT?</u> "

Inventor (That's You!!!)
Class

WHAT YOU NEED TO DO: Develop a marketing strategy and the do it.

DUE: Friday, April 20, 2007

Who will buy your invention	n?		
		 	
Why will they buy it?			
How will you advertise?		 	
now win you advertise:			

YES, YOU MUST DO THIS:

After completing this form, do it. If you decide to advertise on the internet, what would your web page or ad look like. If you decide to advertise in a magazine, what magazine and what would the ad look like. If you wergoing to make aTV commercial, then do it...yes, actually write and film a 30 second commercial (use yourself, your family, even your friends as actors). If you were going to create a radio commercial, then actually do it.

Whatever you do, make it a part of your display for May 6, 2005.

HANDING "STUFF" IN

..and remember...

"STUFF" is important in SCIENCE. The following assignments will be handed in:

-On time
-Complete
-With Grade Card Paper Clipped
(I will Provide the Grade Card)

- Inventor Snippet
- Invention Snippet
- Rube Goldberg-ism
- Invention Timeline

(one per person in group)

- The Surveys
- Intent to Invent
- Model/Diagram
- Application For Patent
- Logo/TradeMark/Name
 - Marketing Strategy

*All grade cards are in this file for you to know exactly what I am grading you on...

(DO NOT PRINT THESE GRADE CARDS)

"Inventor Snippet" Grade Card "Innovation 2007"

	Student Name		Thu	DUE DATE ursday, September 2 (OR EARLIER)	28, 2007
Information included is clear, well written and written in student's own words, not just copied and pasted from internet. Do you have "meat" to your writing? Is length appropriate (at least 2-3 paragraphs)? 1 2 3 4 5 6 7 8 9 10	R ESEARCH Good details and information display good research completed. Did you attach your research information and notes. (PLEASE NOTE: Automatic "7", if this is not attached!!!) 1 2 3 4 5 6 7 8 9 10	Selection of idea/topic and effort shows a challenge and desire to learnor just "get by." 1 2 3 4 5 6 7 8 9 10	Creative display and imagination is evident as is the desire to show price in your work. Is your presentation neat, unique and creative? 1 2 3 4 5 6 7 8 9 10	MRS. LOOMIS STUFF Spelling, grammar, sentences, punctuation, etcyes, actually use the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment crazy idea, isn' it??? 1 2 3 4 5 6 7 8 9 10	N TIME??? Handed in on time? 1 2 3 4 5 6 7 8 9 10
OVERALL SCORE AND GRADE	<u>60</u>	76	Talk to M	EWhat do you say	, Mr. A.?

"Invention Snippet" Grade Card "Innovation 2007"

	Student Name		I	DUE DATE Friday, October, 18, (OR EARLIER)	
Information included is clear, well written and written in student's own words. not just copied and pasted from internet. Do you have "meat" to your writing? Is length appropriate (at least 2-3 paragraphs)?	Good details and information display good research completed. Did you attach your research information and notes. (PLEASE NOTE: Automatic "7", if this is not attached!!!!)	DEGREE OF DIFFICULTY Selection of idea/topic and effort shows a challenge and desire to learnnot just "get by."	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative?	MRS. LOOMIS STUFF Spelling, grammar, sentences, punctuation, etc., yes, actually us the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment craxy idea, isn't it????	N TIME???
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
OVERALL SCORE AND GRADE	60 ($\sqrt{6}$	TALK TO M	EWhat do you say	, Mr. A.?

"Rube Goldberg-ism" Grade Card "Innovation 2007"

	Student Name			<u>DUE DATE</u>	
			Thu	(OR EARLIER)	9, 2006
CONTENT	RESEARCH	DEGREE OF DIFFICULTY	CREATIVITY	$M_{\text{LOOMIS}}^{\text{RS.}}$	$O^{\text{N TIME}???}$
Information included is clear,well written and written in student's own words, not just copied and pasted from internet. Does your "Rube Goldberg-ism" contain at least 10-15 steps to solve a simple problem.	completed.	Selection of idea/topic and effort shows a challenge and desire to learnnot just "get by."	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative?	STUFF Spelling, grammar, sentences, punctuation, etcyes, actually us the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment crazy idea, isn't it???	Handed in on time?
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
OVERALL SCORE AND GRADE	60 (9	(b)	TALK TO MI	EWhat do you say,	Mr. A.?

"Invention Timeline" Grade Card "Innovation 2007"

	Student Name		Th	<u>DUE DATE</u> ursday, December (OR EARLIER)	7, 2006
Information included is clear, well written and written in student's own words. not just copied and pasted from internet. Do you have at least 10 inventions on your timeline? 1 2 3 4 5 6 7 8 9 10	R ESEARCH Good details and information display good research completed. Are there many ideas presented in your timeline? 1 2 3 4 5 6 7 8 9 10	Selection of idea/topic and effort shows a challenge and desire to learnnot just "get by." 1 2 3 4 5 6 7 8 9 10	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative? 1 2 3 4 5 6 7 8 9 10	Spelling, grammar, sentences, punctuation, etcyes, actually us the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment crazy idea, isn't it'??? 1 2 3 4 5 6 7 8 9 10	N TIME??? Handed in on time? 1 2 3 4 5 6 7 8 9 10
OVERALL SCORE AND GRADE	60	\vec{b}	TALK TO M	EWhat do you say	, Mr. A.?

"The Surveys" Grade Card "Innovation 2007"

	Student Name		<u>DUE DATE</u> Friday, January 26, 2007 (OR EARLIER)
Information included is clear,well written and written in student's own words.not just copied and pasted from internet. Do you have at least four completed surveys? AUTOMATIC "C" ON THIS ENTIRE ASSIMMENT IF DIRECTIONS ARE NOT FOLLOWED!!! 1 2 3 4 5	RESEARCH Good details and information display good research/ interviews completed. 1 2 3 4 5 6 7 8 9 10	Selection of people and effort shows a challenge and desire to learnnot just "get by." 1 2 3 4 5	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative? 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 6 7 8 9 10 6 7 8 9 10
OVERALL SCORE AND GRADE	60		TALK TO MEWhat do you say, Mr. A.?

"Intent to Invent" Grade Card "Innovation 2007"

				Illiovati	OH 2007							
	Student Name		DUE DATE Friday, March 9, 2007 (OR EARLIER)									
Information included is clear, well written and written in student's own words. Is your "Intent to Invent" completely filled out?	RESEARCH Good details and information about your description and steps.	A good presentation shows pride in work and a desire to fill out the "Intent to Invent" in a complete manner.	REATIVITY Neat and Complete?	·	ON TIME??? Handed in on time?							
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10							
OVERALL SCORE AND GRADE	60	(b)	Talk to M	EWhat do you say	, Mr. A.?							

"Model/Diagram" Grade Card "Innovation 2007"

	<u>Student Name</u>		<u>DUE DATE</u> Friday, March 9, 2007 (OR EARLIER)									
Information included is clear,well written/drawn and written/drawn in student's own words/art work. Does your drawing or model completely show your invention? 1 2 3 4 5 6 7 8 9 10	R ESEARCH Good details and information shows good research on your own invention. 1 2 3 4 5 6 7 8 9 10	DEGREE OF DIFFICULTY A good presentation shows pride in work and a desire to work hard on your model/diagram. 1 2 3 4 5 6 7 8 9 10	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative? Spelling, grammar, sentences, punctuation, etcyes, actually use the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment crazy idea, isn't it??? 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 6 7 8 9 10 6 7 8 9 10 6 7 8 9 10									
OVERALL SCORE AND GRADE TALK TO MEWhat do you say, Mr. A.? COMMENTSIF ANY												

"Application for Patent" Grade Card "Innovation 2007"

	Student Name	<u>DUE DATE</u> Friday, April 20, 2007 (OR EARLIER)						
Information included is clear, well written and written in student's own words. Is your "Application" completely filled out? 1 2 3 4 5 6 7 8 9 10	Good details and information about your description and steps. A good presentation shows pride in work and a desire to fill out the "Intent to Invent" in a complete manner. UPDATED DRAWING: Have you submitted an updated and neat drawing or photograph of your invention? 1 2 3 4 5 1 2 3 4 5 6 7 8 9 10 6 7 8 9 10	Neat and Complete?						
OVERALL SCORE AND GRADE TALK TO MEWhat do you say, Mr. A.? COMMENTSIF ANY								

"Logo/Trademark/Name" Grade Card "Innovation 2007"

	<u>Student Name</u>		<u>DUE DATE</u> Friday, April 20, 2007 (OR EARLIER)
Information included is clear,well written and written in student's own words. MAME and REASON: Did you name your invention and is the reason unique? LOGO: Is your logod trademark unique to your product? 1 2 3 4 5 6 7 8 9 10	Good d etails and information about your logo/trademark/ name. Maybe you research reasons companies created their logo/trademark/name. Reasoning is good for your logo/trademark/name. 1 2 3 4 5 6 7 8 9 10	A good presentation shows pride in work and a desire to fill out the "Logo/Trademark/Name" in a complete manner, YOUR REASON: Do you have a reason for naming your invention whatever you named it? 1 2 3 4 5 6 7 8 9 10	Creative display and imagination is evident as is the desire to show pride in your work. Is your presentation neat, unique and creative? Spelling, grammar, sentences, punctuation, etcyes, actually use the stuff Mrs. Krantz and Mrs. Loomis teaches you in a real assignment crazy idea, isn't it??? 1 2 3 4 5 1 2 3 4 5 6 7 8 9 10 6 7 8 9 10 6 7 8 9 10
OVERALL SCORE AND GRADE	60	(6)	TALK TO MEWhat do you say, Mr. A.? COMMENTSIF ANY

"Marketing Strategy-How Will I Sell It?" Grade Card "Innovation 2007"

<u>Student Name</u>											lay,	Ap			2007			
Information included is clear, well written and written in student's own words. YOUR CLIENTS Did you state who will use your invention? YOUR REASON: Does your reason they will buy it make sense? YOUR AD: Is your method of advertising good for your clients? 1 2 3 4 5 6 7 8 9 10	Good d etails and information about your marketing strategy. Maybe you research reasons companies created their lamarketing strategy. Reasoning is good for your marketing strategy. Reasoning of Strategy reasoning is good for your marketing strategy. The strategy is good for your marketing strategy and the clients you will try to "sell" your intvention to? 1 2 3 4 5					Creative ination ire to s	e dispi is evid how pri	MRS.										
OVERALL SCORE AND GRADE 60 %							ALK	TC	M	EW	/hat	do	you	ı say			IF A	ANY!!!