FUN INVENTION ASSIGNMENT

You are an inventor in the making and you have been given the task to invent a new creation.

Your goal is to create an invention that meets these criteria:

- 1. It must be useful
- 2. It must be new
- 3. It must be legal
- 4. It must be safe
- 5. It must be real

You will need the teacher's permission once you have decided on an invention.

Your job is to first come up with an **idea** and then do some **research** to make sure that the invention you are creating has not already been patented. Once you are certain that your idea has not patented, then the task of designing your invention starts. Depending on what your invention is, will determine if you will actually **build** or **construct** the invention or if you will **draw** it.

The Assignment:

- 1. Research information about the Invention that you want to create in order to make sure that the invention has not been invented already. Show the teacher the information that you researched.
- 2. Create a name for your invention that is appropriate for school.
- 3. Draw a sketch and create a description of the invention. Make sure the sketch is labeled.
- 4. Build, Construct or Draw your invention.
- 5. Develop a display for your invention.
- 6. Present the invention to the class. Explain the invention to the class.
 - How did you come up with the invention?
 - Why did you create the invention
 - How does the invention work?
 - Who would use the invention?

Angie Arneson Denmark Middle School arnesona@denmark.k12.wi.us

Name		Date	Per	riod/Section		
	FUN IN	ENTION A Invention Sketc		ENT		
Invention Name:					(2pts)	
	Inver	ntion Sketch (1	0pts.) LABEL			
Description of Inver	ntion (3pts):					
· •						
						B ARROOMS (AND AND AND AND AND AND AND AND AND AND
eacher Initials:			of Euclidean in Euclidean is an experience of the Commission of th			