

This unit offers a unique learning experience for students as they read a range of informational texts about inventors, inventions, and the process of creation.

What's the story?

Students will have the chance to ultimately become inventors themselves while they **analyze the world** around them, **identify problems**, and **create solutions** for those problems.

What will my student learn?

Students will become contestants of an exciting reality TV game show. As part of the show, they will **practice observation, communication, and persuasion** in fun and interactive ways.

Students will engage in **collaborative discussions** and will **share ideas** with their classmates. They will work in teams to **participate in activities** and **challenges** that will be guided by both the teacher and inventor-judges, such as Thomas Edison and George Washington Carver.

Conversation starters

Ask your student questions about the unit to promote discussion and continued learning:

1. Describe what an invention is.
Follow up: What are some examples of different kinds of inventions?
2. Tell me about Thomas Edison.
Follow up: What were some of his inventions? I know he patented over a thousand inventions in the United States. What does it mean to patent something?
3. Tell me about George Washington Carver.
Follow up: What challenges did he face as an inventor? What is one fact you learned about him that you find interesting?
4. Why did Ruth Wakefield feel like she needed to “clear up some untruths” about her invention?
Follow up: What is the real story? Why do you think there have been so many false versions of her story on the Internet?
5. What do you think was the most important invention you learned about?
Follow up: Why? How did the invention change things? How would our world be different if that invention never existed?