

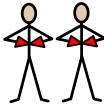







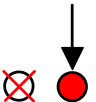





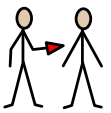








 - 
Project - Inventors


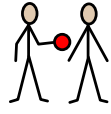

      
This week we have been exploring being kind and

      
helpful. This weeks project is to learn about different

      
inventors and their inventions. Once you have

      
learnt about other peoples inventions, it is your turn!

         
Can you invent a machine to help do a job

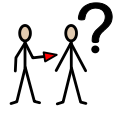
  
around your house?



What



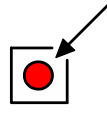
inventions



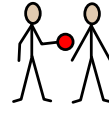
do you



have



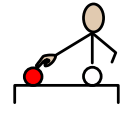
in



your



house



that



are helpful?



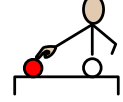
Take some photos



or draw



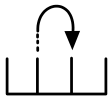
the things



that



are helpful.



Next



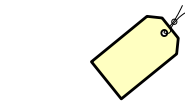
make



some



symbols



or labels

for the



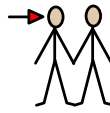
inventions

+

and

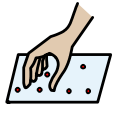


match

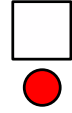


them.





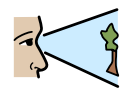
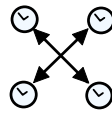
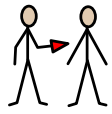
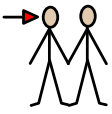
1



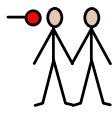
Choose one or more of the inventors below.



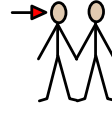
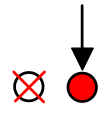
Research the inventor on the internet. What did



1



they make? Have you ever seen one of their



inventions? What other things did they invent?



James Dyson invented



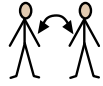
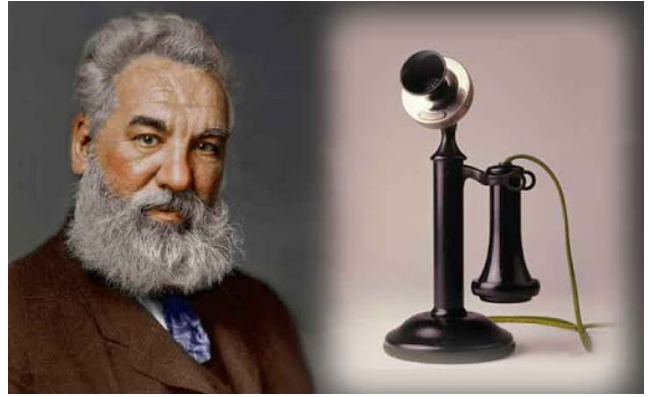
Dyson cleaners



Alexander Graham Bell invented



the telephone so people could



communicate with each other.



Steve



Jobs



invented the



ipad



and

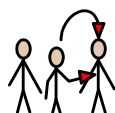


iphone.



Now

it is

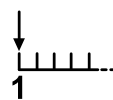


your turn

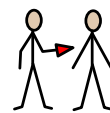
to be an



inventor!



First



you



need



to brainstorm

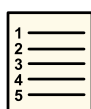


ideas.



Write

a

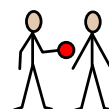


list

or



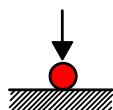
draw



your



ideas.



Here

are



some

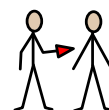


ideas

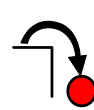
to



start



you



off

; a



sandwich



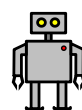
making



machine,



a dusting



robot,

a

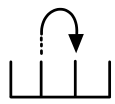


pet

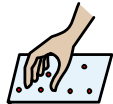


walker.

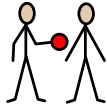




Next



choose



your



favourite



idea

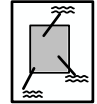


and



draw

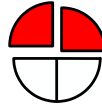
it.



Label



the different



parts



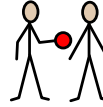
and



materials



in



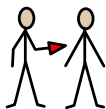
your



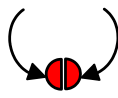
design.



Can



you

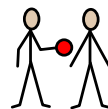


make



a model

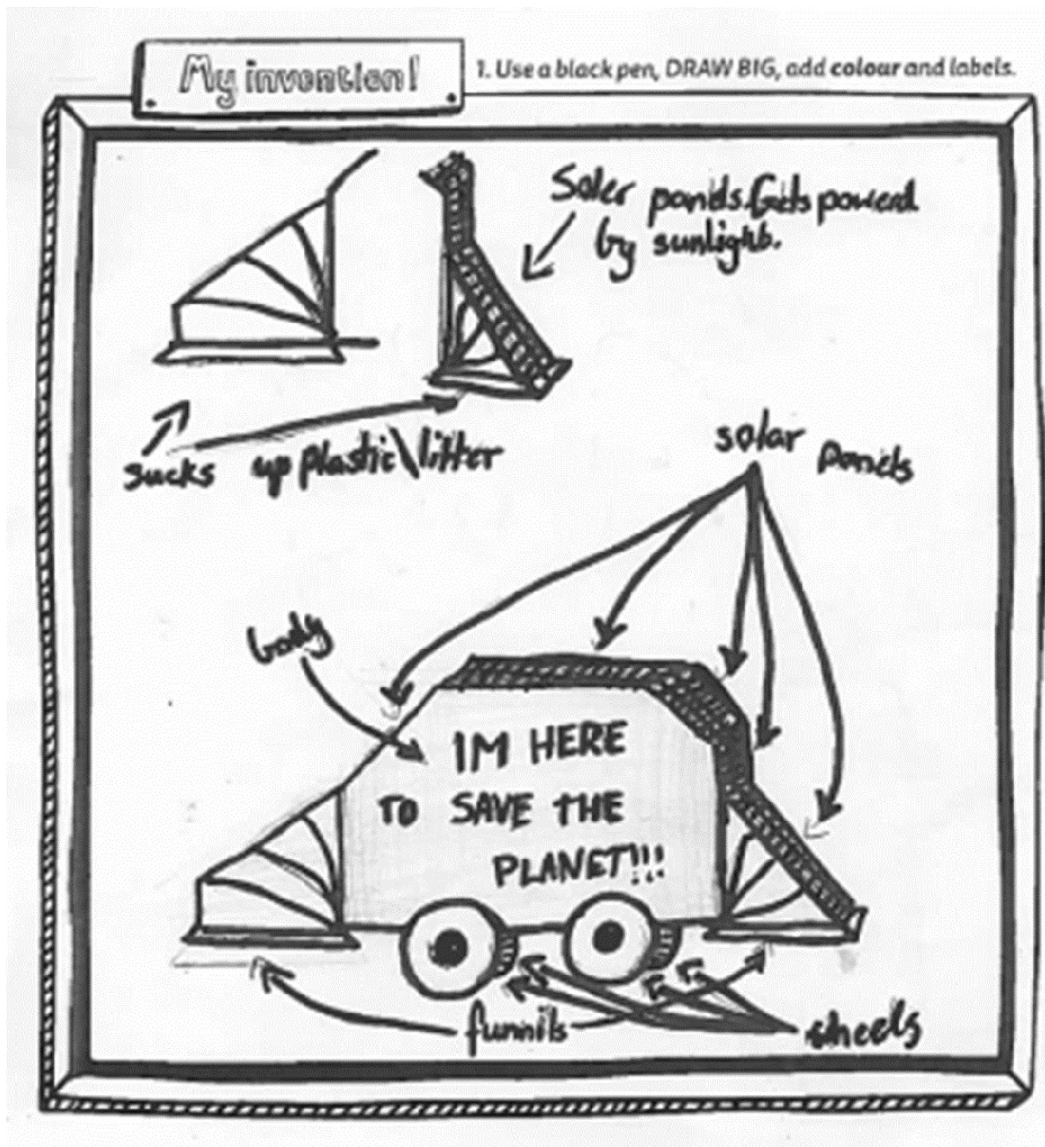
of

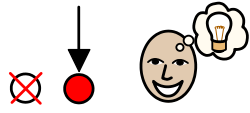


your

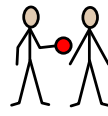


invention?

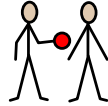




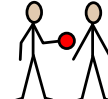
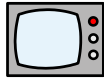
Other ideas . . .



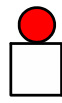
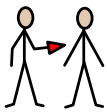
Design a logo and packaging for your invention.



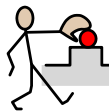
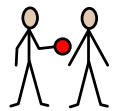
Write the instructions for your invention.



Make a tv or radio advert for your invention.



Pretend you are going on Dragons Den - write



your pitch to get an investment.

