

# IP IN EDUCATION

## Inventors' Corner



# Inventors' Corner

<b>Synopsis</b>	This activity is based on the world of inventors and inventions. It introduces the fascinating topic of inventions to the classroom to stimulate the imagination of younger students. They will consider how ideas are developed through the personal stories of the great inventors. This activity will facilitate the introduction of intellectual property through investigating famous inventors; enhance creative thinking in the classroom; and engage students in tasks which have creativity and intellectual property at their core.
<b>Level</b>	8-11 year olds.
<b>Timing</b>	Flexible according to teacher requirements.
<b>Aims</b>	Students will become familiar with: <ul style="list-style-type: none"><li>• the protection afforded to creative endeavours by the different forms of intellectual property;</li><li>• how intellectual property plays a role in the everyday lives of inventors;</li><li>• innovation and invention as a process that requires hard work and dedication;</li><li>• the basics of the patent system; and</li><li>• the practice of brainstorming problems that might be solved by a new invention.</li></ul>
<b>Learning objectives</b>	At the end of this activity, students will: <ul style="list-style-type: none"><li>• select the work of an important inventor;</li><li>• create a poster of the work of that inventor;</li><li>• identify a modern day problem; and</li><li>• invent a solution to that modern day problem.</li></ul>
<b>Resources</b>	<ul style="list-style-type: none"><li>• Arts and crafts materials</li><li>• Access to analog and digital resources</li></ul>



# Activity Notes

## 1 Introduction

Begin a discussion with the pupils with questions along the following lines:

- What are some important inventions?
- What leads people to invent?
- How are our lives impacted by inventions?
- How do inventions change over time?

The World Intellectual Property Office cartoon Pororo is a useful introduction to the project: <https://www.wipo.int/enforcement/en/awareness-raising/>

## 2 Main activity

Explain to the students that they are going to work in pairs or groups to investigate the work of an important inventor and prepare a poster on his/her best invention.

The final part of the project is to identify a modern day problem, then to use their creativity and investigative spirit to invent a solution to this problem. The group invention should be presented to the rest of the class, followed by a display in the "inventors' corner".

The pupils should be encouraged to ask questions and give peer feedback during the presentations.

## 3 Follow up

An enjoyable way of finishing off this project could be by watching a film about young inventors. (For examples see: <https://www.kidzworld.com/article/29981-greatest-kid-inventors-in-film>)

## 4 Capture the moment

Finally, you could ask the pupil's permission to take a photograph of their work, explaining that it is important to ask people for their permission if we want to use or copy their work. It is also important to share, because if we share good ideas we can get even better results by working together.



[www.caripi-hub.com](http://www.caripi-hub.com)



**CARIFORUM**

