**Adventure 1**

* Microwaves were invented to cook food fast. Think about something that you could invent to make your life easier. Draw a picture of your invention. Is there anything that needs to be invented or discovered for your invention to work?
* Write directions on how to use your invention.
* Speculate on how your invention would improve everyday living and create a pamphlet to show its importance. If you wish, construct a 3-D model of your invention.

**Adventure 2**

* Who invented the Band-Aid, Velcro, disposable diaper, the pencil you hold in your hand? The traffic light at the corner? Your teddy bear? Choose an item you use every day. Use the library or the internet to find out who invented it. Write about that person and invention.
* Explain how the invention has changed everyday life.
* Has the change been a positive or negative one? Explain your thoughts.

**Adventure 3**

* Use the library or the Internet, read about Ben Franklin’s inventions. Compile a list. Identify what you feel are his top three inventions. Explain why.
* Poll your classmates to determine which they think is his most important invention. Graph and interpret your results.
* Choose one of Ben Franklin’s inventions. What if he had never invented it? Write about how our life would be different today without it. You may write a poem, song, skit, letter, or journal entry. Be creative.

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**Adventure 4**

* Think about the difference between an invention and a discovery. Which is more

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important? Use a Venn diagram or Open Compare/Contrast, to summarize your findings.

* Organize a chart showing examples of inventions and discoveries.
* Think about the difference between a copyright and a patent. Research, if necessary.

Which do you think is used the most? Explain why?

* Write a skit in which two of the characters both claim to have invented the same invention.

**Adventure 5**

* Generate a list of the ten inventions that are the most important to you. Consider what

you would substitute for each of them if they were suddenly taken away from you.

Write your alternatives beside each invention.

* Choose your favorite “gizmo” or “gadget.” Describe how you could make it better, faster, smaller, bigger, etc. Predict some of the problems you might encounter along the way and how you would solve them.
* Make a diagram or blueprint of your improved “gizmo” or “gadget” explaining how it works.

**Adventure 6**

* Explore the Rube Goldberg website: http://www.rube-goldberg.com/
* Piggybacking on Goldberg’s ideas, design your own contraption out of household gadgets that perform a task. Use as many gadgets as you can! You may make a working model or a drawing of your model.
* Write a persuasive letter to a perspective financial backer to produce your “gizmo.” Write a jingle, slogan and catchy advertisement to help sell it.

**Adventure 7**

* Compare and contrast the life cycle of a butterfly to the life cycle of a moth.
* Create illustrations of the different life stages and other differences in physical characteristics to show the differences in these two insect’s life cycles.

**Adventure 8**

* Investigate the 4 stages of the life cycle of a butterfly.
* Pretend you are a butterfly and model the 4 stages of your life. Add complexity to your performance by showing how the butterfly’s life will be different in certain environments. Make sure to add narration to your performance.

**Adventure 9**

* C:\Documents and Settings\ccrumpler\Local Settings\Temporary Internet Files\Content.IE5\6P4PN76S\MC900124187[1].wmfResearch other animals besides butterflies that go through a metamorphosis such as mealworms and frogs.
* Compare and contrast the life cycles of those animals with the butterfly.
* Create a technology product showing the similarities and differences.

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