

Be an Inventor!

Week 15 • Wednesday • Hands-On: Print, Build, and Invent

Reading Time

Every inventor follows the same steps. First, they notice a **problem**. Then they think of an **idea** to fix it. Next they build a model and **test** it. If it does not work, they try again — inventors fail many times before they succeed!

Gutenberg tested his press over and over. The windmill builders tried different sail shapes until the wind turned them just right.

Today YOU are the inventor. You will make your own stamp printing press, just like Gutenberg's idea — press, ink, repeat! Then you will invent something brand new to solve a problem in your own life.

Reading Questions

1. What is the first step an inventor takes?

2. What do inventors do when their idea fails?

3. Why do you think testing is important?

Hands-On: Make a Printing Stamp

You need: a potato or sponge (ask a grown-up to help cut), washable paint or ink pad, and paper.

Step 1: Have a grown-up cut a simple shape or letter into the potato or sponge.

Step 2: Press it into paint.

Step 3: Stamp it on paper — again and again!

You just did what Gutenberg's press did: made the same print many times, fast. Try printing a whole pattern or your initials in a row.

After Printing

1. How many times did you stamp your print?

2. How is your stamp like Gutenberg's printing press?

3. Which is faster: drawing your shape 10 times, or stamping it 10 times? Why?

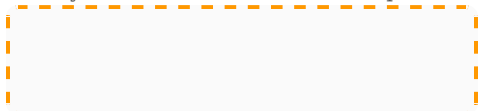
Invent Something New!

Now invent your own creation! Think of a problem in your day — maybe your toys get lost, or your ice cream melts too fast. Fill in the inventor's plan:

Inventor's Plan	My answer
My problem is...	
My invention is called...	
It works by...	
It helps people because...	

Draw Your Invention

Draw your new invention. Label its parts with arrows and words.



Review

I did it!	Circle one
I made a printing stamp	YES / NOT YET
I planned my own invention	YES / NOT YET
I drew and labeled my invention	YES / NOT YET