

Dear First Grade Families,

We have been busy studying inventors since for IB Unit 4: How We Express Ourselves. We have studied historical figures and even discovered how kids just like us can create something new and special. The central idea of our IB unit is, **Innovators create to address challenges and opportunities.**



For the conclusion of this unit, each student will become an inventor!

(These inventions are just prototypes – we are celebrating ideas. They do not have to work.)

Here are some examples we have learned about in class:

Caine's Arcade: <https://www.youtube.com/watch?v=falFNkdq96U>

The Kid President's Cat Friendly Vacuum Cleaner: <https://www.youtube.com/watch?v=75okexRzWMk>

PART 1: At School

Students will brainstorm ideas for their invention. By the end of Part 1, the students will have:

- Identified a challenge in their daily life or the world around them.
- Brainstormed ways to solve the problem.
- Developed an invention to solve the problem or created opportunities for people to do new or better things.



Invention Plans will be sent home.

PART 2: At Home

Next, students will:

- Use the Invention Plan to gather materials and put together their inventions at home.
- Try it out! Do they need to make any changes or improvements?

Bring your invention to school on Tuesday, February 2/16.

PART 3: Back at School

Back at school, students will present their inventions to their peers. Presentations will take place February 16-19th.

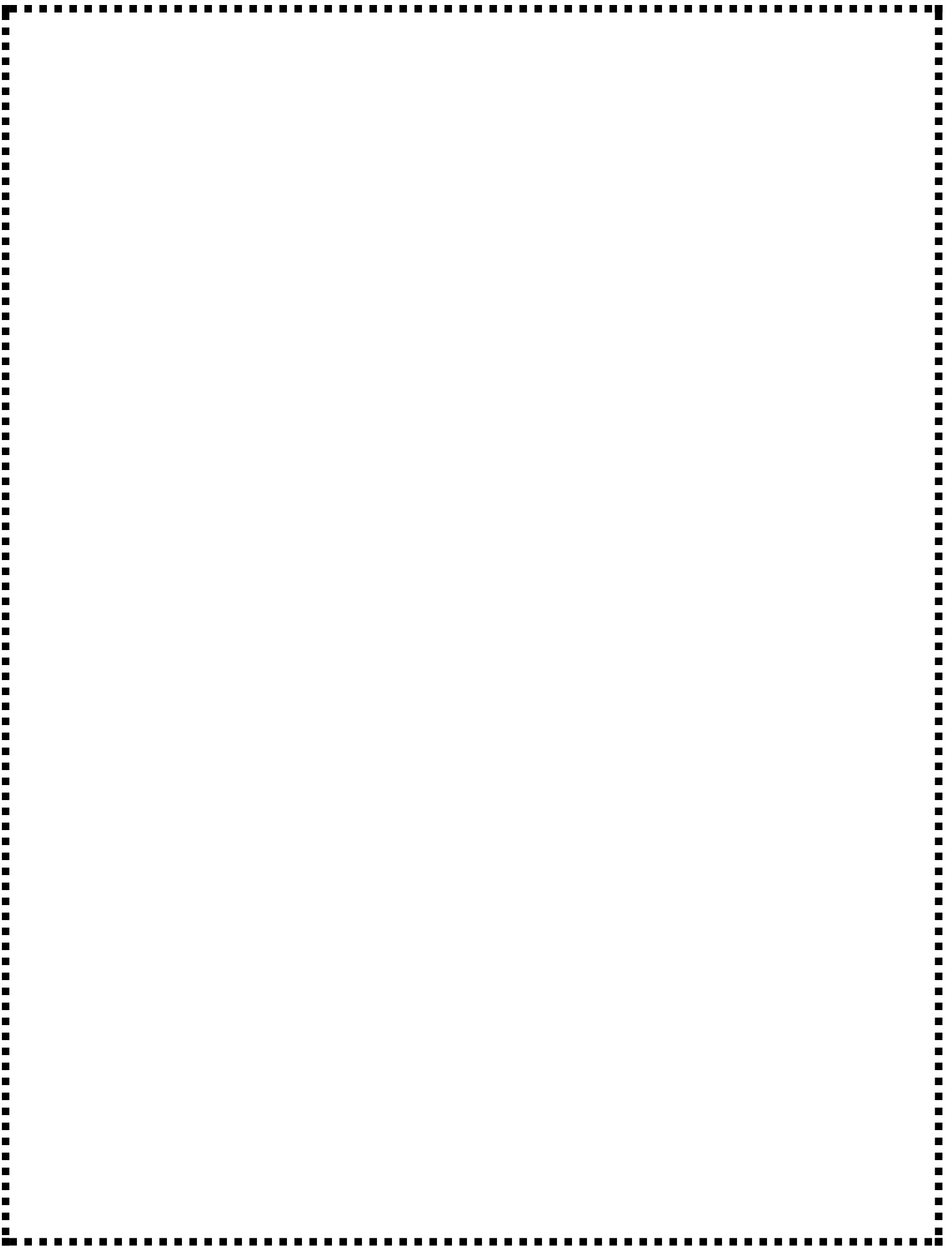
The presentation should address the components listed in the rubric for this project. Students will be scored out of 5 points for the following categories:

- identifies a problem.
- explains how the prototype addresses the problem.
- student provides details in his/ her presentation and speaks clearly.
- student uses creativity to tackle this project.



Good luck! We can't wait to see all our problem solvers in action!

-The First-Grade Team



INVENTION PROJECT RUBRIC

DUE DATE: TUESDAY, FEBRUARY 16TH

	Not Completed (1 point)	Needs Improvement (2 points)	Fair (3 points)	Great (4 points)	Exceptional (5 points)
Identifies Problem: Helps the world or improves previous invention					
Prototype: Addresses the problem above					
Presentation: Speaks clearly and confidently with details (students can read off their paper)					
Creativity: Thinks outside the box and/or uses creative materials to create prototype					
Total: Out of 20 points					
Notes:					