Unit Sunshine State Standards

SS.A.1.2.3.3.1 – The student reads and interprets a single timeline identifying the order of events (for example, in ancient times).

SS.A.3.2.1.3.1 – The student knows selected significant people and the impact of their achievements in the world in the fields of communication and technology since the Renaissance.

SS.A.3.2.1.3.2 – The student understands ways these devices impacted society.

LA.A.2.2.5.3.1 – The student reads and organizes information (for example, in story maps, graphs, charts) for different purposes (for example, being informed, following directions, making a report, conducting interviews, taking a test, performing a task).

LA.A.2.2.8.3.1 – The student uses a variety of reference materials to gather information, including multiple representations of information (for example, maps, charts, photos)

LA.B.2.2.3.3.1 – The student writes for a variety of occasions, audiences, and purposes (for example, letters to invite or thank, stories or poems to entertain, information to record).

SC.H.3.2.3.3.1 – The student understands how scientific discoveries have helped or hindered progress regarding human health and lifestyles.

Vocabulary Words and Meanings

Invent – to create by one's own thoughts or efforts

Inventor – a person who problem solves to create something new

Invention – something new that comes from ideas and experiments

Communication – the sharing of ideas and information

Technology – tools people use to meet their needs

Scientific – related to science

Impact – change; have an effect on

Hinder – to keep back or slow progress

Lifestyle – the typical way of living of a person or group

Reference material – a book or other source of useful facts or information

Discovery – something seen or known for the first time

Interview – a meeting in which one person questions another person

Daily Journal Prompts

Day 2
Students reflect upon their inventing experience with familiar objects. Encourage students to use introduced vocabulary words.

Day 3
Tell how you think life would be different if there were no telephones or televisions.

Day 4
Choose a communication invention and tell how it has impacted your life.

Day 5
Choose a technology invention and tell how it has impacted your life.

Day 6
Choose a scientific discovery and tell how it has helped or hindered your health or lifestyle.

Day 7
Choose any five inventions. Make a timeline to show the dates of the five inventions. Write two sentences about the order of events on your timeline.

Day 8
If you could interview an inventor/discoverer, whom would you choose to interview? Why? What questions would you ask?

Day 10
Which invention/discovery do you think has had the greatest impact on our daily lives? Tell why you think this. Tell how the invention/discovery has impacted our lives.

Bibliography

Inventions (big book), by Jennifer Osborne, Newbridge Educational Publishing, LLC, New York, 1999. ISBN 1-58273-117-9.

Mistakes That Worked by Charlotte Foltz Jones, New York: Doubleday, c1991, ISBN: 0385320434.

The Kids' Invention Book, by Arlene Erlbach, Lerner Publications Company, Minn., 1997. ISBN 0-8225-2414-7
This book tells about inventions made by kids.

Henry Ford (Lives and Times series), by Jane Shuter, Heinemann Library, Chicago, Illinois, 2001. ISBN 1-57572-229-1
www.heinemannlibrary.com

Other books in the series:
Alexander Graham Bell
Wright Brothers
Thomas Edison

Accidents May Happen, by Charlotte Foltz Jones, Delacorte Press, Bantam Doubleday Dell Publishing Group, Inc., 1540 Broadway, New York, NY, 1996. ISBN 0-385-32162-7
Fifty inventions discovered by mistake.

The Rejects (People and Products that Outsmarted the Experts), by Nathan Aaseng, Lerner Publications Company, Minneapolis, MN, 1989. ISBN 0-8225-0677-7
Describes various companies that succeeded despite initial rejection. A good information book for the teacher to read aloud.

100 Greatest Inventions, by Philip Wilkinson, Grolier Educational, Danbury, CT, 1997. ISBN 0-7172-7691-0
This is a good reference book. It includes inventions from countries other than the U.S.

The Children's Atlas of Scientific Discoveries and Inventions, by Andrew Dunn, The Millbrook Press, Brookfield, CT, 1997. ISBN 0-7613-0241-7
This is a good reference book for students to use.

A Library of Congress Book: Inventors, by Martin W. Sandler, HarperCollins Publishers, New York, NY, 1996. ISBN 0-06-024923-2
This book discusses American Inventions only.

The Problem Solvers: People Who Turned Problems into Products, by Nathan Aaseng, Lerner Publications Company, Minneapolis, MN, 1989. ISBN 0-8225-0675-0
This book includes only U.S. inventions.

What's Inside? Great Inventions, by Alexandra Parsons, Dorling Kindersley, Inc., New York, NY, 1993. ISBN 1-56458-220-5
A good additional book to pique interest in inventions.

Harvey Weiss: How to Be an Inventor, by Harvey Weiss, Thomas Y. Crowell, New York, NY, 1980. ISBN 0-690-04052-0
This book would need to be read by the teacher. It is lengthy and excerpts would need to be read over a period of days.

Ripley's Believe It or Not: Weird Inventions and Discoveries, Ripley's Entertainment, Inc., 1990. ISBN 0-812-51284-7

The Fortunate Fortunes: Business Successes That Began with a Lucky Break, by Nathan Aaseng, Lerner Publications Company, Minneapolis, MN, 1989. ISBN 0-8225-0678-5
This book tells how well known businesses in the U.S. got started.

Available through **Sunlink** (at http://www.sunlink.ucf.edu/), a loan process available free to teachers throughout the state of Florida:

What Does It Do? : Inventions Then and Now by Daniel Jacobs Milwaukee: Raintree Publishers, c1990.

This reference compares the appearance and use of common machines such as camera, clock, telephone, bicycle, auto, train, and plane with that of the models used long ago.

Hurrah for Alexander / by Jeri Marsh Minneapolis: Carolrhoda Books, c1977.
Even though his inventions are often unsuccessful, Alexander keeps on trying.

A Picture Book of Benjamin Franklin / David A. Adler; illustrated by John & Alexandra Wallner.
New York: Holiday House, c1990
This book surveys the life of Benjamin Franklin, highlighting his work as an inventor and statesman.

Eli Whitney, Great Inventor / by Jean Lee Latham; illustrated by Cary.
New York: Chelsea Juniors, 1991.
This is a biography of the inventor of the cotton gin who also developed basic ideas of mass production in the manufacture of weapons and other machines.

Robert Fulton, Steamboat Builder, illustrated by Tran Mawicke.
Champaign, Ill., Garrard Pub. Co., 1975.
This is a brief biography of the portrait painter and inventor of the submarine and steamboat (4.0 reading level).

Samuel F. B. Morse: Artist-inventor, by Jean Lee Latham; illustrated by Jo Polseno, New York: Chelsea House, 1991.
A biography of the artist-inventor, who's best known for his invention of the telegraph and devoted most of his life to painting.

Thomas A. Edison: Young Inventor, by Sue Guthridge ; illustrated by Wallace Wood. New York: Aladdin Paperbacks, 1986, c1959.
A biography focusing on the childhood of the inventor who patented more than 1,100 inventions in sixty years, among them the electric light and the phonograph.

Tom Edison's Bright Ideas, by Jack Keller; illustrated by Lane Yerkes.
Austin, TX: Raintree Steck-Vaughn, 1992, 1989.
A biography of a well-known American inventor. Reading level 3.4

Thomas Edison and the Electric Light [video recording], Living History Productions; Rich Animation Studios; produced and directed by Richard Rich; screenplay, Brian Nissen.
Publisher: Dallas, TX: Living History, c1993.

The Wright Brothers [video recording], Warner-Nest Animation; Living History Productions; Rich Animation Studios. Irving, TX: Nest Entertainment, c1996.
This video uses animation to dramatize the Wright brothers' development of the airplane and to explain some basic concepts of aerodynamics.

Alexander Graham Bell [video recording] / Living History Productions; Rich Entertainment, produced and directed by Richard Rich and Jared E. Brown. Dallas, TX: Family Entertainment Network, c1995.
Discover how innovation and determination can lead to world-changing inventions as Alexander Graham Bell and his partner start by trying to improve the telegraph and end up inventing the telephone.

Benjamin Franklin: Scientist & inventor [video recording], Living History Productions; Rich Entertainment, produced and directed by Richard Rich. Dallas, TX: Family Entertainment Network, c1992.
This video highlights Franklin's achievements as an inventor and statesman.

This is America, Charlie Brown: The Great Inventors (video recording), ©1989, Paramount, United Feature Syndicate, Inc.
This would be great to introduce the unit.

Journals

Stringbean's Trip to the Shining Sea by Vera Williams, Mulberry Books; ISBN: 0688167012; (May 1999)

Hannah's Journal: The Story of an Immigrant Girl (Young American Voices) by Marissa Moss, Silver Whistle; ISBN: 0152021558; (September 2000)

Rachel's Journal: The Story of a Pioneer Girl (Young American Voices) by Marissa Moss, Silver Whistle; ISBN: 015202168X; Reprint edition (May 2001)

Unit Writing Checklist (LA.B.2.2.3.3.1)

Key: + = acceptable Δ = needs work

Student	Day 1 R	Day 2 J	Day 3 J, R	Day 4 J, R	Day 5 J, R	Day 6 J, R, I	Day 7 J, I	Day 8 I	Day 9	Day 10 J, R

J = journal writing I = Interview

R = recording information

Significant Communication Achievements Timeline

1844
Telegraph
Samuel Morse

1876
Telephone
Alexander G. Bell

1901
Wireless Telegraph
G. Marconi

1927
Television
Philo Farnsworth

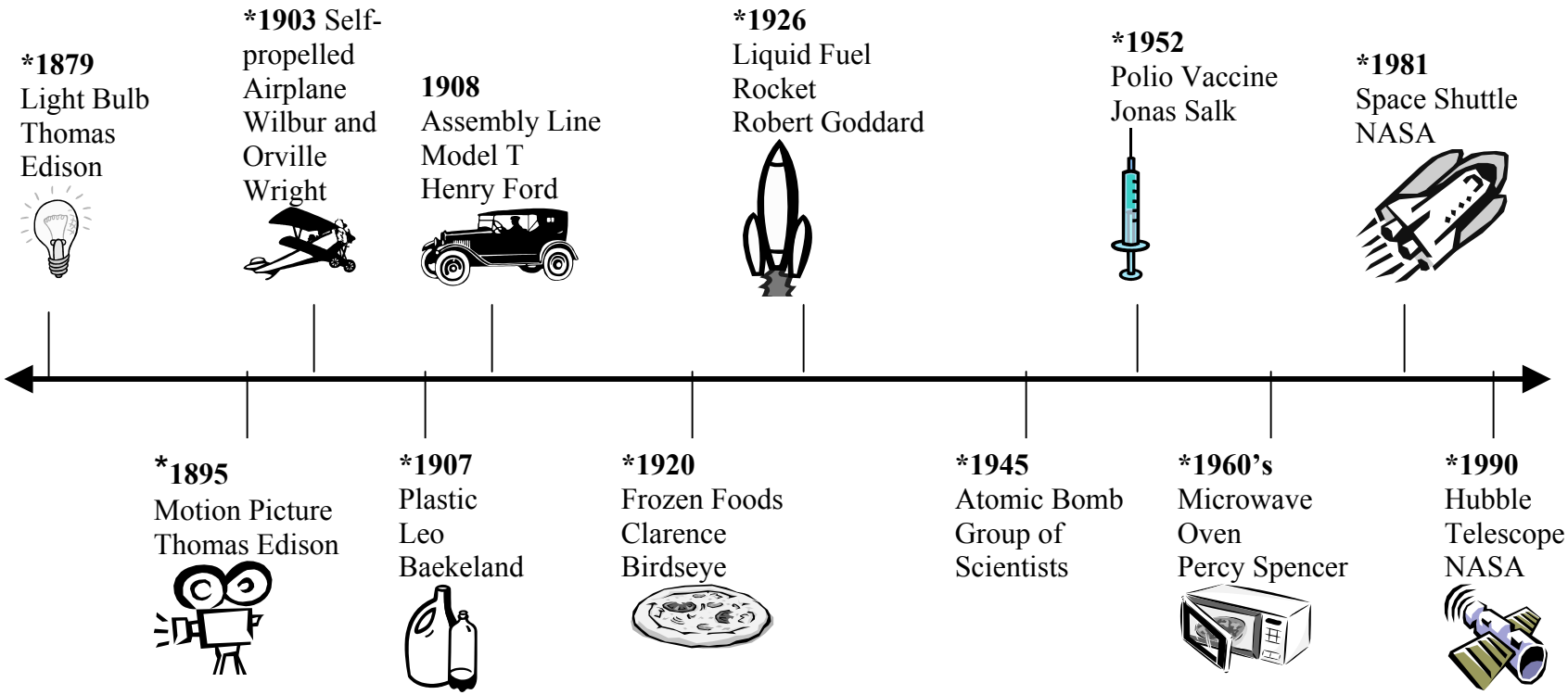
1940
Magnetic tape recorder
Marvin Camras

1970
Compact Disc
James Russell

Early 1970's
Personal Computer
Steve Jobs and Steve Wosniak

1989-1991
World Wide Web
Tim Berners-Lee

Significant Technological Achievements and Scientific Discoveries Timeline



Combined Timeline
Communication, Technology, and Scientific Discoveries