Project Choice #1: Inventor Trading Cards

- TE.IaI.07 Develop an understanding of the role of society in the development and use of technology.* (ITEA, STL 6)
- TE.IaI.07.01 Describe how many inventions and innovations evolved by a slow and methodical process of testing and refinement. (ITEA, STL -7C)
- TE.IaI.07.03 Explain that the use of inventions and innovations has led to changes in society and the creation of needs and wants. (ITEA,

Student Name:	
Step 1: Choose your inventor to research!	For this project choice you will demonstrate a deeper understanding of one particular inventor or innovator. You will first need to choose an inventor or innovator to research and learn all about. Consider choosing an individual from the list below: Thomas Edison Alexander Graham Bell Benjamin Franklin Wiright Brothers (Orville and Wilbur) George Washington Carver Nikola Tesla Karl Benz Stephanie Kwolek Marion Donovan Patricia Bath Tim Berners-Lee Elon Musk Steve Jobs Mark Zuckerberg Sheila Lirio Marcelo Shunpei Yamazaki *If there is an inventor/ innovator that you REALLY want to focus on, but aren't sure about - please let me know.
Step 2: Research your inventor with quality sources.	Your trading card will need to include the following information: The name of the inventor: Inventor's Birthdate - Month, day, year: Date they died (if applicable): General facts about the inventor:

A list of the chosen person's inventions/innovations: (Try listing their patents or successes)

Connections to the Engineering Design Process:

Sources list:

Step 3: Plan for your trading card creation tool.

Once you've chosen your inventor/ innovator you will be ready to get started. The purpose of this project choice is to become an expert on the inventor that you have chosen. The product that you will be creating is a trading card. You may choose to complete your trading card digitally, by hand, or a combination.

Once you have enough information, turn your research into a trading card like the <u>example</u> <u>linked here</u> (Example from Max Kukhtin).

You can use a simple tool like Google Slides/ Draw to create your trading card. There are other digital tools as well, like <u>Adobe spark</u> or <u>Trading Card Creator</u> (THIS SITE DOES NOT SAVE UNTIL FINISHED).

Please remember that a trading card is roughly 2 ½ by 3 ½ inches and is jam packed with useful information. Examples of trading cards can be seen below:





images from Amazon

Additional I&I Examples:

Benjamin Franklin Trading Card (from Dominic Gerner)

Leonardo da Vinci Trading Card (from Seneca Yarmus)

Step 4: Turn your research into a trading card.

See the rubric for this project choice to see what your trading card should include.

Use the checklist above as well as the rubric to guide your project. YOU MUST CITE YOUR SOURCES FOR THIS PROJECT!

	Nikola Tesla Trading Card (from Mx K.) Benjamin Franklin Trading Card (from Dominic Gerner) Leonardo da Vinci Trading Card (from Seneca Yarmus)
Step 5: Share and trade your trading card!	Please take photos or screenshots of your trading card to place in the space below. If you would like a few copies of your trading card printed, please see Mr. Dulberger.

Dulberger - Invention & Innovation 2022-2023

Criteria	Grading Scale			
Inventor Background Information/ Bio The name of the inventor. Birthdate - Month, day, year. Date they died (if applicable) A 5-6 sentence mini-biography about the inventor. This could include information about who/ what inspired them, characteristics of the inventor, information about the work they did, etc.	Excellent - Trading card goes above and beyond with information about the featured inventor. The biography includes more than just basic information about the inventor's life. For example, the bio may include characteristics of said inventor or how he/ she uses the Engineering Design Process.	Good - Trading card includes all of the necessary information about the featured inventor. The biography includes detailed information about the inventor's life.	2.5 Satisfactory - Trading card includes most of the necessary information about the featured inventor. The biography includes basic information about the inventor's life.	2 Needs Improvement- Information is incomplete or missing.
Photo or Drawing of Inventor/ Invention A photo/ drawing of the inventor OR a photo of their most famous invention. This could be sourced from the internet, or hand-drawn for more points on the rubric.	4 Excellent - Trading card goes above and beyond with an original drawing (authentic image) of the inventor or a famous invention.	3 Good - Trading card includes a sourced photo of the inventor or famous invention.	2.5 Satisfactory - Trading card includes a photo of the inventor or famous invention. The source for the photo is not provided.	2 Needs Improvement - Information is incomplete or missing.
Inventions/ Innovations Superpowers This might come in the form of a list of the inventor's patents (or patent if there is only one). Or perhaps a list of their successes/ accomplishments.	Excellent - A comprehensive list of inventions/ innovations are included on the trading card. If possible, this list includes a date for each patent.	3 Good - A comprehensive list of successes/ achievements are included on the trading card.	2.5 Satisfactory - At least one patent or invention is referenced on the trading card.	2 Needs Improvement - Information is incomplete or missing.
Source Citation A list of sources where you got all of your information. YOU MUST CITE YOUR SOURCES FOR THIS PROJECT!	4 Excellent - A list of two or more sources used is provided at the bottom or on the back of the trading card.	3 Good - A list of at least one source used is provided at the bottom or on the back of the trading card.	2 Satisfactory - Sources are referenced but not necessarily cited.	1 Needs Improvement - Information is incomplete or missing.