



Subject Area: Library	Course: Grade 4	
Unit 9 Title: Fun Inventors and Their Amazing Inventions	Start: Date May	End: Date May
Unit Summary: In this engaging unit, students will explore the lives and inventions of fun and creative inventors who have made a lasting impact on the world. From everyday items to wacky inventions, students will learn how these inventors came up with their ideas, the challenges they faced, and how their inventions changed people's lives.		

Stage 1: Desired Results	
Massachusetts Learning Standards • 1.8 Gather background information by reading, viewing or listening to a variety of pre-selected and self-selected resources. • 1.10 Identify existing knowledge as well as additional information necessary to solve the problem. • 2.10 Explain that there are different types of resources that can be used for different purposes: books, databases, periodicals, pre-selected class websites, reference materials such as dictionaries, encyclopedias, thesauruses, almanacs, etc. • 2.12 With assistance, use the online catalog to find information sources in the school library. • 2.13 Web, map, or diagram a main topic with sub-topics. • 2.14 Develop a strategy for finding relevant information, including a variety of types of resources. • 3.5 Understand the organization of the library media center. • 4.8 Take notes using guided research forms to extract relevant information. • 5.4 With assistance, consider the purpose and audience for the product and/or presentation. • 5.5 Organize the information in a way that is appropriate for the assignment, project, or question. • 5.6 Present a final product using an appropriate format: report, poster, electronic program, web page or other medium of communication.	
Transfer (Authentic, relevant application of learning to new situations)	

Students will be able to independently use their learning to...

- Research an inventor and explore the problems they were trying to solve, and consider their process towards solutions
- Share findings with peers

Meaning
Enduring Understandings
Students will understand that...

- Innovation is a continuous process driven by curiosity, creativity, and the need to solve real-world problems.
- Inventors face challenges and failures but use persistence, experimentation, and problem-solving to refine their ideas.
- New inventions shape society and daily life, influencing how people work, communicate, and interact with the world.
- Scientific and technological advancements build upon past discoveries, showing that progress is interconnected across time.
- The invention process requires both creativity and logical thinking, blending imagination with practical application.

Essential Questions
Students will consider...

- What inspires inventors to create new things?
- How do inventors identify problems and develop solutions?
- What role does trial and error play in the invention process?
- How have past inventions shaped the way we live today?
- How do collaboration and teamwork contribute to innovation?
- What skills and qualities do successful inventors share?
- How can we apply an inventor's mindset to solving problems in our own lives?

Acquisition
Knowledge
Students will know...

- Patent
- Experiment
- Engineer

Skills
Students will be skilled at...

- Conducting research to gather information about inventors and their work.

- Problem-solving
- Creativity
- Discovery
- Design
- Technology
- Process
- Trial and Error

- Analyzing the invention process, including identifying problems, brainstorming solutions, and testing ideas.
- Recognizing the impact of inventions on society, technology, and daily life.
- Communicating their findings clearly and effectively through writing, presentations, or discussions.
- Applying creative thinking and problem-solving skills to explore new ideas.