



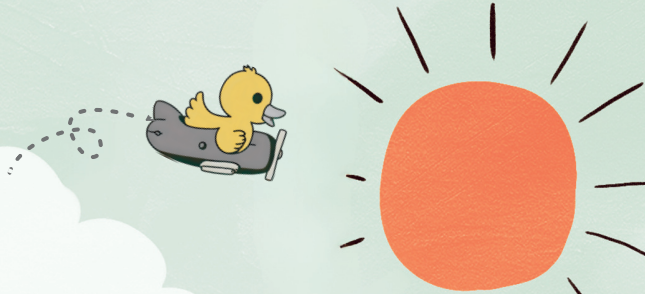
MP MichelsonIP
INSTITUTE

YOUNG INNOVATORS



AND IP ACTIVITIES

A booklet filled with creative outlets designed
for inventors in Kindergarten through 12th Grade.



PROGRAMS ENCOURAGING IP EDUCATION



UNITED STATES
PATENT AND TRADEMARK OFFICE

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patent pro bono



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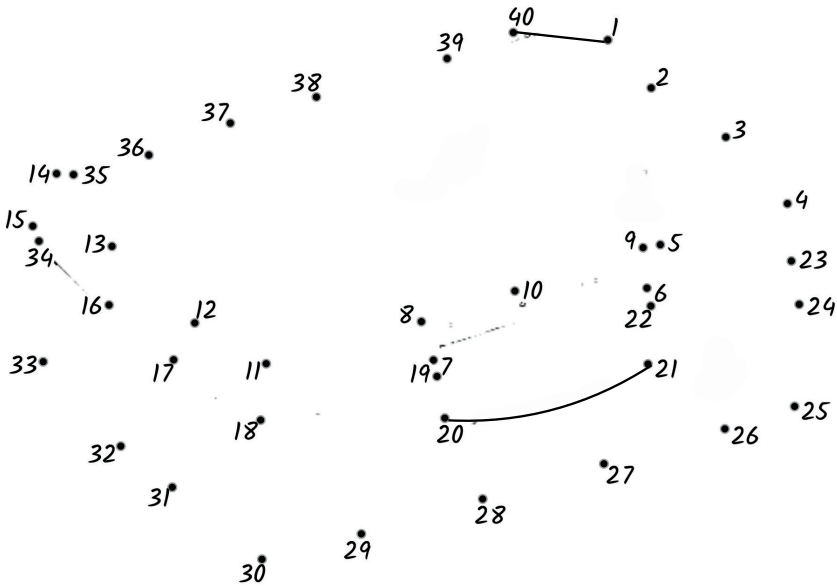
DC MDVAIPA DC, MARYLAND,
VIRGINIA
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REVEAL THE PATENT!

Draw the picture by connecting the dots from 1-40



Does Your Picture Look Like This?



DID YOU KNOW...



U.S. PATENT LAW PASSED IN 1790

Invention was so important to the founding fathers that it was one of the first things they made a law!

VROOM!



ROBERT AND HIS TOY TRUCK

Robert patch is the youngest inventor! At the age of 6 he patented his Toy Truck!



INVENTIONS IN POP CULTURE

Inventions show up everywhere, just look at the jetpacks invented in Minecraft.



ADD SOME COLOR TO THIS INVENTION

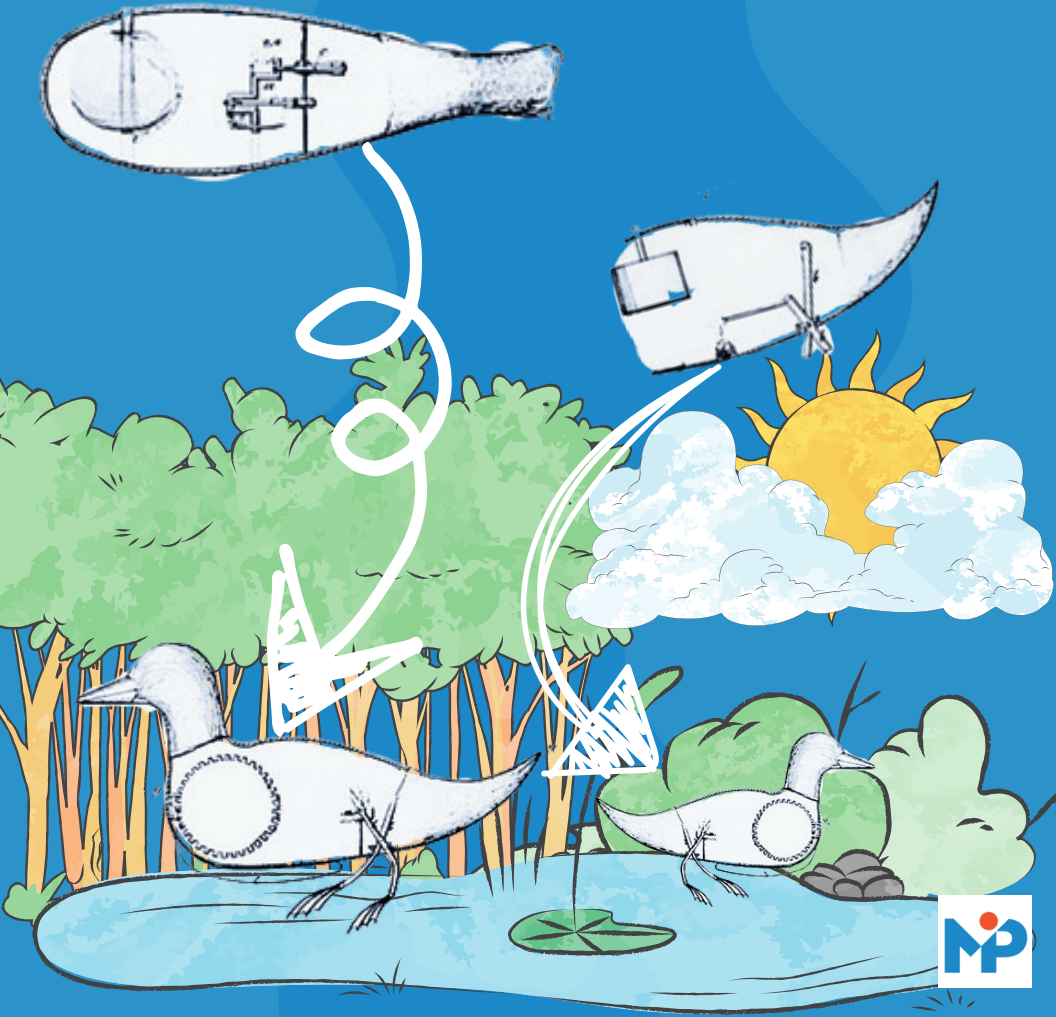


Use your creativity to color in the duck toy schematics



A.W. HART AQUATIC TOY

assigned to self and W.M. Treston.

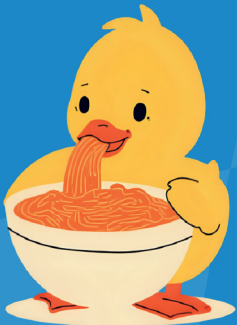
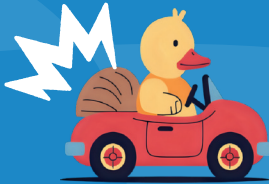


CAN YOU SPOT



THE INVENTING DUCKS?

Circle the
ducks that are
creating
something!





DRAW YOUR OWN INVENTION!

- THINK OF A PROBLEM THAT NEEDS SOLVING.
- IMAGINE HOW YOU WOULD FIX THE PROBLEM.
- DRAW IT DOWN BELOW!



K-12 LEARNERS AND MICHELSON IP

We are empowering the next generation through invention education!

Designed to seamlessly incorporate Intellectual Property (IP) education into K-12 curricula throughout California with a focus on invention, the IP Education Curriculum Project provides students and educators with the knowledge and resources needed to effectively understand and apply IP concepts through interactive activities, digital materials, and expert-led workshops, targeting various educational stages—especially middle school—while offering adaptable resources to ensure age appropriate learning.

ABOUT MICHELSONIP

Michelson Intellectual Property Institute seeks to empower the next generation of creators with the IP knowledge needed to capitalize on their innovations



BOOKS FOR YOUNG INVENTORS

1. **If I Built a Car** by *Chris Van Dusen* sparks creativity by imagining futuristic vehicles.
2. **Rosie Revere, Engineer** by *Andrea Beaty* teaches perseverance through a young girl's inventive projects.
3. **The Girl Who Thought in Pictures: The Story of Dr. Temple Grandin** by *Julia Finley Mosca* inspires by sharing how Dr. Grandin's unique perspective led to important innovations.
4. **The Junkyard Wonders** by *Patricia Polacco* shows how teamwork and embracing differences can lead to amazing creations.
5. **Whoosh!: Lonnie Johnson's Super-Soaking Stream of Inventions** by *Chris Barton* tells the story of the accidental invention of the Super Soaker.
6. **How Ben Franklin Stole the Lightning** by *Rosalyn Schanzer* highlights curiosity as a key trait for inventors.
7. **The Most Magnificent Thing** by *Ashley Spires* emphasizes persistence and learning from setbacks.



HOW WE HELP YOUNG INNOVATORS

Designed to seamlessly incorporate Intellectual Property (IP) education into K-12 curricula with a focus on invention, the IP Education Curriculum Project provides students and educators with the knowledge and resources needed to effectively understand and apply IP concepts

OUR PARTNERS

- US IP Alliance
- National Inventor's Hall of Fame
- Invention Convention
- The Society for Science
- Network For Teaching Entrepreneurship



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TAKEOFF ON YOUR IP JOURNEY



INNOVATION PROGRAMS

For more information about finding innovation camps and programs near you



INNOVATION COMPETITIONS

For more information about finding innovation competitions

IP VIDEO SERIES

Watch these videos to learn more about intellectual property



PATENT SEARCHING

Searching resources to determine if your invention is new and potentially patentable



PATENT APPLICATION PROCESS

For detailed information about the steps to get a patent



LEARN MORE ABOUT MICHELSON IP RESOURCES

