

## Business, Technology and Beyond

### Before visiting the Museum

#### Vocabulary

**Technology:** tools or products created to fulfill needs, solve problems, or satisfy wants.

**Goal:** A specific and measurable objective; something one would like to achieve.

**Patent:** An exclusive set of rights granted to a person by the state, in exchange for an invention.

**Chronological:** Placed in order of when event happened in time.

**Entrepreneur:** A person who undertakes and operates a new venture or enterprise.

### Women with Goals and Courage

The women you will see when you visit *The Women's Museum: An Institute for the Future* have all achieved great things. However, it is important to keep in mind that success does not just happen. These women all had their dreams in mind for a very long time before they actually saw them come true. They all had to work hard and overcome many obstacles to reach their goals.

Is there something that you want to accomplish? A skill that you would like to learn or a task you would like to complete? These are your GOALS, and they can be as small and simple as wanting to finish your homework before your favorite show comes on, or they can be as great as wanting to be President of the United States someday! Many successful adults, including athletes, business people, and entertainers, set goals to work toward in their lives. Goals can help you both prepare for a career and achieve success.

#### Questions for Discussion:

1. What is the difference between a short term goal and a long term goal?
2. What are your goals? What obstacles are you likely to face in your quest to achieve them?
3. Do you think it is important to share your goals with other people?

## The Daily Reporter

As you take a tour of the museum, you will notice many business women and female inventors and scientists who have achieved great things. As you are walking through the exhibits, make notes of those that inspire you the most.

Once you have finished your tour, pretend you are a newspaper reporter and research a business woman or female inventor or scientist to find out about her life and achievements. Write a news article about a significant event in her career. You can use one of the women you learned about at The Women's Museum, or you can select someone that you know personally.

Be sure that in your article you discuss the accomplishments of the woman, as well as her path to success. What else can you find out about her? Does she have a family? What kind of education did she get? Why do you find her inspirational? Find out as much as you can so that your article will be very interesting.

## At the Museum

### My Super-Power

If you could have one super power, what would it be? Use the space below to write about your super-power and how you would use it.

# Changing Times

Technology can help us all to be successful. You use technology every day. You might be driven to school, or use a computer when you get there. You may even be using a mechanical pencil or pen to write with. Almost everything we use had to be invented and has gone through many changes and improvements. Here is a great game which will show you how almost everything around you has an interesting history behind it.

- Choose an item that helps you during the day. This item can be a computer, or a microwave or even a shoe for example.
- Do a little research and find out what changes and improvements have been made to that item since it was first invented.
- Write out a timeline with ten of the changes in chronological order.
- Using ten note cards, copy each change onto the cards (one fact per card).
- Find a partner. Exchange the note cards with your partner and see if he or she can put the events in the order that they happened. The one who gets the most cards correct wins!!

## My Super-Power cont..

Now that you have described your super-power, try to think of an item that helps serve a similar function. For example, maybe you wanted to be able to fly. Thanks to the Wright Brothers, we can all do that now every time we get on an airplane.

In a way, inventors are super-heroes. They imagine a power they would like to have or something that they would like to be able to do, and they invent a way to do it. Even though you probably don't have spider-webs shooting out of your fingers, you can still climb up vertical walls using repelling gear.

The next time you are thinking about a power you would like to have, take a minute and think if there is any way you could make something that would help accomplish that goal. Who knows, you may be the next person to invent something that will change the world.

## After the Museum

### Let's Invent!

**IDENTIFY A PROBLEM:** Think of a problem that needs to be solved. It can be a problem in your classroom (ex: Students' desks are always messy), a problem at home (ex: You can never find the television remote), or anything else!

**BRAINSTORM:** Individually or in small groups, come up with as many inventions to fix this problem as you can. Be creative- there are no "silly" ideas!

**NARROW IT DOWN:** In your groups, choose one invention to focus on. Work together to elaborate on this invention- figure out ways to make it even better, and be able to explain how it works in detail. Once you have figured out the details, create a patent application, using the following guidelines:

- Transmittal Letter: Includes your name, contact information, and title of the invention
- Specification: Brief description of your invention, how it is made (if possible) and diagrams
- Background: Description of problem, related inventions, and why they are not sufficient
- Detailed Description: Full description of your invention, advantages, how it solves the problem, and how it is better than other related inventions
- Claim: One sentence: "I (or We) claim the invention \_\_\_\_\_."

**MARKET YOUR IDEA:** Come up with a way to convince other people that your invention is a good one! What can you do to "sell" your idea? Decide on a trademark and a slogan to go with your invention. Create a short skit or commercial for your product, and present it to your class'