Teacher: Lord
Grade Level: 2nd

#### Louisiana Student Standards:

## Math

2.MD.C.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.

2.NBT.B.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

2.NBT.B.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.

# ELA

W.2.5 With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing.

W.2.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

W.2.7 Participate in shared research and writing projects (e.g., read a number of books on a single topic to produce a report; record science observations).

SL.2.5 Create audio recordings of stories or poems with guidance and support from adults and/or peers; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings.

## **Objective**:

- Students will demonstrate an understanding of the invention process by identifying a problem, designing a product, creating a prototype, developing a budget, calculating profit, and planning for advertisement.
- Students will apply critical and creative thinking skills to develop a unique solution to a real-world problem.
- Students will learn to collaborate, communicate, and present their ideas effectively.

<ul> <li>Science &amp; Engineering Practice (Check the ones that apply)</li> <li>Asking questions (for science) and defining problems (for engineering)</li> <li>Developing and using models</li> <li>Planning and carrying out investigations</li> <li>Analyzing and interpreting data</li> <li>Using mathematics and computational thinking</li> <li>Constructing explanations (for science) and designing solutions (for engineering)</li> <li>Engaging in argument from evidence</li> <li>Obtaining, evaluating, and communicating information</li> </ul>	Cross Curricular (Check the ones that apply)          Math         Science         Social Studies         Reading         Writing         21 <sup>st</sup> Century Technology Skills         Tied to Field Trip
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## Week 1: Engage

Objective: Students will identify a real-world problem and brainstorm ideas for a product or invention that could solve it.

- 1. Begin with a discussion on problem-solving and inventions. Talk about famous inventors and their contributions.
- Introduce the concept of identifying a problem that needs solving. Discuss various problems students have encountered and problems they are passionate about. What is Shark Tank? (Task 1)

- 3. Have them brainstorm ideas to focus on. (Task 3)
- 4. Students will pick one idea and brainstorm potential solutions and inventions to address the chosen problem.
- 5. Present their chosen problem and potential solutions to the class.

#### Week 2:Explore

Objective: Students will design a prototype of their invention.

- 1. Review the concept of prototypes and their importance in the design process; Define the problem, Research, Ideate, Prototype, Test, Evaluate, and Improve. (Task 4)
- 2. Students will sketch their invention. Encourage creativity and innovation.
- 3. Shark Tank Terms (Task 2)
  - a. **Vocab**

## Week 3: Explore

Objective: Students will develop a budget and calculate potential profit for their invention.

- 1. Finalize design.
- 2. Create a budget and selling point in order to have a profit. (Task 6)

## Week 4 & 5: Explore

Objective: Students will finalize the design and create a prototype of their invention.

- 1. Review the concept of prototypes and their importance in the design process; Define the problem, Research, Ideate, Prototype, Test, Evaluate, and Improve.
- 2. Provide materials for creating a physical prototype (craft supplies, recyclables, etc.).
- 3. Students will work on building their prototypes, making sure to consider functionality and how the invention solves the identified problem.
- 4. Provide assistance in calculating accurate measurements, dimensions, and making adjustments to their prototypes.
- 5. Each group presents their prototype to the class, explaining how it addresses the problem.
- 6. Encourage peer feedback and collaboration for improvements.

## Week 6: Explain

Objective: Students will plan and create an advertisement for their invention. (Task 5)

- 1. Discuss the importance of advertising in promoting a product and attracting customers.
- 2. Introduce the importance of effective communication and marketing- 4Ps.
- 3. Teach basic concepts of advertisement, target audience, and persuasive language in English Language Arts.
- 4. Help students create a simple pitch for their product.
- 5. Explain different advertising techniques (TV commercials, posters, social media, etc.).
- 6. Students will brainstorm and plan an advertisement for their invention.
- 7. Students will use the chromebook for researching advertising strategies and creating digital materials (posters, videos, etc.).
- 8. Each group presents their advertisement plan to the class.

#### Week 7: Evaluate & Reflect

Objective: Students will present their invention, prototype, budget, and advertisement plan to the class and reflect on the entire process.

- 1. Each group will give a formal presentation to the class, showcasing their invention, prototype, budget, and advertisement plan.
- 2. After each presentation, allow time for questions and feedback from the class.
- 3. Teacher will facilitate a group discussion on the overall experience. Ask students to reflect on what they learned, challenges they faced, and how they worked as a team.
- 4. Encourage students to consider how their invention could impact the world and improve people's lives.
- 5. Students will be given an opportunity to make adjustments before presenting for the "Shark Tank"

#### Week 8: Final Presentation

Objective: Students will present their product and final pitch to a panel of judges.

- 1. Judges will have an opportunity to ask questions and invest in the company's idea.
- 2. Judges will have a score sheet to give back to the company for feedback.

#### Additional Teacher Resources: