

The Inventors Hall of Fame | Lesson Plan

What is the importance of the National Inventors Hall of Fame?

Students will understand that innovation leads to the creation of new and useful things and should be recognized and celebrated. They will learn about the National Inventors Hall of Fame Museum through the eyes of playful characters Otto and Smidge.

Learning Objectives:

- Be able to identify examples of innovation and how they help people.
- Recognize the importance of celebrating innovation.
- Have a basic understanding of The Inventors Hall of Fame and what it signifies.
- Describe famous innovators from the Hall of Fame, such as Edward W. Bullard, Thomas Edison, and Nikola Tesla.
- Be able to recall important information from the story.

Key Vocabulary:

- **National Inventors Hall of Fame:** Located in Alexandria, Virginia, it is considered America's "national monument of innovation."
- **Innovation:** Developing new designs, ideas, or products or improving existing ones.
- **Patent:** A legal property right granted to an inventor.

Educational Standards: CCRA.W.2, CCRA.W.7, CCRA.W.9, CCRA.L.4, CCRA.L.6, CCRA.SL.4, CCRA.SL.6

Academic Subject Areas: America, American Values, History

What You'll Need

- Video: *Otto's Tales: Let's Visit the Inventors Hall of Fame* (Watch [Here](#))
- Worksheet: *Otto's Tales: Let's Visit the Inventors Hall of Fame* (Click [Here](#))
- Book (optional): *Otto's Tales: Let's Visit the Inventors Hall of Fame* (Purchase [Here](#))
- Coloring materials

Lesson Plan (45 mins.)

Warm-Up: (5-7 mins.)

1. Ask students what they think inventors do. Guide them toward the concept that inventors create new and useful things.
2. Have a small showcase of simple inventions (pictures or actual objects) such as a wheel, hard hat, light bulb, or paper clip. Discuss why each is innovative, why people might use these inventions, and what problems they solve.



Watch and Complete: (15-20 mins.)

1. Read aloud from the book or play *Otto's Tales: Let's Visit the Inventors Hall of Fame* video, pausing to ask questions or discuss what is happening.
 - What invention does Smidge want to make? Why do you think she wants to invent it?
 - Where do Otto and Smidge decide to visit and why?
 - What does the Inventors Hall of Fame have on display?
 - Which invention do Otto and Smidge learn about that prevents worker injuries?
 - How are elephants more protected because of innovation?
 - How is the original hard hat different from the hard hats of today?
 - What is the difference between competition and fighting?
 - Why did Thomas Edison and Nikola Tesla butt heads?
 - What is a patent?
2. Once the story is done, ask the students why they think innovation is important. What inventions do they use daily that make their lives easier, and can they think of something they wished existed that hasn't been invented yet?
3. Hand out the worksheet and explain to the students that they will get to create their own inventions. They will draw it on the worksheet, which shows an empty museum exhibit, so it looks like their work is on display at the Inventors Hall of Fame. Students can also add a few sentences describing their inventions, the materials they are made of, and how their inventions will help others.

Wrap-Up: (15-18 mins.)

1. Give students time to finish their drawings. (These can later be collected as a formative assessment.)
2. Have students participate in a "gallery walk" where they leave their drawings displayed on their desks. Students will then walk around the classroom, viewing each other's inventions.
3. Recap the learning objectives by asking what they learned about inventions and why they are important.
4. Just like Otto and Smidge learn from their visit, summarize by emphasizing that new ideas are important and anyone can be an inventor.

Don't have time for the full lesson? Quick Activity (15-20 mins.)

After watching the video, distribute the worksheet and allow students to discuss their favorite character or part of the story and ideas for future innovations.