

I.D.E.A. *(Invention, Design & Exploration Adventure)*

PRE-VISIT PAGE (GRADES 3-8) 60 minutes

The Arizona Science Center will be visiting your location with all of the equipment needed for your group to enjoy and participate in a 60-minute program covering designing inventions.

CONCEPTS

- To understand the goal of an invention or design. Does it make something faster, smaller, easier, etc?
- Learning scientific method – hypothesis, testing, observations, modifications, and results.
- Working by trial and error. What can you do to improve?

EXTENSION ACTIVITIES

- Find or create a problem and then design an invention to solve it. For example: You live on a planet made entirely of lava! Design shoes for this planet.
- Look at everyday items all around you. What were the reasons for those inventions and/or how have they been improved over time?

PROGRAM NEEDS

- **Requires a level surface for students to work on (flat desks or tables)**
- **Limited to 30 participants who will work in groups of 3**
- **Class teacher/instructor must remain in room for duration of program**