

# You Are an Inventor

Now it is your turn to be an inventor. Follow the following process. Each component will be a percentage of your final evaluation.

1. Identify your invention. What's the title of your invention?
2. Create a blueprint of your invention. (We'll discuss blueprint ideas in class)
3. Create an advertisement for your invention. (We'll discuss advertisement ideas in class)
4. Prototype. Create an example of your invention. Even if it's not functioning, a model will work.
5. Presentation. Present your invention to the class by explaining why your invention is important and why it needs to be part of our lives. Persuade us by using your advertisement pitch.
6. Take-it or Leave-it chart: Each member of the class will be given a take-it or leave-it chart. We'll look at the class data when we finish presentations.

6 components of this project – 16 points each – point system of 96. 4 points for data analysis of the take it or leave it chart.