Lesson Name: Change in Community from Human Inventions
Grade / Subject: 3rd grade/Social Studies
Standard / Objective: Social Studies Standard 2, Objective 1f
Vocabulary: inventions, community
Integration: Art, Shared Reading, Writing, Music, Technology
Materials:
- “Mistakes that Worked” by Charlotte Foltz Jones
- “Which invention am I?” PowerPoint presentation
- “Inventions Change Communities” worksheet
- See Individual Practice for station materials
Preparation: stations, PowerPoint

Lesson Development
Anticipatory Set: Show pictures of my favorite inventions. Read a few selections from the book “Mistakes that Worked” by Charlotte Foltz Jones.
Presentation: Play “Which invention am I?” on a PowerPoint presentation to teach about various inventions. As students learn about each invention, they should fill out the “Inventions Change Communities” worksheet. Discuss the changes that occurred because of each invention.
Guided Practice: Invention worksheet (filled out during PowerPoint)
Individual Practice: Stations - Typically I split the class into 5 or 6 groups. I have 6 stations listed below.
- **Riddle Station**: There is a set of invention cards and an answer key. Students divide into 2 groups. Students read an invention card. One team chooses an answer. The other team shares if they are right or wrong by using the answer key. If they are right, they get an “I”. The point of the game is to try and spell the word “INVENT”.
- **Game Station**: The students play the “Famous Inventions” card game (found at FunFinity). Have them play the easy level. Directions are inside the box.
- **Art Station**: Students choose to complete one of the following art activities:
  - Draw a picture of your favorite invention.
  - Write a poem about your favorite invention.
  - Write a short story (fiction or non-fiction) about your favorite invention.
• **Picture Station**: Students will examine the pictures found here. Then, they must complete the Venn diagram, comparing the community before the invention with after the invention.

• **Hall of Fame Station**: Students decide who their "all-star inventor" is or what their "all-star invention" is and create a baseball card. They put the picture of their inventor or the invention on one side and then information about the invention on the other side.

• **Discovery Box Station**: There are numbered boxes at this station with parts of a famous invention inside. Students must write down on the paper what they think is in each box. They also record how they think the invention changed communities. After they finish, they discuss with their group members what they thought was in each box. Then, they carefully open the boxes and find out what was actually in each box.

**Assessment**: Read "The Important Book" by Margaret Wise Brown. Tell the students that they will make their own important books. They get to choose their favorite invention and that will be the subject of their important books.

**Extensions**: Have students think of an invention (e.g. a pencil, sneakers, a watch, a car, etc.) and write how they would improve this invention.

Analyze and discuss the changes that occurred from the inventions found in our Literacy Place book "Time Detectives" using the story "Clues to the Past: A to Z."
