



## We Are INNOVATORS!

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### What is Innovation?

Innovation means different things to different people. Ask students to participate in small groups of 4-5 students. Their task is to define innovation in one of the following ways:

1. A sentence
2. A list of five to ten words
3. Pictorial representation
4. Other way of their choosing

Check out [Resources from the Henry Ford Museum of American Innovation](#) for how to go deeper in this lesson.

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## What would you change?

We don't often ask young people in classrooms what they would do differently in school if they had the chance. We aren't talking about adding more pizza to the menu or all-day recess. If they could be principal of their school, how would they think creatively to make learning fun and innovative? Use the [Design Process approach](#) which allows students to find inspiration in groups and generate ideas from open conversations.

## Computing Innovation

December 4-10, 2017 is Computer Science Education Week. That week is also when students and schools can participate in the Hour of Code, designed to "demystify" coding and computer science for students of all ages. Check out the lesson plans on [Code.org](#)

Another idea is to look specifically at innovation in computing.

Have students select a computing innovation. Describe the positive and negative impacts it has had on the world.

Speculate on how students 25 years from now will answer, "What computing innovation has had a significant impact on your life?"

Check out how to [dig deeper in this lesson](#).

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### **Suggested picture books for Innovators:**

*Rosie Revere, Engineer*, by Andrea Beaty

*Hello Ruby, Adventures in Coding*, by Linda Llukas

*The Most Magnificent Thing*, by Ashley Spires

*What Do You Do with an Idea*, by Kobi Yamada

*Papa's Mechanical Fish*, by Candace Fleming

*If I Built a Car* by Chris Van Dusen

*Not a Book* by Antoinette Portis

*11 Experiments that Failed*, by Jenny Offill and Nancy Carpenter

*The Junkyard Wonders*, by Patricia Polacco

**Suggested books for older Innovators:**

*Mistakes that Worked: The World's Famillia Inventions and How They Came to Be*, by  
Charlotte Foltz Jones

*The Invention of Hugo Cabret*, by Brian Selznick

*Billy Sure, Kid Entrepreneur* by Luke Sharpe

*Ben Franklin's Big Splash*, by Barb Rosenstock