

INVENT: An African American Inventors Curriculum

Target Audience: Grades 4 - 8

Description: The African American Inventors Curriculum uses George Washington Carver, African-American scientists, teacher and inventor, as a role model for creative problem-solving, invention, creative thinking and analysis. The curriculum is designed to encourage youth to develop creative and critical thinking skills, to encourage young people to view themselves and inventors and problem-solvers, to increase youth's awareness of African-American history and cultural pluralism, and to comprehend and apply scientific principles in everyday life.

Science Skills: This curriculum is designed to meet citizenship, math, reading and science learning concepts and outcomes for fourth and sixth grades. Science skills include:

Selection of instruments, organization of observations, standard/non-standard units of measurement, use of flow charts, predict patterns, selecting resources and tools, evaluating observations and measurements, sage use of materials and devices, physical vs. chemical change, weather, pollution, conservation of resources, basic needs of living things

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Lesson One: What Does it Take to be Creative/inventive?

Lesson Two: Inventions and Inventors

Lesson Three: Who was George Washington Carver?

Lesson Four: The Blues

Lesson Five: Musical Instruments

Lesson Six: Inventor of Safety Devices

Lesson Seven: Granville Woods' Impact on Communications

Lesson Eight: Dr Ernest Just - Researcher, Health Professional and Cell Biologist

Lesson Nine: Benjamin Banneker - Genius of the Scientific World

Lesson Ten: The Million Dollar Walker Method

Lesson Eleven: Mistakes that Became Success

Lesson Twelve: Quiet Talk and Messages

Lesson Thirteen: Invention Extension

INVENT can be borrowed from your local County Extension Office.