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INVENTING
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REQUIREMENT 1A:

EXPLAIN TO YOUR MERIT BADGE COUNSELOR THE ROLE OF INVENTORS AND THEIR INVENTIONS IN THE ECONOMIC DEVELOPMENT OF THE UNITED STATES.



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REQUIREMENT 1B: LIST THREE INVENTIONS AND STATE HOW THEY HELPED HUMANKIND.

Invention #1:

How this invention helped humankind:

Invention #2:

How this invention helped humankind:

Invention #3:

How this invention helped humankind:



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DO ONE OF THE FOLLOWING (2A OR 2B) IN REQUIREMENT 2

REQUIREMENT 2A: IDENTIFY AND INTERVIEW WITH A BUDDY (AND WITH YOUR PARENT'S PERMISSION AND MERIT BADGE COUNSELOR'S APPROVAL) AN INDIVIDUAL IN YOUR COMMUNITY WHO HAS INVENTED A USEFUL ITEM. REPORT WHAT YOU HAVE LEARNED TO YOUR COUNSELOR.

Person to interview:

Name of your Buddy who will be working with you:

Notes:

_____	_____
Counselor's Name	Phone
_____	_____ <input type="checkbox"/> approved
Counselor's Signature	Date
_____	_____
Parent's Name	Phone
_____	_____ <input type="checkbox"/> approved
Parent's Signature	Date



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REQUIREMENT 2B: READ ABOUT THREE INVENTORS.

Inventor #1:

Inventor #2:

Inventor #3:

REQUIREMENT 2B: SELECT THE ONE YOU FIND MOST INTERESTING AND TELL YOUR COUNSELOR WHAT YOU LEARNED.

Inventor you selected:

Notes:



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REQUIREMENT 3: DO EACH OF THE FOLLOWING:

REQUIREMENT 3A: DEFINE THE TERM INTELLECTUAL PROPERTY.

Notes:

REQUIREMENT 3A: EXPLAIN WHICH GOVERNMENT AGENCIES OVERSEE THE PROTECTION OF INTELLECTUAL PROPERTY...

Notes:

REQUIREMENT 3A: ...THE TYPES OF INTELLECTUAL PROPERTY THAT CAN BE PROTECTED...

Notes:



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REQUIREMENT 3A: ...HOW SUCH (INTELLECTUAL) PROPERTY IS PROTECTED...

Notes:

REQUIREMENT 3A: ...WHY PROTECTION IS NECESSARY.

Notes:

REQUIREMENT 3B: EXPLAIN THE COMPONENTS OF A PATENT...

Notes:



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REQUIREMENT 3B:

...AND THE DIFFERENT TYPES OF PATENTS AVAILABLE.

Notes:

REQUIREMENT 3C:

EXAMINE YOUR SCOUTING GEAR AND FIND A PATENT NUMBER ON A CAMPING ITEM YOU HAVE USED. WITH YOUR PARENT'S PERMISSION, USE THE INTERNET TO FIND OUT MORE ABOUT THAT PATENT.

Notes:



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REQUIREMENT 3C:

COMPARE THE FINISHED ITEM WITH THE CLAIMS AND DRAWINGS IN THE PATENT.
REPORT WHAT YOU LEARNED TO YOUR COUNSELOR.

Notes:

REQUIREMENT 3D:

EXPLAIN TO YOUR COUNSELOR THE TERM PATENT INFRINGEMENT.

Notes:



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REQUIREMENT 4: DISCUSS WITH YOUR COUNSELOR THE TYPES OF INVENTIONS THAT ARE APPROPRIATE TO SHARE WITH OTHERS, AND EXPLAIN WHY.

Notes:

REQUIREMENT 4: TELL YOUR COUNSELOR ABOUT ONE NONPATENTED OR NONCOPYRIGHTED INVENTION AND ITS IMPACT ON SOCIETY.

Notes:



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REQUIREMENT 5:

CHOOSE A COMMERCIALY AVAILABLE PRODUCT THAT YOU HAVE USED ON AN OVERNIGHT CAMPING TRIP WITH YOUR TROOP. MAKE RECOMMENDATIONS FOR IMPROVING THE PRODUCT, AND MAKE A SKETCH THAT SHOWS YOUR RECOMMENDATIONS. DISCUSS YOUR RECOMMENDATIONS WITH YOUR COUNSELOR.

Notes:



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REQUIREMENT 6:

THINK OF AN ITEM YOU WOULD LIKE TO INVENT THAT WOULD SOLVE A PROBLEM FOR YOUR FAMILY, TROOP, CHARTERED ORGANIZATION, COMMUNITY, OR A SPECIAL-INTEREST GROUP. THEN DO EACH OF THE FOLLOWING, WHILE KEEPING A NOTEBOOK TO RECORD YOUR PROGRESS.

What you will Invent:

REQUIREMENT 6A:

TALK TO POTENTIAL USERS OF YOUR INVENTION AND DETERMINE THEIR NEEDS.

Needs:

REQUIREMENT 6A:

THEN, BASED ON WHAT YOU HAVE LEARNED, WRITE A STATEMENT DESCRIBING THE INVENTION AND HOW IT WOULD HELP SOLVE A PROBLEM.

Statement:



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REQUIREMENT 6A: THIS STATEMENT SHOULD INCLUDE DETAILED SKETCH OF THE INVENTION.

Sketch:



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REQUIREMENT 6B:

CREATE A MODEL OF THE INVENTION USING CLAY, CARDBOARD, OR ANY OTHER READILY AVAILABLE MATERIAL. LIST THE MATERIALS NECESSARY TO BUILD A PROTOTYPE OF THE INVENTION.

Notes:

REQUIREMENT 6C:

SHARE THE IDEA AND THE MODEL WITH YOUR COUNSELOR AND POTENTIAL USERS OF YOUR INVENTION. RECORD THEIR FEEDBACK IN YOUR NOTEBOOK.

Feedback:



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REQUIREMENT 7:

BUILD A WORKING PROTOTYPE OF THE ITEM YOU INVENTED FOR REQUIREMENT 6. **(BEFORE YOU BEGIN BUILDING THE PROTOTYPE, YOU MUST HAVE YOUR COUNSELOR'S APPROVAL, BASED ON THE DESIGN AND BUILDING PLANS YOU HAVE ALREADY SHARED).**

Counselor's Name

Phone

Counselor's Signature

Date

approved

Notes:



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REQUIREMENT 7:

TEST AND EVALUATE THE INVENTION. AMONG THE ASPECTS TO CONSIDER IN YOUR EVALUATION ARE COST, USEFULNESS, MARKETABILITY, APPEARANCE, AND FUNCTION.

Notes:



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REQUIREMENT 7: DESCRIBE HOW YOUR ORIGINAL VISION AND EXPECTATIONS FOR YOUR INVENTION ARE SIMILAR OR DISSIMILAR TO THE PROTOTYPE YOU BUILT.

Notes:



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REQUIREMENT 7: HAVE YOUR COUNSELOR EVALUATE AND CRITIQUE YOUR PROTOTYPE.

Counselor's Name

Phone

Counselor's Signature

Date

approved

Counselor's Notes:



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REQUIREMENT 8B: VISIT A MUSEUM OR EXHIBIT DEDICATED TO AN INVENTOR OR INVENTION, AND CREATE A PRESENTATION OF YOUR VISIT TO SHARE WITH A GROUP SUCH AS YOUR TROOP OR PATROL.

Place of Visit

Inventor or Invention

Notes:



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REQUIREMENT 9:

DISCUSS WITH YOUR COUNSELOR THE DIVERSE SKILLS, EDUCATION, TRAINING, AND EXPERIENCE IT TAKES TO BE AN INVENTOR.

Skills:

Education:

Training:

Experience:

Notes:



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REQUIREMENT 9: DISCUSS HOW YOU CAN PREPARE YOURSELF TO BE CREATIVE AND INVENTIVE TO SOLVE PROBLEMS AT HOME, IN SCHOOL, AND IN YOUR COMMUNITY.

At Home:

In School:

In your Community:

REQUIREMENT 9: DISCUSS THREE CAREER FIELDS THAT MIGHT UTILIZE THE SKILLS OF AN INVENTOR.

Career Field #1:

Notes:

Career Field #2:

Notes:

Career Field #3:

Notes: