



Seattle Innovations
PORTABLE MUSEUM

OVERVIEW

Innovation Trunk: Lesson Planning Calendar

The following calendar is a suggested plan to help you maximize your time with the Portable Museum. The lesson plans provided build on each other to help you teach your students important social studies skills, as well as personal and social skills and curricular content. Homework is designed to be optional, and most homework assignments can also be used as extension activities, or opening activities for the following days lesson. The exception is the homework activities for days 8 and 9, which are required tasks if students will be doing the following day’s lesson.

It is suggested that students form “Innovation groups” for the duration of the unit.

Day 1	Day 2	Day 3	Day 4	Day 5
<u>Lesson Plan 1:</u> Introduction to Innovation – what is it, why is it important, and why Seattle?	<u>Lesson Plan 2:</u> Introduction to Artifact Analysis Part I: How to look at an artifact.	<u>Lesson Plan 3:</u> Introduction to Artifact Analysis part II: categorizing. What themes can we find in these artifacts?	<u>Lesson Plan 4:</u> Innovation Iteration – where do artifacts fall on the chronology of iterative innovation?	<u>Lesson Plan 5:</u> Resources – Explore how physical resources affect innovation by reverse engineering an artifact.
<u>Homework:</u> Paragraph - What is one innovation that you use every day that makes your life better? How is it helpful?	<u>Homework:</u> Short story from the perspective of an artifact.	<u>Homework:</u> Find examples outside of school of additional innovations that fit into the core themes.	<u>Homework:</u> Design Artifact Improvement – invent an improvement to an existing artifact.	<u>Homework:</u> Consider what stakeholders might be involved in the creation of your artifact.
Day 6	Day 7	Day 8	Day 9	Day 10
<u>Lesson Plan 6:</u> Collaboration – use collaborative skills to solve a design challenge and crack a history mystery.	<u>Lesson Plan 7:</u> Creativity – design as many new ideas as possible that improve, transform, disrupt, and create new solutions.	<u>Lesson Plan 8:</u> Why Innovate? – explore things that are working well, things that are working poorly, and how to tell the difference.	<u>Lesson 9:</u> Brainstorming – Collaborate with peers to brainstorm potential solutions to problems.	<u>Lesson Plan 10:</u> Evaluation - Present your innovation to your peers and gather feedback.
<u>Homework:</u> Flexible reflective assignment about the places in our community we see collaboration being effectively utilized.	<u>Homework:</u> Create an advertisement for your favorite invention created in class.	<u>Homework:</u> Brainstorm and interview – come up with two problems you think are worth solving, and one that somebody else would like to have solved.	<u>Homework:</u> Prototyping – design a way to pitch how your idea will work to someone else.	<u>Homework:</u> Carry your lessons from the innovation unit forward with you!

Innovation Trunk Contents Outline

This is a list of the materials you will find in this portable Museum Trunk. Many additional digital resources are available on the included flash drive.

Artifacts

- A1. [Seattle Foot](#)
- A2. [LifePak AED Trainer](#)
- A3. [Medic One Uniform Patch](#)
- A4. [Sonicare Toothbrush](#)
- A5. [Coast Salish Canoe Paddle Models](#)
- A6. [Boeing 707 Model](#)
- A7. [Carbon Fiber Composite Material](#)
- A8. [Cedar Bark Mat](#)
- A9. [Filson Tin Cloth Sample](#)
- A10. [Sno-Seal](#)
- A11. [Therm-a-Rest](#)
- A12. [Prest-to Log Matchbook Cover](#)
- A13. [Fizz-Nik](#)
- A14. [Carnation Condensed Milk Post-Card](#)
- A15. [Eddie Bauer Shuttlecock](#)
- A16. [Snap-Lock Beads](#)
- A17. [Hypercolor T-Shirt](#)
- A18. [Smiley Face Button](#)
- A19. [Amazon Kindle – First Generation](#)

Photos

- P1. [Jim Clark Running with Seattle Foot](#)
- P2. [Medic One](#)
- P3. [Fishing Camp - Skokomish](#)
- P4. [Boeing 787 Fuselage](#)
- P5. [Therm-a-Rest Backpacker](#)
- P6. [Moen Faucet](#)

Documents

- D1. [Filson Outdoor Clothes Ad](#)
- D2. [Fizz-Nik Patent](#)
- D3. [Paul Tutmarc Bass Guitar Ad](#)
- D4. [Moen Single Handled Faucet Ad](#)

Other

- 1. Artifact ID Photos (x18)
- 2. Flash Drive (with digital teaching materials)
- 3. Disruptus Cards
- 4. Lesson 4 Supporting Photographs
- 5. Lesson 6 Supporting Photographs and Documents
- 6. Engineering Process Cards

