

Navigators - A World of Bright Ideas

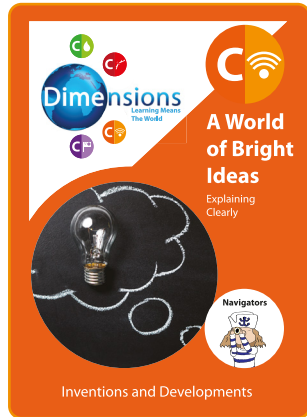
What

I

Should

Know

Dimensions
CURRICULUM



Overview

"A World of Bright Ideas" is a thematic unit which focuses on the creative process of invention and design. We will look at important inventions over time, before moving on to learning about more current issues such as patenting and copyright. We will actively engage in the design and make process, looking at the steps involved from generating a concept to producing a commercially viable product.

What is Copyright?

Copyright is one of the ways that a person can own something they have created. This means that they can make money from their work and make it clear to everyone that they have created it. If someone holds the copyright for a piece of work, others are not allowed to copy it or use it without their permission. If they do, this is known as plagiarism.

What is a Trade Mark?

Trade marks protect a brand name and can be words, a logo, or both. When a trade mark is registered, the owner can use the symbol next to it. If people register their trademark, they can stop other people using it without their permission.



What is a Patent?

A patent for an invention is granted by government to the inventor, giving them the right to stop others, for a limited period, from making, using or selling the invention without their permission. When patent protection is granted and the invention becomes the property of the inventor, it can then be sold, rented or hired out by them.

Innovation and Invention

Innovation is the process of translating an idea or invention into a product or service that creates value and is often something that customers will pay for. Here are some important innovations and their inventors:-

The light bulb - Thomas Edison 1878

The Telephone - Alexander Graham Bell 1876

The Printing Press - Johannes Gutenberg 1450

Can you think of any more important inventions that have improved our lives?

The Television - John Logie Baird 1925

The Train - James Watt 1804

The First Vaccine - Edward Jenner 1796

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Vocabulary

Brand	a mark to show ownership, maker or quality
Commercial	about buying and selling goods and services
Copyright	a law that gives the owner of a work the right to say how other people can use it
Innovation	a new idea, method or device
Invention	something that has never been made before
Logo	a recognisable and distinctive picture, name, symbol or other device used to identify a product or an organisation
Patent	a document that gives an inventor the right to stop other people making or using their invention
Plagiarism	using someone else's words or ideas and passing them off as your own
Trademark	a name or symbol that a company uses on its products

Concept Flow

- To understand the meaning of the term 'copyright' and learn about why it is important
- To know about and understand what a patent is
- To know and understand what a trademark is
- To learn about important inventions from the past



My Notes / Questions

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