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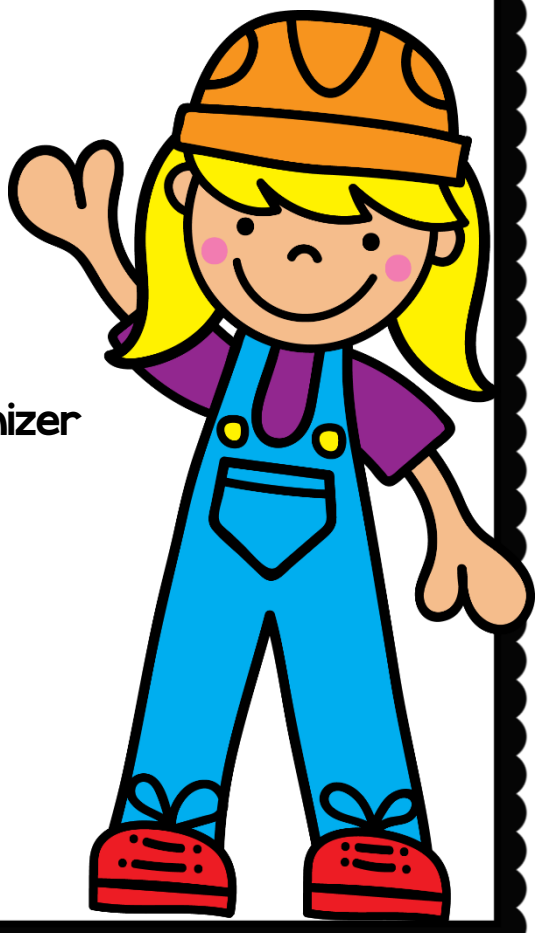
The following activities and organizers are designed to be used as supplements to the popular children's book, Rosie Revere, Engineer, written by Andrea Beaty and illustrated by David Roberts. This read aloud is the perfect companion to a study of inventors and engineers. The organizers provided allow students to practice a variety of core comprehension skills. There are also extension activities to allow the students to be engineers and imagine/create their own original inventions. I would suggest that the following YouTube video be shown to introduce your students to the concept of engineering:

"What is Engineering?"



Comprehension & Discussion Questions

- How would you describe Rosie? What does she like? What does she dislike?
- Why do you think Rosie might hide her inventions?
- What are some of the inventions that Rosie created throughout the story? What problems did those inventions solve?
- What are some problems that Rosie faced and how did she solve them?
- Why did Rosie think that some of her inventions were failures? How did she turn those failures into successes?
- How did Rosie's opinions and actions change throughout the story?
- How would you describe Aunt Rose? How did she help Rosie?
- What are some lesson or morals that we learned from the story?
- What does this story remind you of? How can we be more like Rosie?

VOCABULARY CARDS 1

engineer

hideaway

gadgets

gizmos

swooping

VOCABULARY CARDS 2

dispenser

helium

wheezed

perplexed

dismayed

VOCABULARY CARDS 3

relation

dynamo

lingered

approached

flop

VOCABULARY CARDS 4

sputtered

twitched

whirled

doohickeys

lever

VOCABULARY CARDS 5

gear

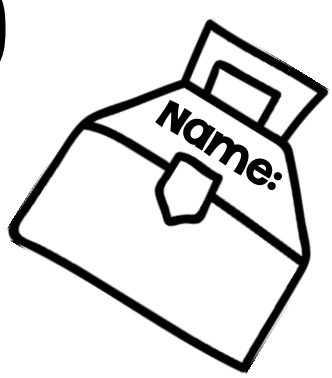
baffled

success

failure

headscarf

Rosie Revere, Engineer



characters

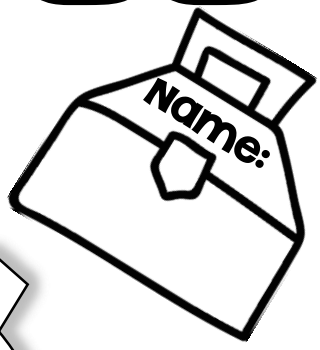
setting

main idea

Most Important part

Text connection

sequencing



First

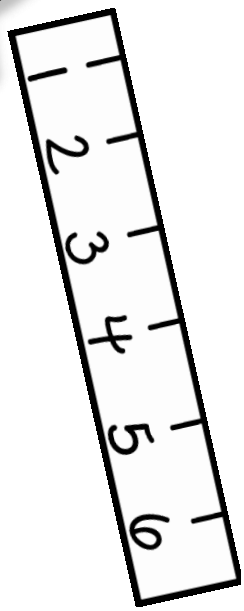
Next

Then

After that,

Next

Finally



Name:_____

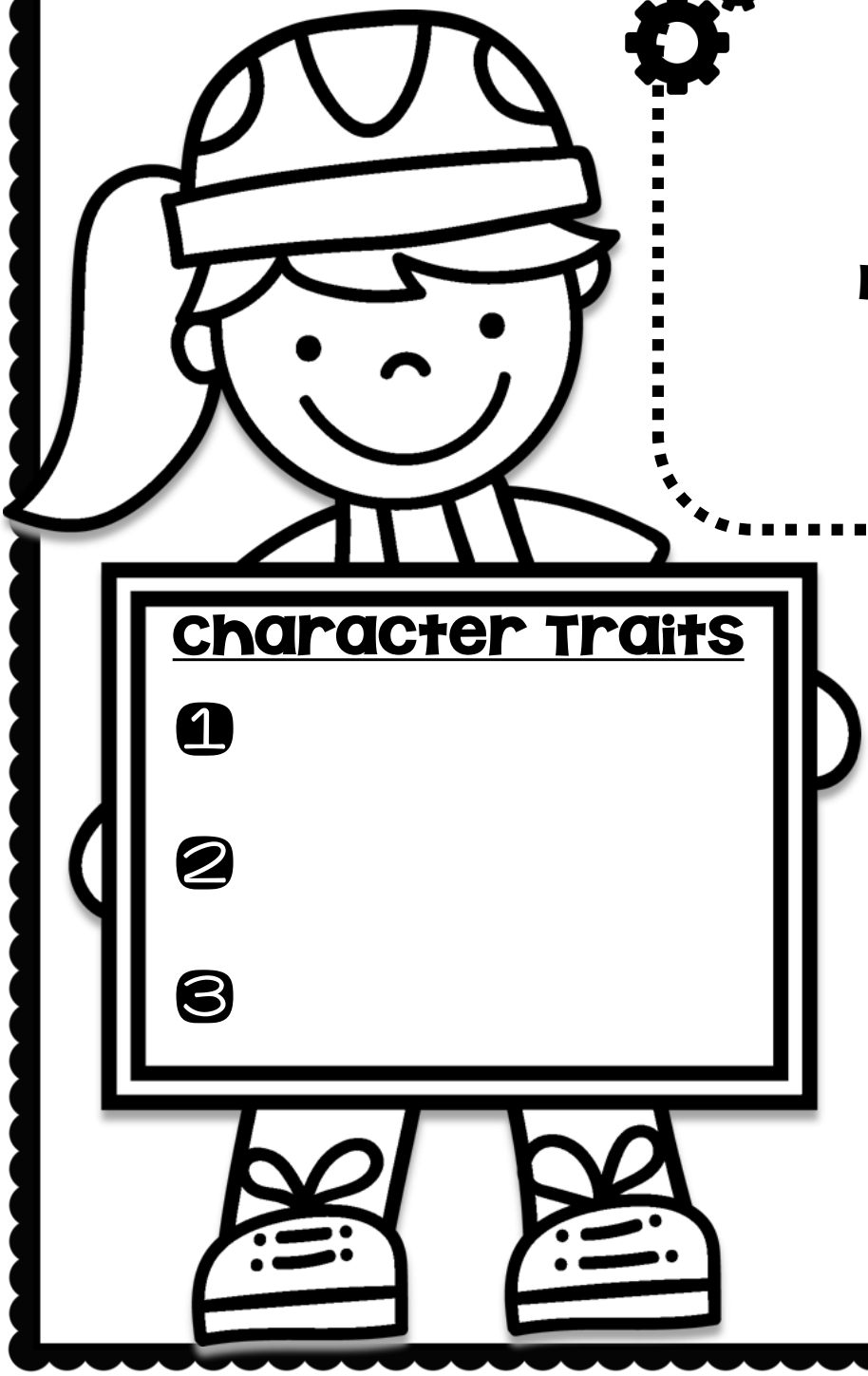
cause	effect
	
	
	

ALL ABOUT ROSIE

What Rosie looks like:

Rosie LIKES:

Rosie DISLIKES:



character traits

1.

2.

3.

Rosie and I are ALIKE because:

_____

_____

_____

_____

Rosie and I are DIFFERENT because:

_____

_____

_____

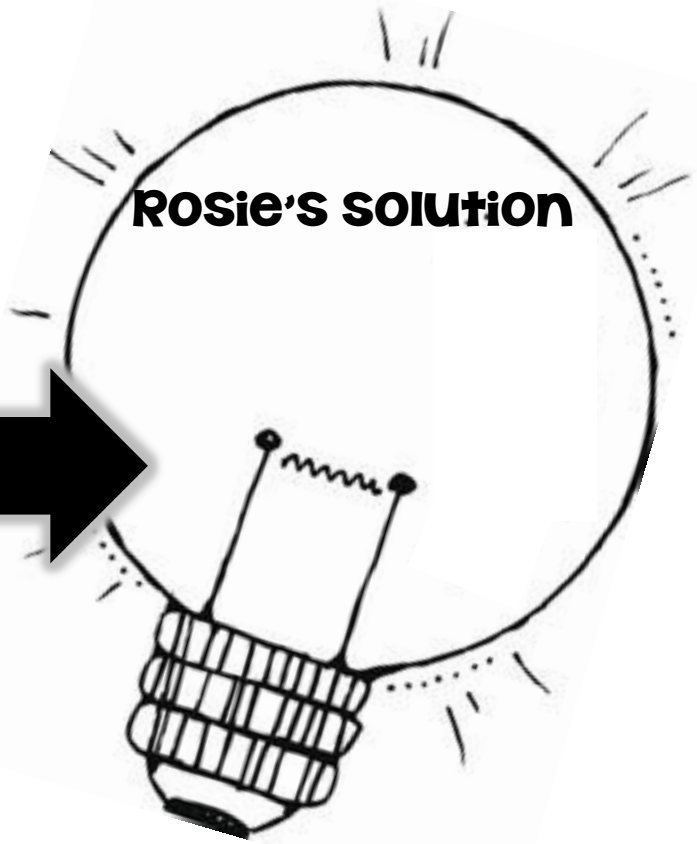
_____

Problem & Solution

Name:_____

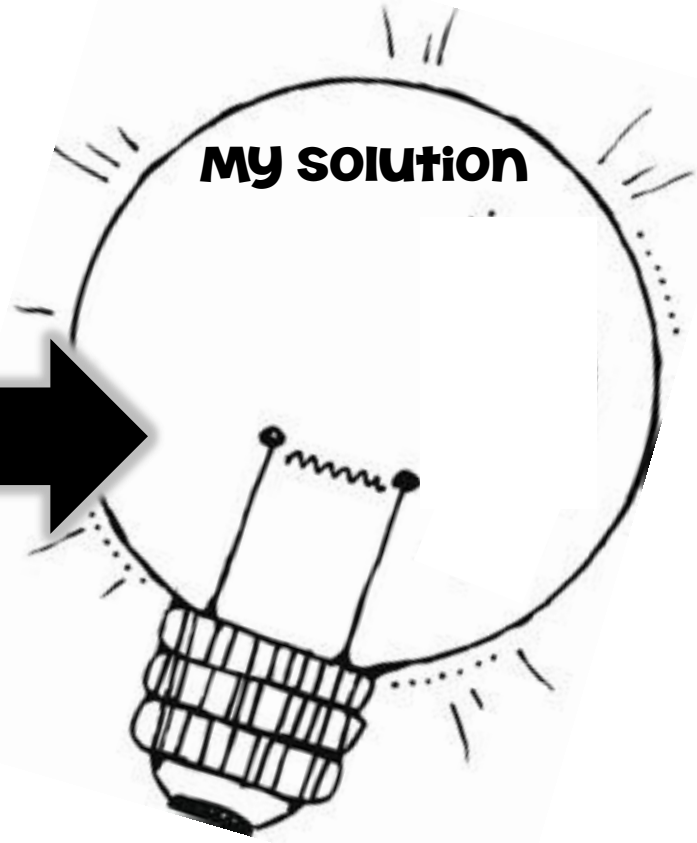
Rosie's problem

Rosie's solution



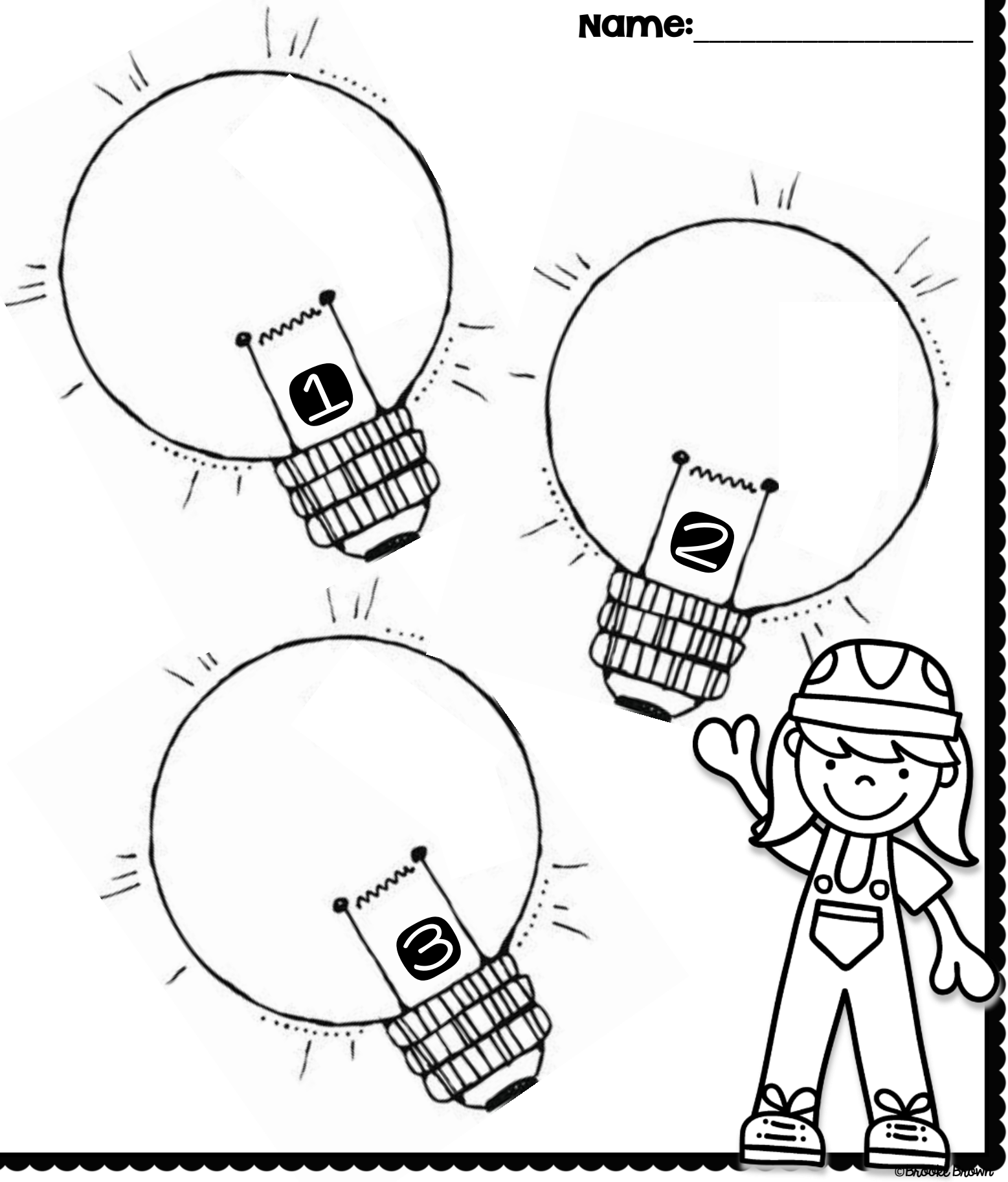
My problem

My solution

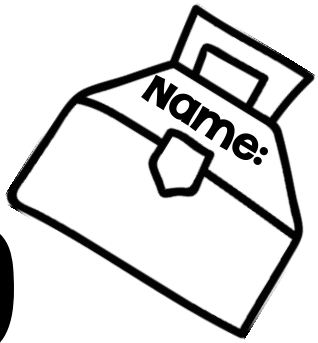


Lessons Learned from Rosie

Name:_____



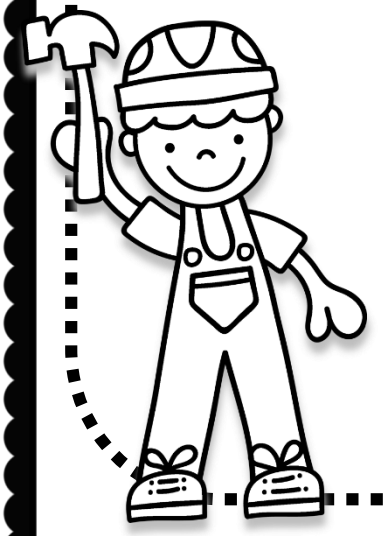
Me as an Engineer

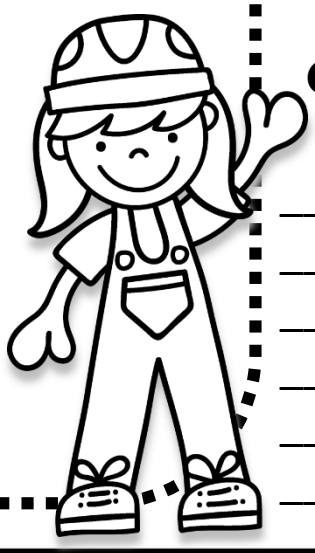


What does an engineer do?

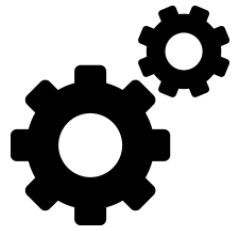
What does an engineer need?

What will I build and create as an engineer?





The Inventor Game



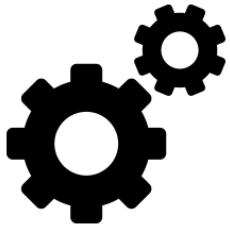
For this whole class activity, you will need 3-5 handheld kitchen utensils, such as tongs, a whisk, a spatula, etc.

This game is designed to spark students' imaginations, encourage them to think divergently, and help them to think like inventors.

Have your students seated in a circle, and hold up one of the kitchen utensils. Ask them what they think the tool might be called and what it might be used for. Tell your students that they will be thinking like inventors today, and not seeing things as the are, but instead seeing them in new and creative ways. Then say. "This is not a whisk. It is a ....." complete the sentence with a new use for the utensil. (i.e. a hair curler, a microphone, a drumstick) Then, pass the utensil to a student in the circle and ask them to repeat the sentence with a new invention. Have that student pass to the student next to him or her and repeat. Try to go all the way around the circle with each student stating a new use for the tool.

Repeat the game using different kitchen utensils.

Original Inventions



The following booklet and presentation guide are provided if you wish to have students design and/or create their own original inventions. You may wish to have students design them on paper without actually creating them. You might also have them create their inventions in class out of readily available materials or create their inventions at home and bring them back to present to the class.

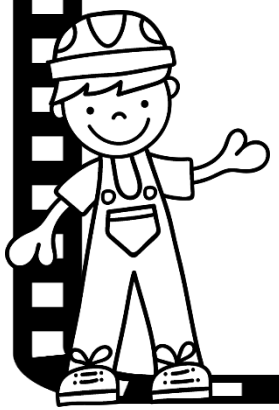
Suggestions for Inventions:

- Game
- Structure
- Toy
- Tool
- Musical Instrument

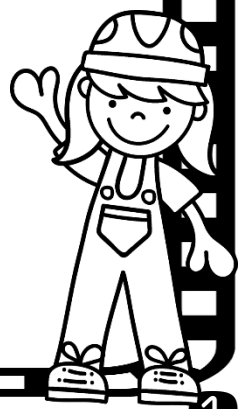
My Invention

Name: _____

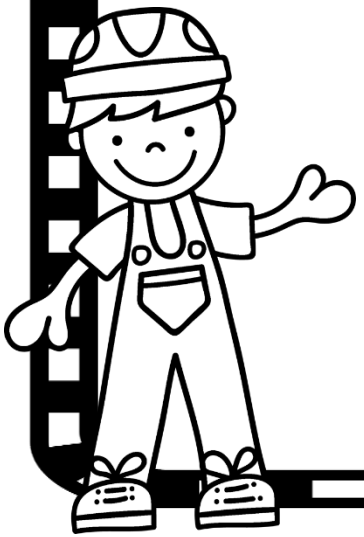
Name of my Invention



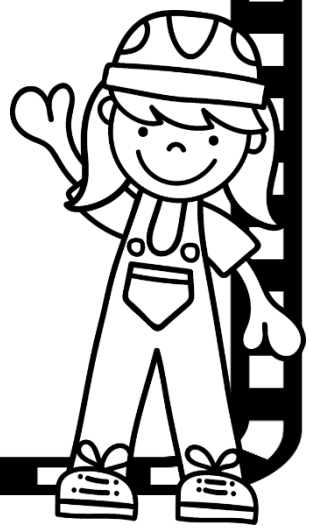
What problem does my invention solve?



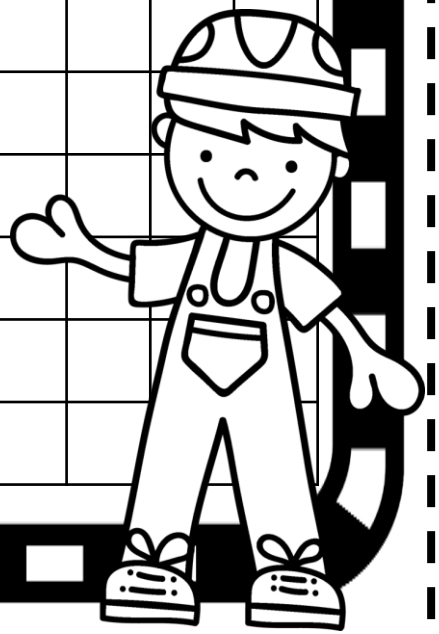
What is the best part about my invention?



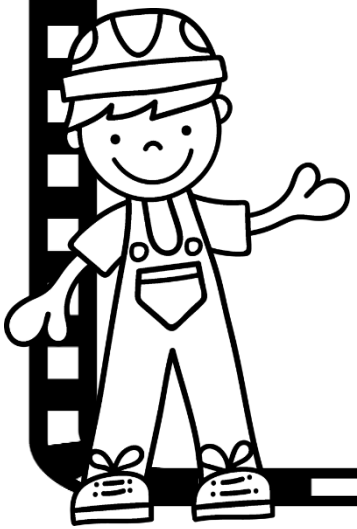
How could I improve my invention?



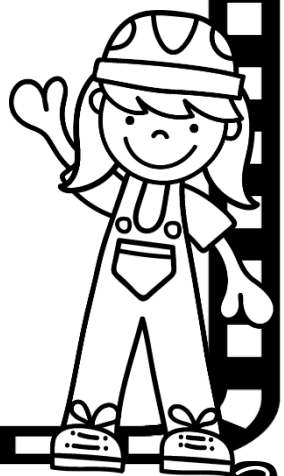
My Blueprint



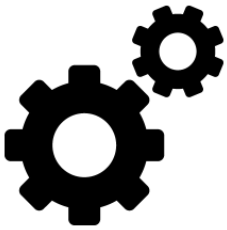
What materials are needed to build my invention?



How does my invention work?



Invention presentation



1. What is the name of your invention?
2. What problem does your invention solve?
3. What materials did you use to create your invention?
4. How does your invention work?
5. What is your favorite thing about your invention?

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