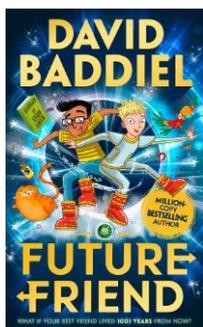
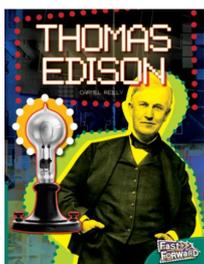


**Theme Overview**

'A World of Bright Ideas' is a thematic unit which focuses on the creative process of invention and design. We will look at improvement 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.

**Recommended Reading...**

Access books online for free through Hampshire School Library Service. Ask your child's teacher for their barcode/login information.

**What we should know...****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, other 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 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 inventions and their inventors:

The Lightbulb—Thomas Edison 1878

The Television—John Logie Baird 1925

The Telephone—Alexander Graham Bell 1876

The Train—James Watt 1804

The Printing Press—Johannes Gutenberg 1450

The First Vaccine—Edward Jenner 1796

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

## Key Vocabulary you should discuss with your child

**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 inventions

**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



Please talk to your children about the information on this sheet. The more children discuss their learning the more likely they are to embed the learning to their memory. If you have any questions please don't hesitate to contact your child's class teacher.

