



Take a look at these great books on inventors and inventions.

***Amazing Leonardo da Vinci Inventions.*** Anderson, Maxine. Nomad Press, 2006.

***Kids Inventing: A Handbook for Young Inventors.*** Casey, Susan. Jossey- Bass, 2005.

***The Klutz Book of Inventions.*** Cassidy, John. Boyle, Brenda. Klutz, 2010.

***Design Technology: Children's Engineering.*** Dunn, Susan and Rob Larson. Falmer Press, 1990.

***Constructions for Children: Projects in Design Technology.*** Eichelberger, Barbara and Connie Larson. Dale Seymour Publications.

***Mistakes That Worked: 40 Familiar Inventions and How They Came to Be.*** Jones, Foltz Charlotte. Doubleday, 1991.

***Girls and Young Women Inventing: Twenty True Stories About Inventors Plus How You Can Be One Yourself.*** Karnes, Francis, Suzanne H. Bean, and Rose Mary Wallner. Free Spirit, 1995.

***How to Think Like a Scientist: Answering Questions by the Scientific Method.*** Kramer, Stephen P. Thomas Y. Crowell, 1987.

***A Native American Thought of It: Amazing Inventions and Innovations.*** Landon, Rocky. Annick Press, 2008

***Inventor's Workshop.*** McCormack, Alan J. Belmont, Pitman Learning, Inc. 1981.

***African-American Inventors.*** McKissack, Pat and Frederick L. McKissack. Millbrook Press, 1994.

***WakerUppers: A Spirited Collection of Thinking Activities.*** Rasmussen, Greta. Dale Seymour Publications.

***Resource of Creative and Inventive Activities.*** Rowland, Dr. Elizabeth and Dr. Leonard Molotsky. Richardson, TX: National Inventive Thinking Association, 1994. (For teachers)



**The Unconventional Invention Book.** Stanish, Bob. Good Apple, Inc., 1981.

**Build a Better Mousetrap.** Striker, Susan. Holt, Rinehart & Winston, 1983.

**Be an Inventor.** Taylor, Barbara. Harcourt Brace, 1987.

**Brainstorm: The Stories of Twenty American Kid Inventors.** Tucker, Tom and Richard Loehle. Farrar Straus & Giroux, 1995.

**100 Inventions That Shaped World History.** Yenne, Bill. Bluewood Books, 1993.

**The Chinese Thought of It: Amazing Inventions and Innovations.** Ye, Ting-xing. Annick Press, 2009.

**Mistakes That Worked 40 Familiar Inventions & How They Came To Be** (Turtleback School & Library Binding Edition) by Charlotte Foltz Jones

### PICTURE BOOKS

***The Invention Of Hugo Cabret*** Story of a thieving orphan who tends the clocks in a Paris train station and unlocks the mystery his deceased father leaves behind won the 2008 Caldecott Medal, but it sounds familiar to you because it inspired Martin Scorsese's Oscar-winning 2011 film, *Hugo*. Get introduced to engineering and filmmaking in one shot.

***Rosie Revere, Engineer*** The Godmother of maker women was World War 2's Rosie "We Can Do It!" The Riveter, whom the title character of this book is lucky enough to have as a great-great aunt. Rosie (the younger) is too shy to talk about her passion for inventing, but is motivated by a timely visit from Rosie (the elder) to pursue her dreams, attempt to build a flying machine, and start wearing a polka-dotted scarf around her head.

***Marvelous Mattie: How Margaret E. Knight Became An Inventor*** This is the story of the lesser known Knight, aka "The Lady Edison," whose story reads like a real-life *Rosie Revere*. As a child she built her mother a foot warmer. At 12 she designed safer looms that saved textile workers' lives. After that went uncredited, she continued inventing as an adult and fought to become the first woman ever granted a U.S. patent.

***Papa's Mechanical Fish*** This is the tale of a bumbling inventor who builds his greatest creation thanks to his inquisitive daughter. The real Philips designed early submarines and tested them by taking his family picnicking under Lake Michigan. Most of his inventions were never produced, nor was a Disney movie about his life; only one of those things seems reasonable.



***What Do You Do With An Idea?*** A small child nurtures an egg-shaped idea that, over the course of the story, grows, starts to show small cracks until ... yeah, might have a clue where this one's going. You never know what an idea can grow into unless you pursue it.

***Hello Ruby: Adventures In Coding*** The story sees Ruby befriend anthropomorphized programming languages in her quest to find 5 hidden gems and introduces coding basics through storytelling and activities.

***If I Built A Car*** A young boy named Jack details all the fantastical elements of his dream car, and really should be getting a job offer from Google pretty soon because his design blows way past driverless. The writing and illustration is Dr. Seuss-meets-*Popular Mechanics*-meets *The Jetsons*, so you'll either lap up the nostalgia or get really annoyed that we still don't have flying cars.

***Copernickel, The Invention*** This book explores many ideas at once — invention, adventure, art — much like the overactive imagination of the titular protagonist, a bird named Copernickel. Luckily, his trusty best friend, Tungsten the dog, is there to keep him grounded after a blank page at the end of a book of inventions inspires him to build an overly complex elderberry-picking machine.

***The Most Magnificent Thing*** A little girl is determined to "make the most magnificent thing," until she repeatedly tries, fails, and quits. Only after her dog encourages her to take a walk is she able to clear her head, rethink the problem, and succeed. Teaches kids the valuable lessons of perseverance, ingenuity, and walking the dog.