

MY INVENTION INVESTIGATION JOURNAL



Name:

Class:

A companion to "The Curious Kids and the Mystery of the Burping Fish" adventure story-game for all creative kids who are or want to be inventors.



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INTRODUCTION

Welcome to your personal Invention Investigator Journal. The journal provides pages for you to:

- jot down your thoughts, ideas and observations about each story-game Adventure on the Notes page;
- read the brief biographies about well-known inventors, representing the story-game's avatars, to find the clues to six Adventure Puzzle Challenges;
- cut out the drawing of each of your story-game badge awards and paste it in the badge outline on the correct Adventure Notes page;
- grab a crayon or colored pencil to fill in the number of stars that describes how much fun you had with each story-game Adventure.
- use your crayons, markers or colored pencils to add your own artistic touches to the Coloring pages, featuring your favorite story-game characters; and
- see if you can solve the six Puzzles Challenges and a big, final puzzle at the end of this journal.

To begin your journal experience, on the next four pages you will find information about each of the story-game's inventor avatars. Each avatar represents the child version of a real inventor who created something special that changed our world.

Read their stories carefully because they contain clues that provide the information you will need to solve each of your Puzzle Challenges, a bit later in this Journal, ending with an even bigger, final puzzle challenge. So, put on your thinking caps and begin some fun!

INSTRUCTIONS FOR EDUCATORS

We recommend the following method for using this Journal with learners.

1. Print out the cover page through the "Meet the Inventor Avatars" pages only and distribute to learners.
2. After each story-game Adventure is completed, print out and distribute each corresponding Adventure section to learners (including Notes, Directions, Challenge Puzzle, and Coloring pages) to complete after they have finished each of the six story-game Adventures.
3. After all Adventures have been completed, print out and distribute all remaining pages.

NOTE: We recommend binding this journal by punching three holes at the top, middle and bottom of the left side of each page. When finished, learners can assemble their journals and fasten them with string or yarn.

MEET THE INVENTOR AVATARS!

Below are all the inventor avatars from the story-game. On the next four pages, you can read interesting information about each of them. Study them carefully because they will include important clues that you'll need to solve each of the Adventure Challenge Puzzles ahead.



Feel free to come back to these "Meet the Inventor Avatars!" pages each time you are presented with a new Challenge Puzzle.



HELLO!



Hello. My name is Albert Einstein, but you can call me "Albie." I was born in Germany in 1879 and do you want to know an unusual fact about me? I was not able to speak in full sentences until I was five years old! In school, some of my teachers thought I was slow and lazy. I even failed math when I was in 6th grade! I never did very well in school because I only wanted to learn what I liked, math and science--- and I loved to read. I was very curious and imaginative and the people who knew I

was very smart. So, when I was 13, I felt self-confident enough to teach myself higher math, science and philosophy. Later, because I loved music so much, I taught myself how to play the violin and the piano. I entered college in Switzerland when I was only 16 and, after I graduated, I became a professor of theoretical physics at colleges throughout Europe. When the Nazis took over Germany, I had to escape to the U.S. because I was Jewish. It wasn't long before I became the most famous professor at Princeton University. Some say I was "the greatest scientist of the 20th century." I was best known for my theory of relativity that changed people's understanding of time, gravity and the universe. You may have heard of its famous equation, $E=MC^2$ (E equals M C squared). My scientific theory changed how people understand our universe!



Hello! My name is Desiderio Arnaz but everyone calls me "Desi." I was born in Cuba but, when it became very dangerous in Cuba, my family and I escaped to the U.S.. As a teenager, I especially loved music so I learned to play the guitar and the drums. People said I am quite creative and talented, so it wasn't long before I was invited to play in famous Latin music bands. Then I formed my own orchestra and started acting in musical films. It was on a movie set that I met my wife, Lucille

Ball or "Lucy." Lucy was very funny and appeared in comedy films and on radio shows. When they decided to make her radio show into a tv comedy series, they needed someone to play the part of her husband. Lucy said the only one man could play her husband and that was me! Little did we know in 1951 that our show, "I Love Lucy," would become the most popular show in America. Lucy and I became very famous. But something else happened that most people didn't know. You see, I was very curious about the technical methods used to make a tv show and had some innovative ideas for making them even better that had never been done before. For example, I had the idea to use film to record the show so it could be watched again in reruns. I also suggested three cameras, instead of only one, to record the show so scenes could be captured from different points of view. Also, instead of using a recorded audience laugh track, I used a live audience so the laughter was authentic. I invented many other technical innovations that are still used today and I became known as a "television innovator." "I Love Lucy" became one of the greatest and most award-winning tv comedy shows of all time but my inventive methods made tv watching better for everyone. Even though it was created a long time ago, you can still watch the show reruns on cable and on the Internet. I hope you'll take a look and get ready to laugh when you see how much trouble Lucy could get into!



Hey, hello! I'm Frank Epperson, but you can call me "Frankie." I was born in California in 1894. Let me tell you a funny story about what happened to me when I was 11 years old. On a cold winter's night, by mistake, I left my sugary soda powder in water and the stick I used to mix it in a cup overnight out on the front porch. You know what I found in the morning? It had totally frozen over and looked like a blob of soda ice on a stick. I tasted it and, to my surprise, it was really

yummy. And being on a stick meant I didn't have to touch it with my dirty hands. It was so good, I started making them not only for me but also for some of my friends. I chose my favorite soda flavors and just the right type of wood for the stick. Everyone loved them! Then in the summer, I started selling them to people at the beach. They were refreshing and make them feel cooler in the hot sun. I called my invention the "Epsicle." It was so popular I patented it and later sold the rights to my invention to a company that sells it to this day. In fact, they've sold billions of them! I bet on a hot summer's day, you've eaten one of my delicious treats. It's known as the "Popsicle."



Hello! I'm Georgie! My full name is George Washington Carver. Do you ever eat peanut butter sandwiches? You may be thinking, why on earth would he ask that question? Let I tell you a little about me and then I think you'll know why. My life started off sadly. I was born a slave in Missouri in the early 1860's, during the Civil War. Life was very hard. I never even knew my exact birthday because no-one wrote it down. My parents both died when I was very young. But things got better.

As the Civil War was ending, all black people were free. As a child, I was always very interested in learning about plants and farming. When I was 11, I had to move to a different state so I could go to school for the first time. All I wanted to do was learn, especially about plant life. Later, I had to move to another state so I could go to high school. I really wanted to go to college but I had to move again in order to find a college that would accept a black man. At college, I studied even more about plants, especially how to cure plant diseases, and I graduated with two degrees in agricultural science. As an agricultural chemist. I developed new ways to improve crops that people didn't eat much because they were hard to grow, like peanuts, soybeans and sweet potatoes. Because of my work, all three crops became a regular part of the American food supply. People started calling me "The Peanut Man." I was honored in 1896 when Booker T. Washington chose me to teach and do research at the college he created in Alabama, the Tuskegee Institute, where I happily taught for the rest of my life. So, if you love peanut butter sandwiches like I do, I hope you'll think of me the next time you eat one.





Hello. My name is Hedy, Have you ever wondered where Wi-fi technology came from? Let me tell you a little about my story that will help explain why I asked that question. I was born in eastern Europe in 1914. As a child and teen, people said I was very beautiful and should be in the movies. So, by the 1930's, my mom and I had moved to the U.S. I changed my birth name, from Hedwig Eva Maria Kiesler to Hedy Lamarr, and became a famous Hollywood film actress. But I have a secret to share with you. What almost no-one else knew about me was that I was also a mathematician and I had a passion for inventing. I loved it so much I had a special inventing table in my home where I could experiment and tinker. When the U.S. was fighting in World War II, the Germans had figured out how to block the signals U.S. ships used to shoot torpedoes into their ships as they continued destroying our ships. We were worried that this might cause us to lose the war. I wanted to help my new country, so I invented a device that made it so the Germans couldn't block our signals and we would win the war. I felt so proud that my invention had saved so many American lives. But that's not all. Many years later, it was my invention that led to the development of GPS, Bluetooth, and Wi-Fi technologies that we all use today. Isn't that amazing?



Hello! My name is Josephine Cochrane but you can call me "Josie." I was born in Ohio in 1839. My father was an engineer and my great grandfather was an inventor. When I was a child, my mom died. My mom always loved beautiful dishes so I wanted to make sure her dishes were well cared for. Do you ever help wash dishes at your house? Kinda boring, right? What's worse, no matter how careful you are, do you sometimes find that you end up with a dish that is cracked or has a chipped edge?

That was a problem I wanted to solve! My dad inspired me to think about inventing as a way to solve a problem. That night, as I was hand washing the dishes, I wondered, "What if I could invent a machine that could clean dishes without damaging them." When I grew up and got married, we lived in a house with an old shed in the back yard. I kept thinking about inventing a machine that washed dishes and decided that now was the time. So, that old shed became my work space where I would design and create my invention. With the help of a mechanic I knew, I created, and later patented, the first successful model dishwasher that used water pressure to clean dishes. If you have a dishwasher in your home, it was probably modeled after my invention. Isn't that cool?



Hello! My name is Marie van Brittan Brown. I was born in 1922 in New York. I wanted to help people so I decided to become a nurse when I grew up. As a nurse, I worked very long hours, and sometimes, I had to come home alone in the middle of the night. Scary, right? My husband, Albert, was an electronics technician. We lived in a city neighborhood with a lot of crime and it took a long time for police to respond to phone calls from someone when they were in trouble. We didn't want to

feel unsafe in our own home. I thought about how wonderful it would be if we could have an alarm system in our house where we just pressed a button that alerted police quickly when we were in danger and help us feel secure. Well, Albert and I took that idea and invented the first security system with a camera, an alarm and a speaker system. We felt so much safer in our home. If you have a security alarm system in your home, do you know that our system most likely was the model for yours and most security alarm systems used in homes and offices today? I'm so proud that our invention is helping so many people.



Hello! My name is Nikola Tesla, but my friends call me "Nik." I was born in Croatia (that's in eastern Europe) in 1856. As a child, I have had a lot of tragedy early in my life, including the death of my brother and my own battle with illness. But I am creative and a dreamer. I like thinking about creating things that make people's lives better. I loved to imagine how I might do that. Once, I told my uncle that I would someday find a way to control the power of waterfalls, but I'm not sure he

believed me. It's okay. Some people even call me "crazy" but I just like to use my imagination. When I went to college, I studied a branch of physics called "wave mechanics," where you look at things like sound waves or water waves. When I came to America at the age of 28, I worked as an electrical engineer. I was very interested in something called "alternating current" or AC, which makes electricity more useful to people. After studying it and experimenting a while, I found a way to use AC to create the electrical system that powers your house and most other homes and buildings. And you know what else I did? I developed a way to harness the power of Niagara Falls! If you don't believe me, just look it up! I just wish my uncle had been there to see it. I have created more than 700 patented inventions during my lifetime. My biggest dream was to create a sustainable energy system but I never accomplished that. However, I did hear there are now electric cars, even one named after me! That's amazing!



Hello! My name is Thomas Alva Edison, but you can call me "Tommy." I was born in Ohio in 1847. When I turned 12, some of my teachers told my mom that I had to leave school because my mind wandered and they thought I wasn't able to learn. But my parents believed in me. They knew I was very smart. So from then on, my mom, who used to be a teacher, homeschooled me. Because I was so curious and imaginative, she encouraged me to read as much as I wanted. I was also given lots of

time to do the things I loved, like researching things I was curious about and doing experiments with chemicals and electricity. Don't worry, my mom helped me so I wouldn't get hurt or blow up the house or something. I think that was what led to my passion for inventing. As an adult, I became one of the most famous inventors of all time. I bet you use some form of my most well-known inventions every day--- the electric light bulb, the phonograph (sound player), and the movie camera---or one of my more than one thousand other patented inventions. I love inventing and hope you do too!



Hello there! My name is Ieoh Ming Pei (pronounced "Yoh Ming Pay"), but you can call me "Yohmie." Have you ever liked to build things with blocks or Legos? As a child, people thought I was very creative. I loved figuring out how to build things. I liked it so much that, when I was 18, I moved from China to the U.S. to go to college to study architecture. When I became an architect, instead of playing with blocks, I imagined creating large structures with unusual patterns that combined different shapes like

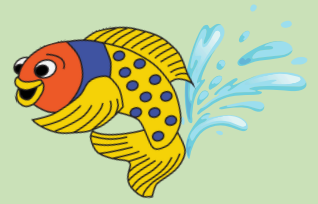
the ones I saw in modern art--- triangles, circles, rectangles and squares. In my lifetime, I designed more than 50 award-winning structures all over the world, including museums, colleges, hotels, meeting places, towers and chapels. Many of them are quite famous, such as the Presidential Library of President John F. Kennedy in Boston, the Rock & Roll Hall of Fame in Cleveland, and the Javits Convention Center in New York City. I guess you could say I invented a new type of architecture. If you ever visit one of my structures someday, see if you can identify all of the shapes I used in its design.



Adventure Sections

Build the journal as you go through each adventure!

ADVENTURE 1



Congratulations on earning your first badge as an expert “Problem Identifier”! Here are your Adventure 1 Journal activities.

Adventure 1 Directions:

Before you begin, be sure you have a pair of scissors, some paste or glue and a pencil or pen.

1. First, cut out your badge on the next page and paste it into the badge space at the top of the Notes page for Adventure 1. That way you will have all your notes plus your badge on the same page.
2. Next, at the bottom of the Notes page you’ll find a fun meter to evaluate how much you enjoyed Adventure 1 in the story-game. Color in the number of stars you rate this adventure, from a low fun of 1 star to a high fun of 5 stars. That will complete your Notes page.
3. After completing your Notes page, you will find your first Challenge Puzzle Challenge. Hint: You may have to go back to the “Meet the Avatar Inventors” pages to find the information that will help you with this challenge.
4. On the final page for this adventure, you’ll find a Coloring page for you to finish in your own special way, featuring a favorite character from the story-game.



GET READY,
HAVE FUN,
GO!



Cut out Badge #1

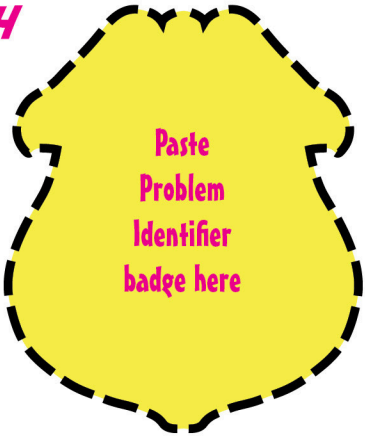


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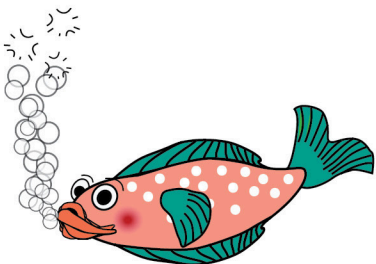
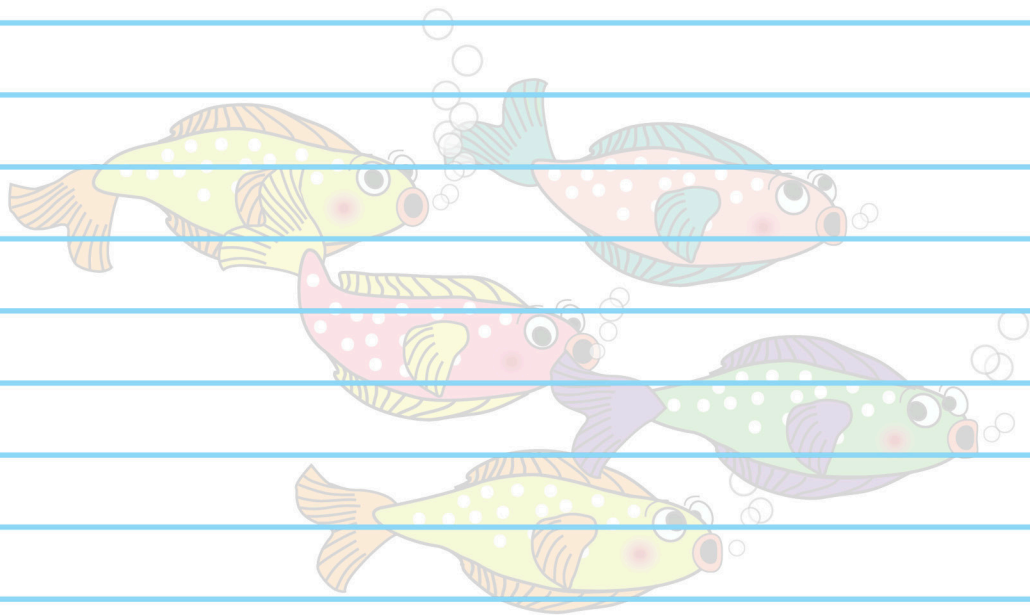
for badge #1 cutting



THE MYSTERY OF THE BURPING FISH
ADVENTURE ONE
Notes



Handwriting practice lines consisting of 12 horizontal blue lines.



ADVENTURE 1 PUZZLE

Use your observation skills and the following Clues to find the right fish to help learn more about what is going on!

Find the fish that...

1. does not have Green
2. has no Bubbles/Gas (but maybe hiccups!)
3. is looking Up



geometric



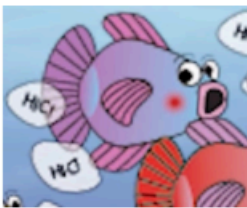
airplane



soda powder



Bluetooth



record player



gravity



Tuskegee



dish-washing



current



Lucy



light bulb



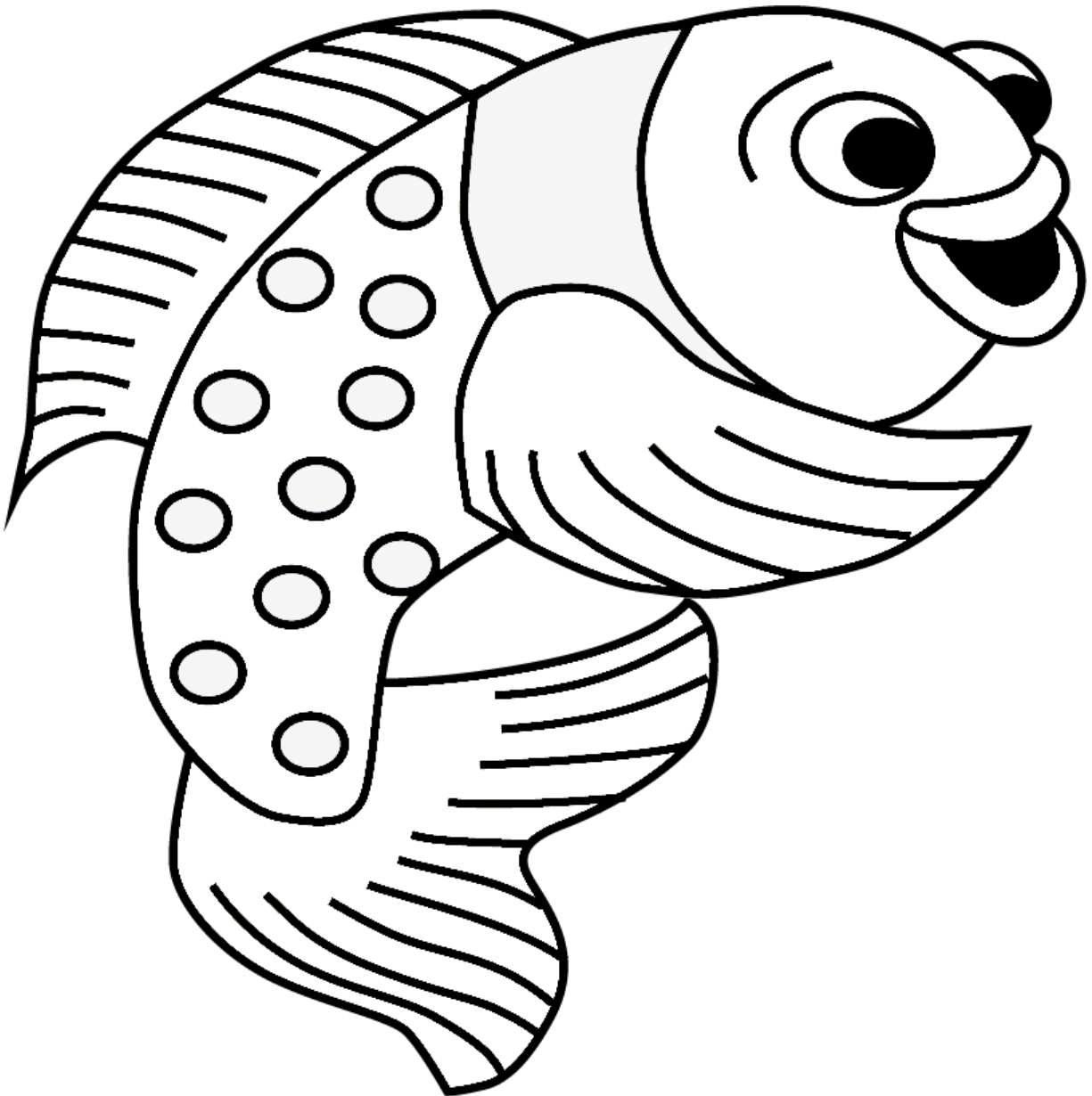
nurse

Write the word shown below your fish here: _____

That word should make you think of one of our inventors! Go back and read the inventor's stories on the first page and write the name of the inventor here:

ADVENTURE 1 COLORING PAGE

Directions: Figgy was an important character in Adventure 1. He helped the Curious Kids by giving them some information about the problem with the fish in Curiosity Creek. Use your imagination to create a background and setting for Figgy and use your own ideas for colors. You also can add special things you remember when you think of Figgy, like bubbles or one of his fish friends, include them in your drawing.



As you complete each Adventure in the invention story-game, you will be given a link to a new set of pages like these to add to your Journal, including a brand new Challenge Puzzle to keep you on your toes (and have some fun, too).

Time to move on to Adventure 2!

ADVENTURE 2

Congratulations on earning your second badge
as an expert "Solution Imaginator"!



Adventure 2 Directions:

Before you begin, be sure you have a pair of scissors, some paste or glue and a pencil or pen.

1. First, cut out the badges on the next page and paste the smaller one into the badge space at the top of the Notes page for Adventure 2. That way you will have all your notes plus your badge on the same page. Save the larger one for your Challenge Puzzle on page 20.
2. Next, at the bottom of the Notes page you'll find a fun meter to evaluate how much you enjoyed Adventure 2 in the story-game. Color in the number of stars you rate this adventure, from a low fun of 1 star to a high fun of 5 stars. That will complete your Notes page.
3. On the final page for this adventure, you'll find a Coloring page for you to finish in your own special way, featuring a favorite character from the story-game.

Can you figure out the Challenge Puzzle on page 20?

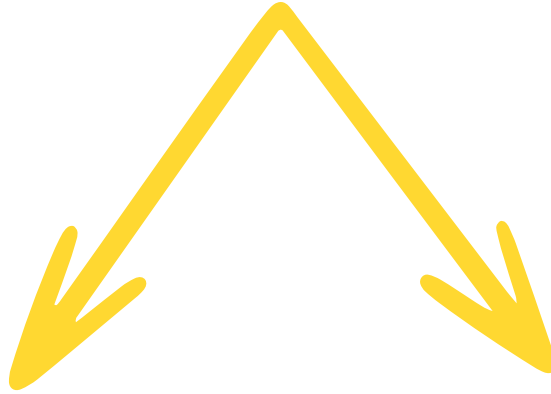
Hint: You may have to go back to the "Meet the Inventor Avatars" pages to find the information that will help you with this challenge.



GET READY,
HAVE FUN,
GO!



Cut out both #2 badges

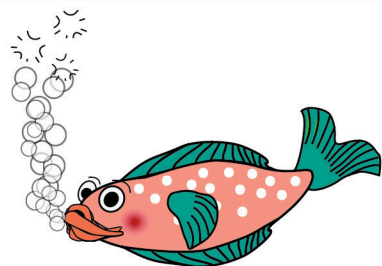


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for badge #2 cutting

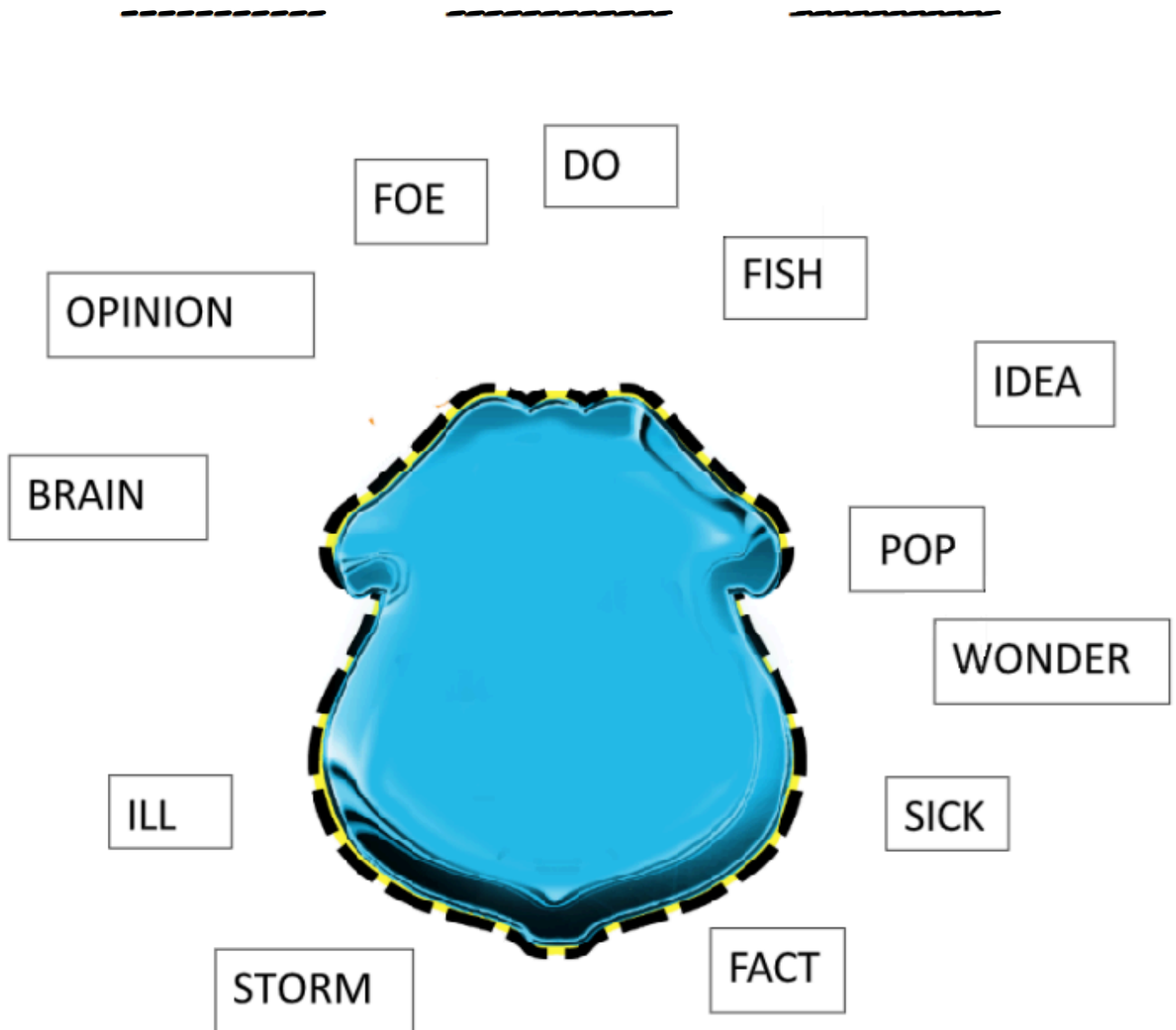


THE MYSTERY OF THE BURPING FISH
ADVENTURE TWO
Notes



ADVENTURE 2 PUZZLE

To find out next inventor, cut out your badge for Adventure 2 (the larger one) and place it in the badge space below. The badge gives you three clues to help find this adventure's inventor avatar. Blend the sounds you hear to help you form one word. You may need to try a few different ways to figure it out!



Write Adventure 2 inventor's name here: -----

ADVENTURE 2 COLORING PAGE

Directions: Teenie Genie was an important character in Adventure 3. He helped the Curious Kids by giving them tools for playing some of the games. Use your imagination to create a background and setting for Teenie Genie and use your own ideas for colors. You also can add special things you remember when you think of Teenie Genie, like a wand or pixie dust, and include them in your drawing.



As you complete each Adventure in the invention story-game, you will be given a link to a new set of pages like these to add to your Journal, including a brand new Challenge Puzzle to keep you on your toes (and have some fun, too).

Time to move on to Adventure 3!

ADVENTURE 3

Congratulations on earning your third badge as an expert "Prototype Designer"!



Adventure 3 Directions:

Before you begin, be sure you have a pair of scissors, some paste or glue and a pencil or pen.

1. First, cut out your badge on the next page and paste it into the badge space at the top of the Notes page for Adventure 3. That way you will have all your notes plus your badge on the same page.
2. Next, at the bottom of the Notes page you'll find a fun meter to evaluate how much you enjoyed Adventure 1 in the story-game. Color in the number of stars you rate this adventure, from a low fun of 1 star to a high fun of 5 stars. That will complete your Notes page.
3. Then let's see if you can figure out your Challenge Puzzle on page 26. Hint: You may have to go back to the "Meet the Inventor Avatars" pages to find the information that will help you with this challenge.
4. Finally, you will have a Coloring Page to finish in whatever way you'd like.



GET READY,
HAVE FUN,
GO!



Cut out Badge #3

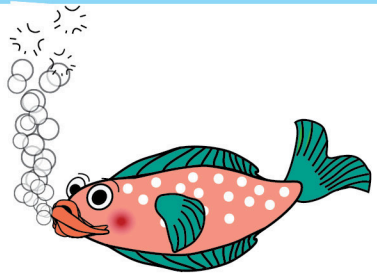
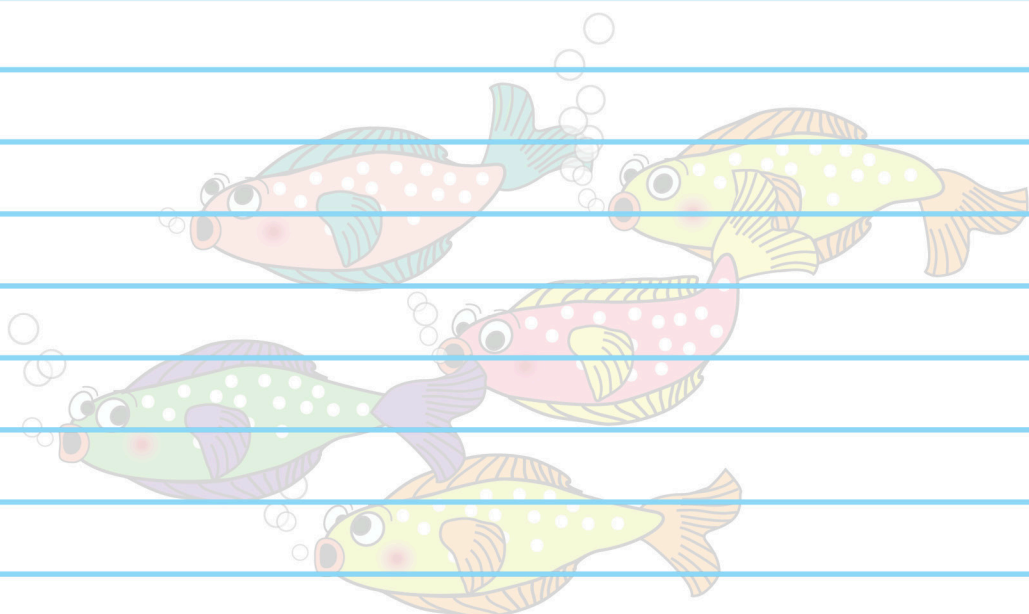


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for badge #3 cutting



THE MYSTERY OF THE BURPING FISH
ADVENTURE THREE
Notes

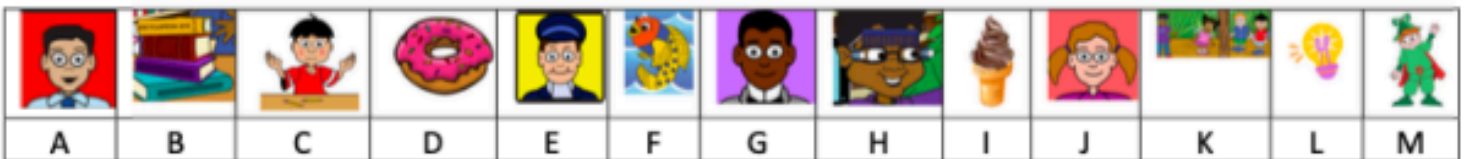
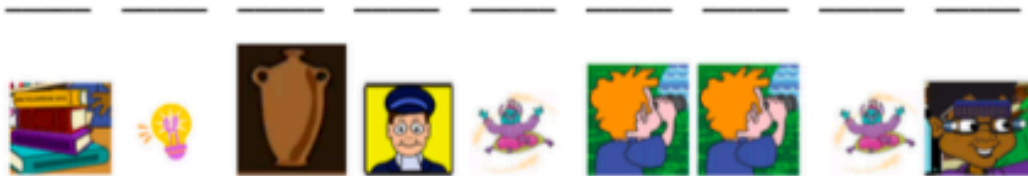


ADVENTURE 3 PUZZLE

Sometimes problems are not that clear and we need to look for connections and patterns to help us figure things out. In the challenge puzzle below, each letter we use to make words is replaced with a picture.

Figure out a mystery word by finding the letters that are connected with each of the pictures below. The mystery word is an invention we use everyday that was created by one of the inventors, who also helped win a war! Use the mystery word to figure out this Adventure's inventor.

MYSTERY WORD



Write Adventure 3 inventor's name here: _____

ADVENTURE 3 COLORING PAGE

Directions: Muff was an important character in Adventure 2. During the brainstorming session, he helped the Curious Kids adding his ideas for solving the problem with the fish in Curiosity Creek. Use your imagination to create a background and setting for Muff and use your own ideas for colors. You also can add special things you remember when you think of Muff, like his favorite window or that tree he likes to hide behind, and include them in your drawing.



As you complete each Adventure in the invention story-game, you will be given a link to a new set of pages like these to add to your Journal, including a brand new Challenge Puzzle to keep you on your toes (and have some fun, too).

Time to move on to Adventure 4!

ADVENTURE 4



Congratulations on earning your fourth badge
as an expert "Prototype Builder"!

Adventure 4 Directions:

Before you begin, be sure you have a pair of scissors, some paste
or glue and a pencil or pen.

1. First, cut out your badge on the next page and paste it into the badge
space at the top of the Notes page for Adventure 4. That way you will
have all your notes plus your badge on the same page.
2. Then, at the bottom of the Notes page you'll find a fun meter to
evaluate how much you enjoyed Adventure 4 in the story-game. Color in
the number of stars you rate this adventure, from a low fun of 1 star
to a high fun of 5 stars. That will complete your Notes page.
3. Next, let's see if you can figure out the answer to your Challenge
Puzzle on page 32. Hint: You may have to go back to the "Meet the
Inventor Avatars" pages to find the information that will help you with
this challenge.
4. Finally, you will have a Coloring Page to finish in whatever way you'd
like.



GET READY,
HAVE FUN,
GO!



Cut out Badge #4

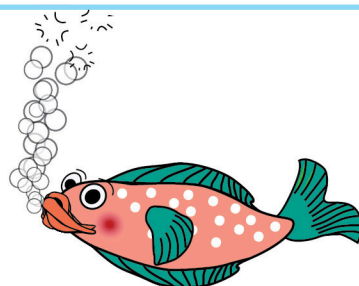
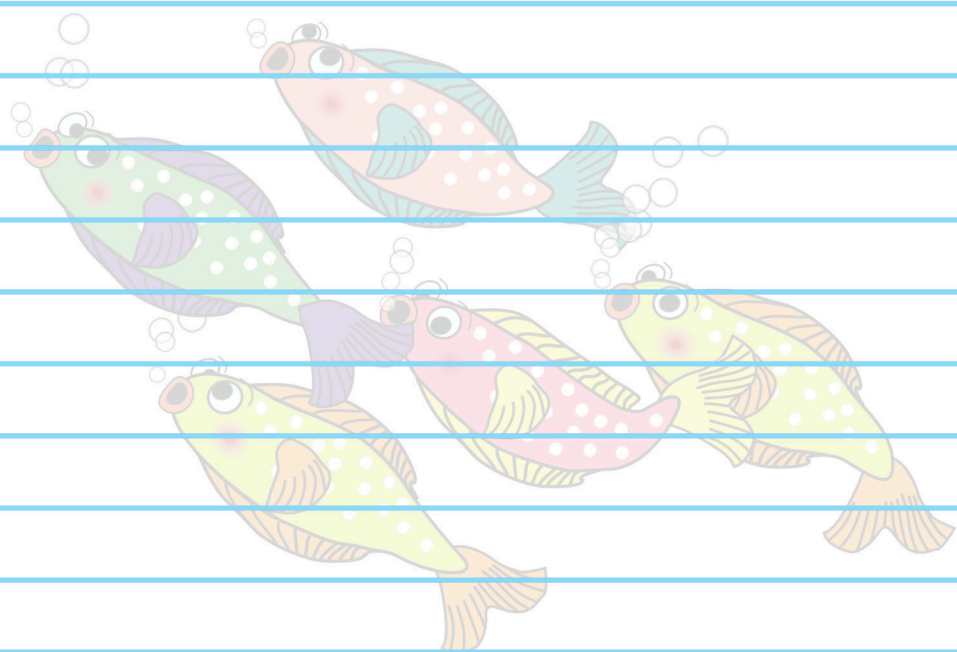


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for badge #4 cutting





THE MYSTERY OF THE BURPING FISH
ADVENTURE FOUR
Notes



ADVENTURE 4 PUZZLE

Inventors try to look at things differently and also look for solutions too! To help find this Adventure's inventor, use the map below to help. You may need to draw connections or just notice details that are the same! Use the answer to help you find this Adventure's inventor!

1. A line from  to  to  to  makes a ? _____

2. Look, the  &  are both what shape? _____

3. A line from  to  to  to  to  makes a ? _____



Write Adventure 4 inventor's name here: _____

ADVENTURE 4 COLORING PAGE

Directions: Scruff was an important character in Adventure 4. He helped the Curious Kids build their prototype. Use your imagination to create a background and setting for Scruff and use your own ideas for colors. You also can add special things you remember when you think of Scruff, like how he likes to build with bricks or the posters he helped create for the presentation, and include them in your drawing.



As you complete each Adventure in the invention story-game, you will be given a link to a new set of pages like these to add to your Journal, including a brand new Challenge Puzzle to keep you on your toes (and have some fun, too).

Time to move on to Adventure 5!

ADVENTURE 5



Congratulations on earning your fifth badge as an expert
"Prototype Tester-Fixer"!

Adventure 5 Directions:

Before you begin, be sure you have a pair of scissors, some paste or glue and a pencil or pen.

1. First, cut out your badge on the next page and paste it into the badge space at the top of the Notes page for Adventure 5. That way you will have all your notes plus your badge on the same page.
2. Next, at the bottom of the Notes page you'll find a fun meter to evaluate how much you enjoyed Adventure 5 in the story-game. Color in the number of stars you rate this adventure, from a low fun of 1 star to a high fun of 5 stars. That will complete your Notes page.
3. Then, let's see if you can figure out your Challenge Puzzle on page 38. Hint: You may have to go back to the "Meet the Inventor Avatars" pages to find the information that will help you with this challenge.
4. Finally, you will have a Coloring Page to finish in whatever way you'd like.



GET READY,
HAVE FUN,
GO!



Cut out Badge #5



Blank Page

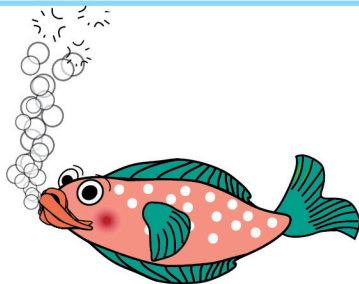
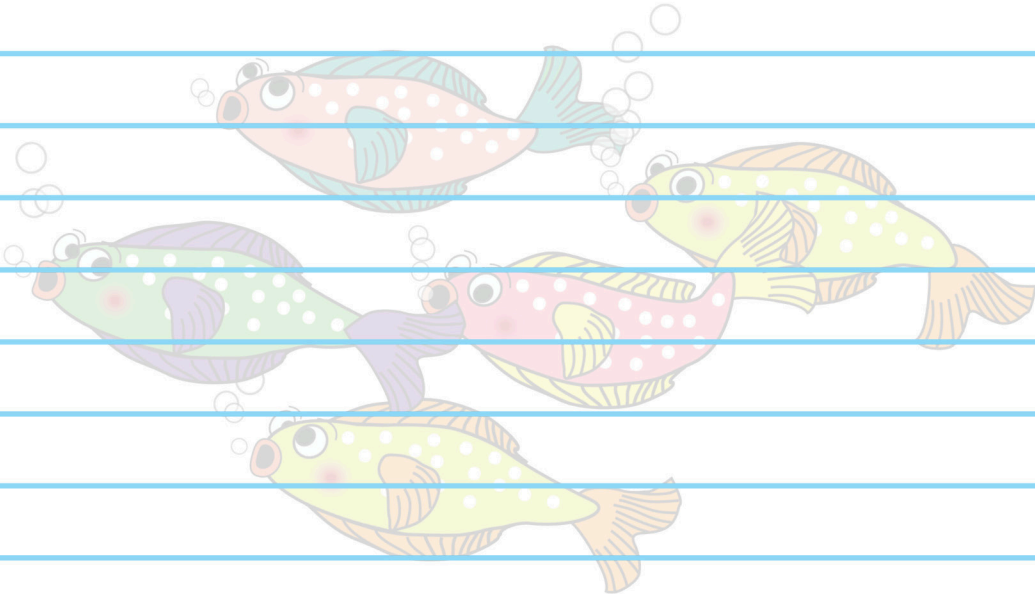
for badge #5 cutting



THE MYSTERY OF THE BURPING FISH
ADVENTURE FIVE
Notes



Handwriting practice lines consisting of 15 horizontal blue lines.



ADVENTURE 5 PUZZLE

The Curious Kids had to make several different prototypes to test. Below are some of the items that they used and some of their prototypes too! Count each item to learn a special date that you can use to find this Adventure's inventor!



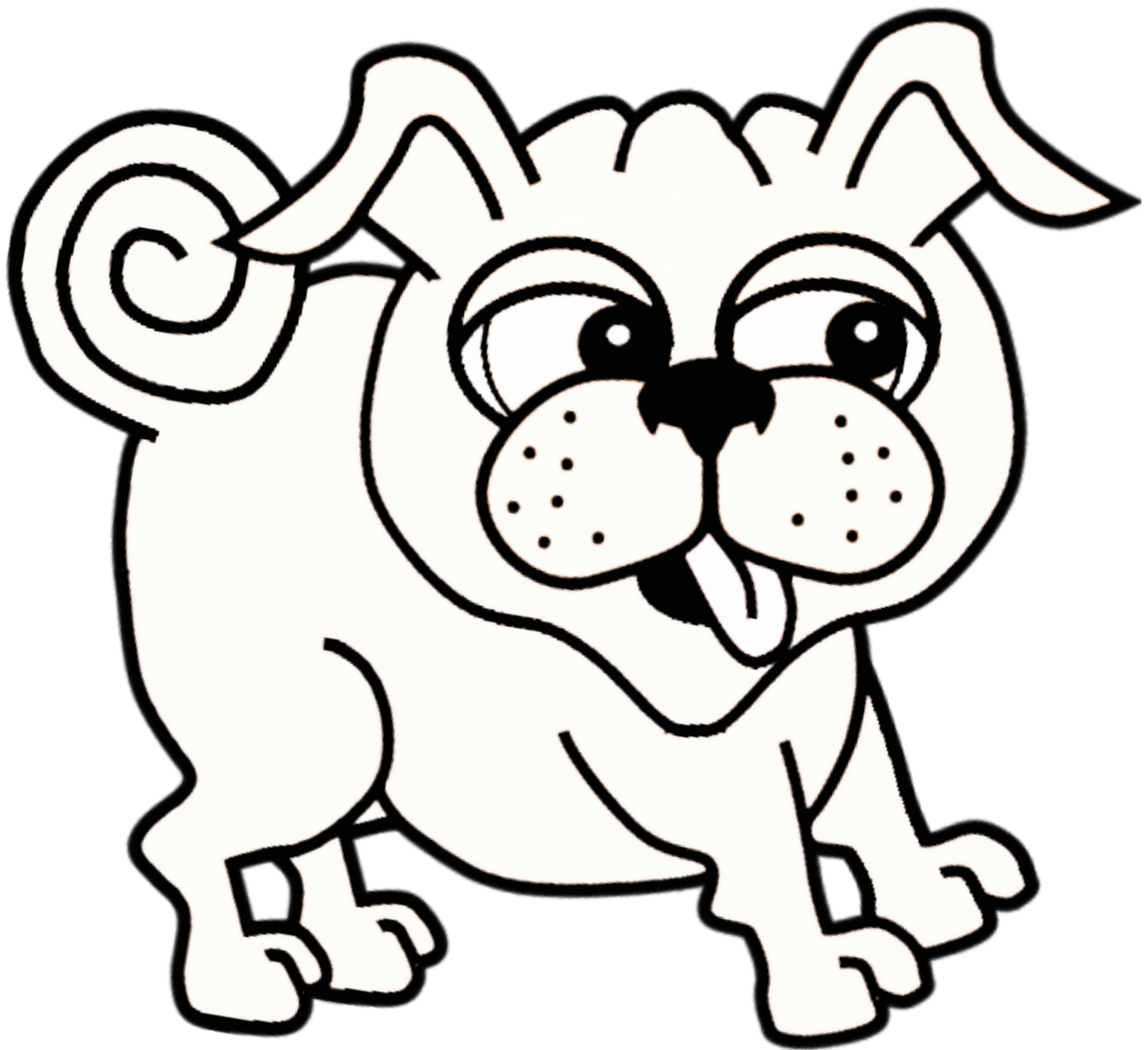
YEAR:



Write Adventure 5 inventor's name here: _____

ADVENTURE 5 COLORING PAGE

Directions: Digger was an important character in Adventure 5. He always barked his thoughts during the invention process and sometimes he did mischievous things. Use your imagination to create a background and setting for Digger and use your own ideas for colors. You also can add special things you remember when you think of Digger, like the prototype posters he chewed to pieces or his best friend, Chen, and include them in your drawing.



As you complete each Adventure in the invention story-game, you will be given a link to a new set of pages like these to add to your Journal, including a brand new Challenge Puzzle to keep you on your toes (and have some fun, too).

Time to move on to Adventure 6!

ADVENTURE 6



Congratulations on earning your sixth and final badge, "Invention Presenter"!

Adventure 6 Directions:

Before you begin, be sure you have a pair of scissors, some paste or glue and a pencil or pen.

1. First, cut out your badge on the next page and paste it into the badge space at the top of the Notes page for Adventure 6. That way you will have all your notes plus your badge on the same page.
2. Next, at the bottom of the page you'll find a fun meter to evaluate how much you enjoyed Adventure 6 in the story-game. Color in the number of stars you rate this adventure, from a low fun of 1 star to a high fun of 5 stars. That will complete your Notes page.
3. Then, let's see if you can figure out your Challenge Puzzle on page 44. Hint: You may have to go back to the "Meet the Inventor Avatars" pages to find the information that will help you with this challenge.
4. Finally, you will have a Coloring Page to finish in whatever way you'd like.



GET READY,

HAVE FUN,

GO!

 Cut out Badge #6

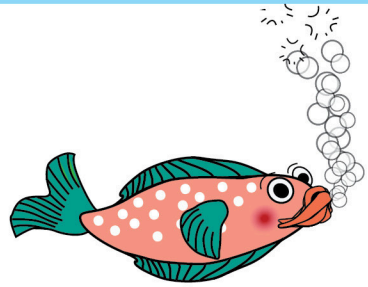
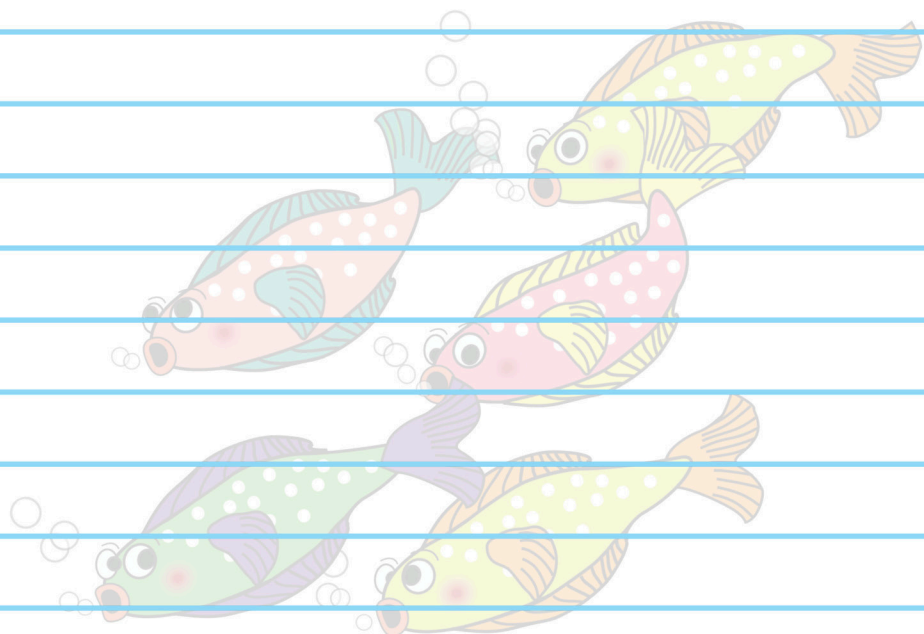
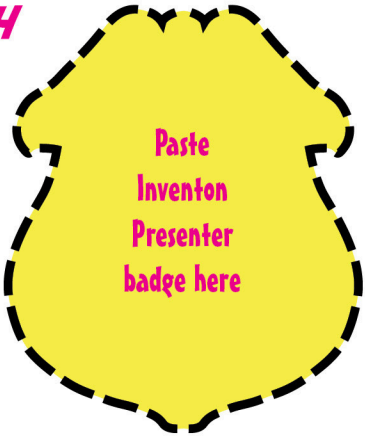


Blank Page

for badge #6 cutting

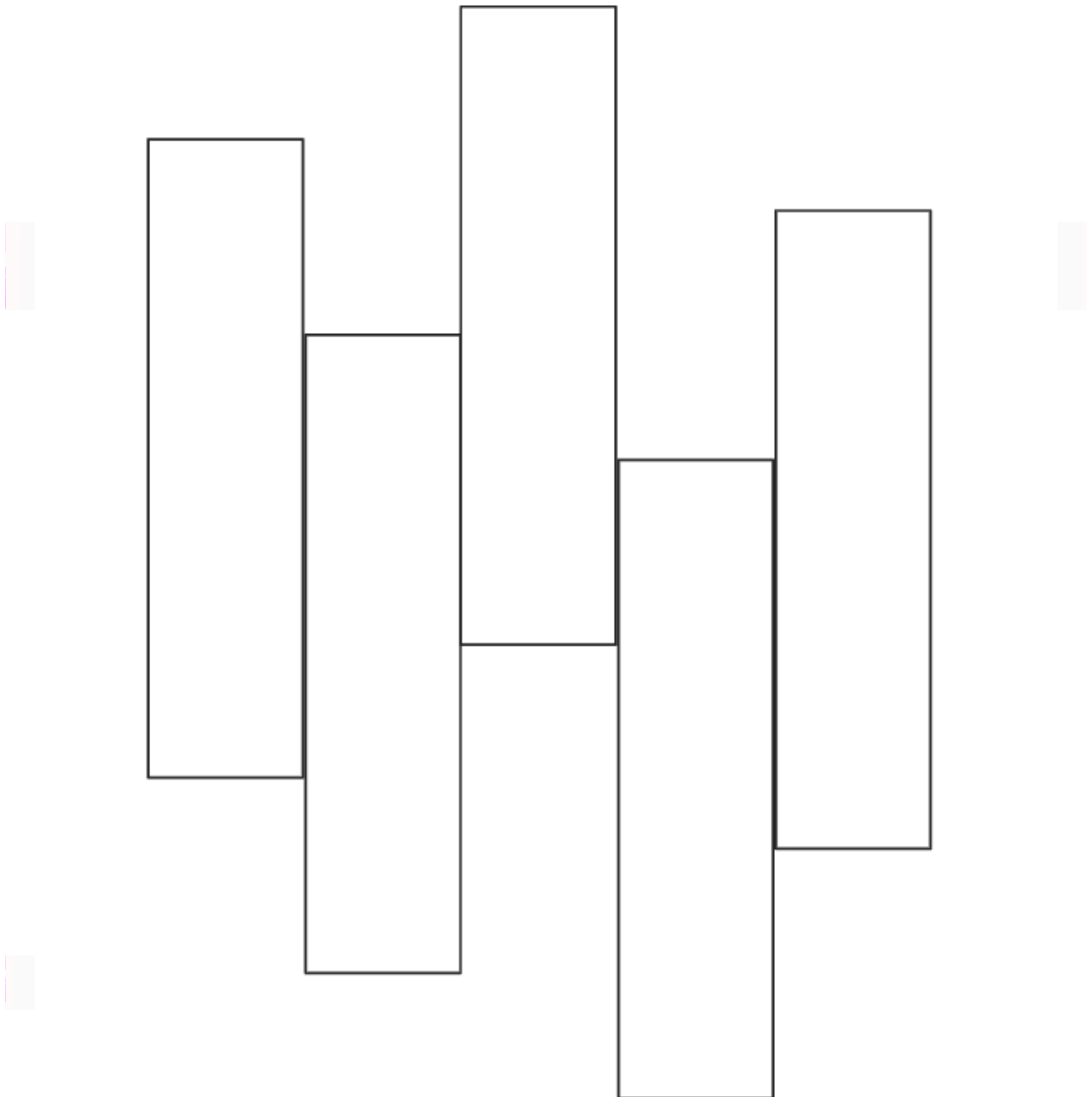


THE MYSTERY OF THE BURPING FISH
ADVENTURE SIX
Notes



ADVENTURE 6 PUZZLE

The Curiosity Kids needed to put everything together in the right order when presenting their ideas. Cut out the strips on page 45 and paste them into the correct spaces below. But be sure to put them in the right order! If you do, you will find a secret word that gives a clue to Adventure 6's inventor!



Write Adventure 6 inventor's name here: _____

Cut up into strips



Now, if you finished all of the challenge puzzles and want to check your answers or if you got stuck on any of the puzzles and need some help, go to the "Answer Key to the Adventure Challenge Puzzles" on page 52.

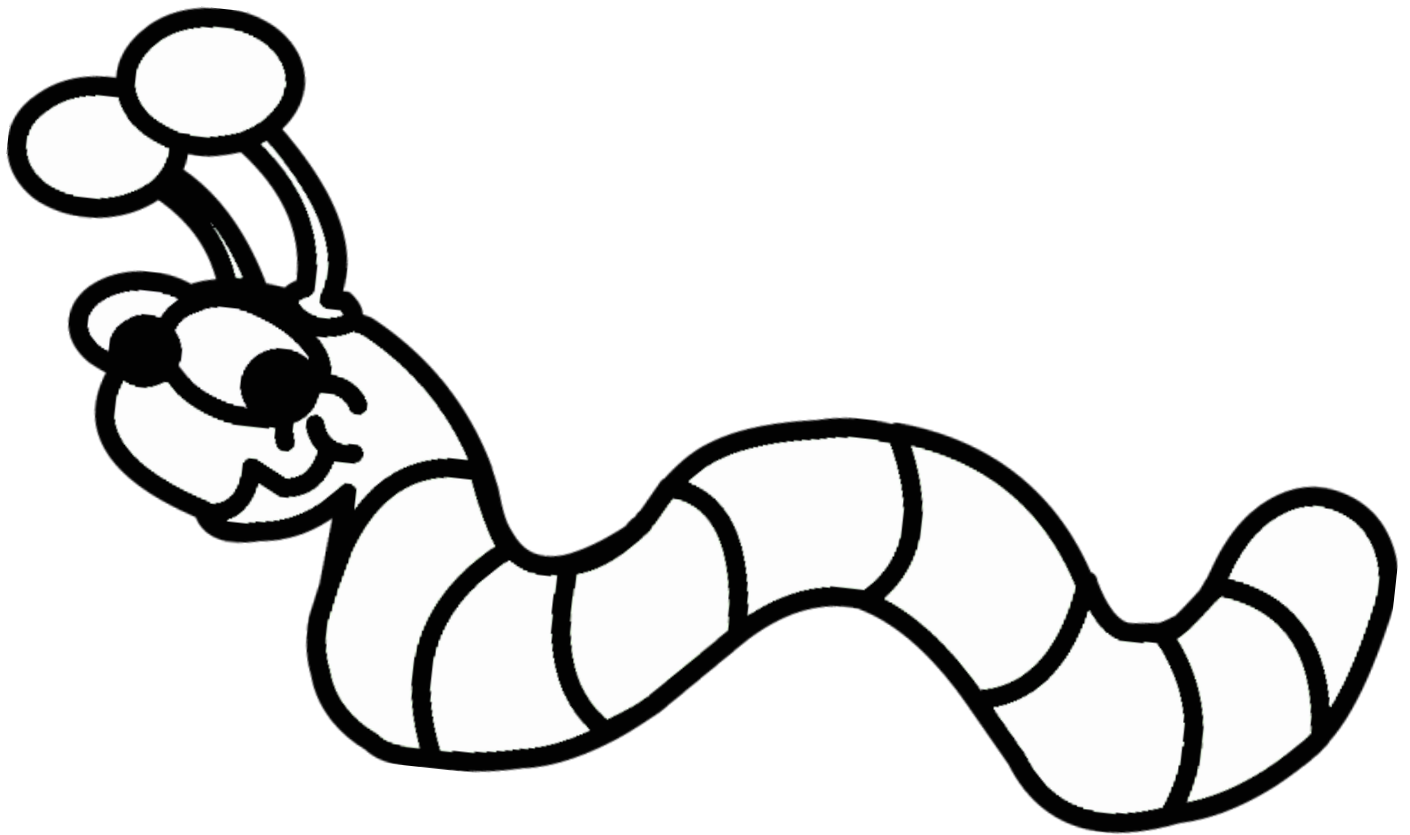
Blank Page

for cutting puzzle strips on other side



ADVENTURE 6 COLORING PAGE

Directions: Mayor Squiggly was an important character in Adventure 6. He knows how important it is for his community to encourage creativity and inventive thinking. He even proclaimed that there will be an annual invention day in Curiosity Creek. Use your imagination to create a background and setting for Mayor Squiggly, and use your own ideas for colors. You also can add special things you remember when you think of Mayor Squiggly, like his top hat or that big microphone he used to speak to the residents of Curiosity Creek, and include them in your drawing.















Wow! You have finished all six Adventure activities in your Journal! Great job!! But, there's one final Challenge Puzzle for you to solve. Are you ready? Go to the next page to learn the details.

FINAL CHALLENGE PUZZLE

We have a special trophy to award to each of our mystery inventors, but the trophies got all mixed up. Help us match the inventors with their awards by using a ruler to draw a straight line from their avatar to the award with the word that matches them best. Write, in order, the letters you drew your pencil lines through into the spaces at the bottom of this page to reveal the secret code. Then, go to the link below to enter your secret code and unlock your final badge!



LINK: code.theinnovationdestination.net

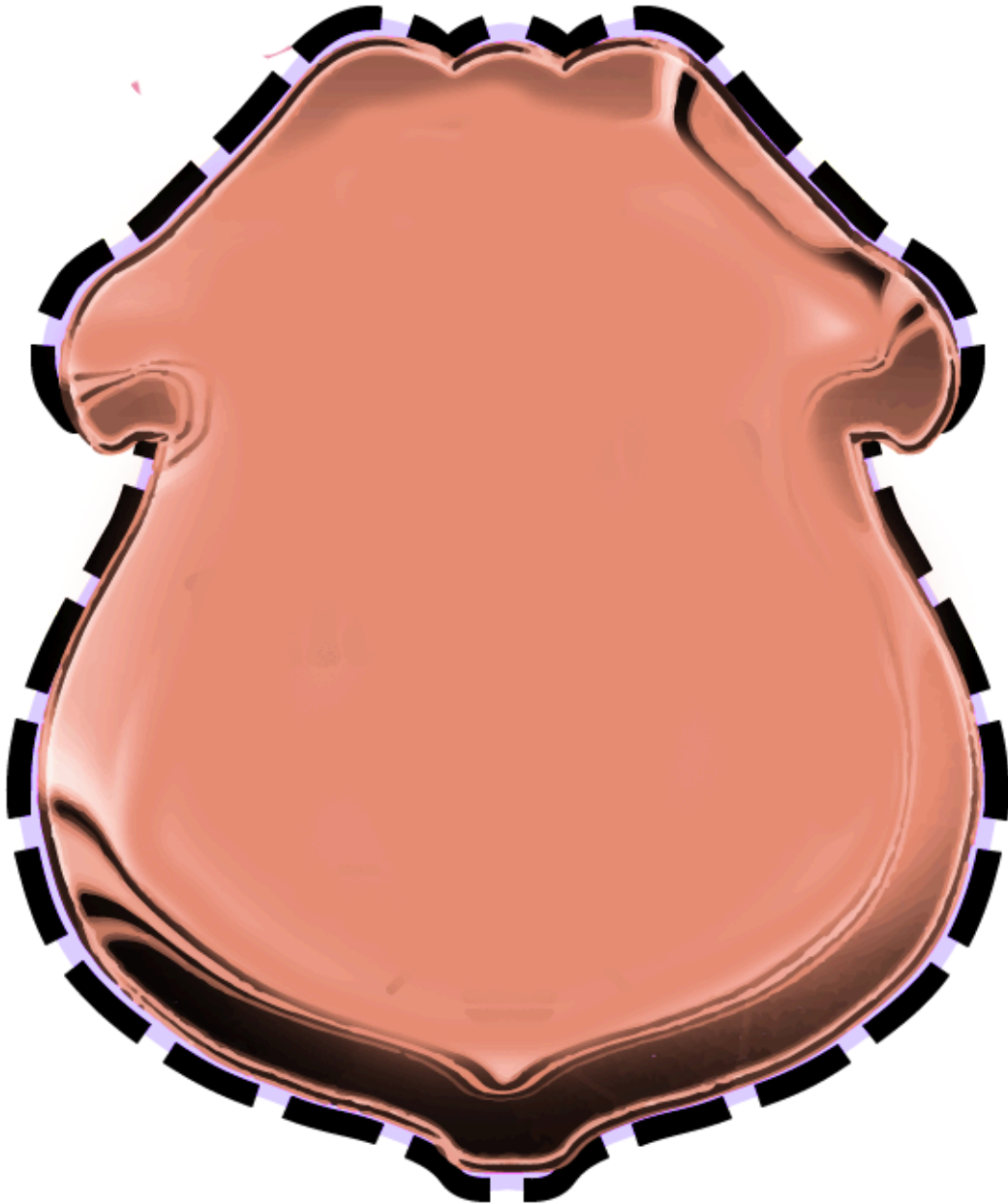
										
										
										
										
										
										

Letters scattered in the center: F, K, I, R, H, A, V, C, X, E, S, W, O, T, C, Y, I, N, G, P, B, O

SECRET CODE: _ _ _ _ _

CONGRATULATIONS!

You figured out the secret code to unlock your "Super Inventor Extraordinaire" badge! Print out your badge and add it to its badge space below.



On the next page of your journal, you'll find your "Certificate of Achievement," awarded by Mayor Squiggly. Just fill in your name and cut it out, frame it and hang it up for all to see.

CERTIFICATE OF
Achievement

AWARDED TO:

(your name)

OFFICIAL HONORARY MEMBER
CURIOUS KIDS CLUB



SIGNED: Mayor J.P. Squiggly

CREDITS

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"My Inventing Investigation Journal."

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Project Children's Design Team



ANSWER KEY TO CHALLENGE PUZZLES

Adventure 1: Correct Challenge Puzzle Answer

The word under the picture of the fish that is not green, has no bubbles and is looking up is **gravity**. The inventor who helped the world better understand time, gravity and the universe is **Albert Einstein (Albie)**.

Adventure 2: Correct Challenge Puzzle Answer

The mystery word is **BLUETOOTH**. The inventor whose invention led to the development of bluetooth technology was **Hedy Lamarr**.

Adventure 3: Correct Challenge Puzzle Answer

The word clues are **ILL POP SICK**. In the correct order, they are the sounds of the word **POPSICLE**, invented by young **Frank Epperson (Frankie)**.

Adventure 4: Correct Challenge Puzzle Answer

The shapes are **triangle, circle and square**. The inventor's name is **I.M. Pei (Yohmie)**.

Adventure 5: Correct Challenge Puzzle Answer

The clue date is the year **1839**, the birth year of **Josephine Cochrane (Josie)**, who invented the dishwasher.

Adventure 6: Correct Challenge Puzzle Answer

In the correct order of the strips, the clue spells out the word **SECURE**. **Marie van Brittan Brown** invented the first security system with the help of her husband, Albert.

The secret code is **V | S | O N**.

We hope you enjoyed journaling!