

# YOUNG INNOVATORS



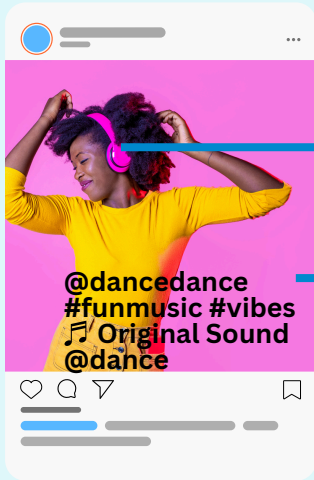
# AND IP ACTIVITIES

A booklet filled with creative outlets  
designed for inventors of any age



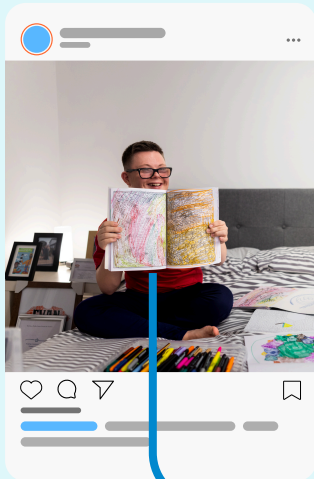
Our partners make it possible to deliver *IP education to you*





## Product Affiliation

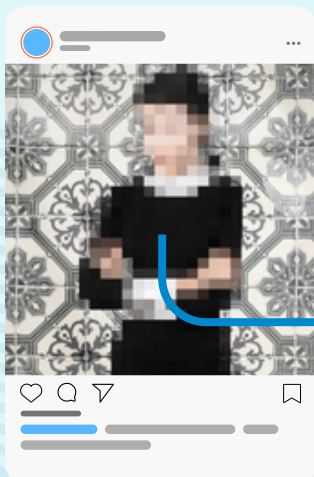
When you use a product's name or logo without permission, it can look like you're lying about a connection. This can confuse people, and punishment can include lawsuits or money fines.



# IP ON YOUR FEED

## Audio Use

When you use someone else's audio without permission, it's unfair because the creator worked hard to make it. This can cause problems like losing trust or even getting your work taken down, and you could face fines.



## Your Art

When you share your art, others may copy or misuse it without credit. This can cause you to lose recognition, and punishment can include legal trouble or your work being removed.

## Movie Clips

When you share movie clips without permission, it's harmful because movies belong to their makers. This can result in videos being deleted, your account suspended, or even fines in serious cases.





**COLOR THE  
INVENTION**

# WORD SEARCH

S S O W N E R T P U G P A T E N T D  
I I C R E A T O R A M D E S I G N I  
H D L I C E N S E A T G D B U B L S  
E C E N O V E L T Y D E I T H R L C  
V V T A E N O I C N Z E N C G A K O  
A D H T R A D E M A R K S T S N Q V  
I N N O V A T I O N U X M E A D B E  
T C C O P Y R I G H T H V P C B S R  
U T I L I T Y R E G I S T E R R L Y  
W F O B L U E P R I N T E S N U E E  
C O N C E P T N P R O T O T Y P E T  
Q I N V E N T I O N G R I G H T S Z

Find the following words in the puzzle.

Words are hidden → ↓ and ↘

BLUEPRINT  
BRAND  
CONCEPT  
COPYRIGHT  
CREATOR  
DESIGN  
DISCOVERY  
IDEA

INNOVATION  
INVENTION  
LICENSE  
NOVELTY  
OWNER  
PATENT  
PATENTABLE  
PROTOTYPE

REGISTER  
RIGHTS  
TRADEMARK  
TRADESECRET  
UTILITY



# K-12 LEARNERS AND MICHELSON IP

We are empowering the next generation through invention education!

Designed to seamlessly incorporate Intellectual Property (IP) education into K-12 curricula throughout California with a focus on invention, the IP Education Curriculum Project provides students and educators with the knowledge and resources needed to effectively understand and apply IP concepts through interactive activities, digital materials, and expert-led workshops, targeting various educational stages—especially middle school—while offering adaptable resources to ensure age appropriate learning.

## ABOUT MICHELSONIP

The Michelson Intellectual Property Institute seeks to empower the next generation of creators with the IP knowledge needed to capitalize on their innovations

## BOOKS FOR YOUNG INVENTORS

1. **If I Built a Car** by *Chris Van Dusen* sparks creativity by imagining futuristic vehicles.
2. **Rosie Revere, Engineer** by *Andrea Beaty* teaches perseverance through a young girl's inventive projects.
3. **The Girl Who Thought in Pictures: The Story of Dr. Temple Grandin** by *Julia Finley Mosca* inspires by sharing how Dr. Grandin's unique perspective led to important innovations.
4. **The Junkyard Wonders** by *Patricia Polacco* shows how teamwork and embracing differences can lead to amazing creations.
5. **Whoosh!: Lonnie Johnson's Super-Soaking Stream of Inventions** by *Chris Barton* tells the story of the accidental invention of the Super Soaker.
6. **How Ben Franklin Stole the Lightning** by *Rosalyn Schanzer* highlights curiosity as a key trait for inventors.
7. **The Most Magnificent Thing** by *Ashley Spires* emphasizes persistence and learning from setbacks.

## HOW WE HELP YOUNG INNOVATORS

Designed to seamlessly incorporate Intellectual Property (IP) education into K-12 curricula with a focus on invention, the IP Education Curriculum Project provides students and educators with the knowledge and resources needed to effectively understand and apply IP concepts

## OUR PARTNERS

- US IP Alliance
- National Inventor's Hall of Fame
- Invention Convention
- The Society for Science
- Network For Teaching Entrepreneurship



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# TAKEOFF ON YOUR IP JOURNEY



## INNOVATION PROGRAMS

Information on finding innovation camps and programs near you



## INNOVATION COMPETITIONS

Information on about finding innovation competitions



## IP VIDEO SERIES

Watch these videos to learn more about intellectual property



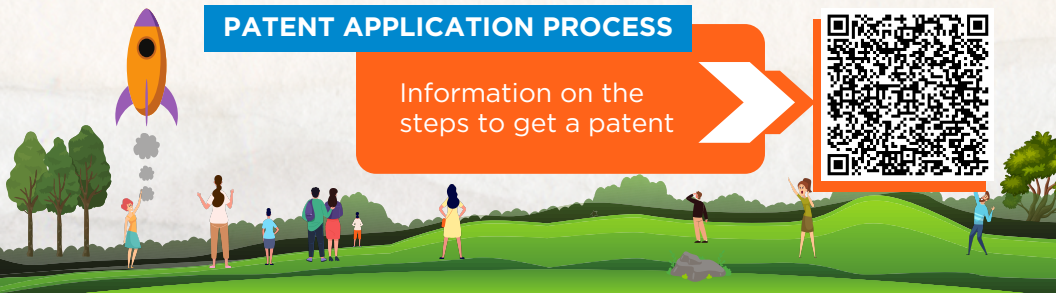
## PATENT SEARCHING

Searching resources to determine if your invention is new and potentially patentable



## PATENT APPLICATION PROCESS

Information on the steps to get a patent





**MP** MichelsonIP  
INSTITUTE

LEARN MORE ABOUT  
**MICHELSON IP**  
**RESOURCES**

SCAN ME



# IP RIDDLE CHALLENGE: MYSTERY WORD EDITION

## How to play:

- Read each riddle
- Write your answer
- Put the first letters together
- Reveal the final mystery word



## Answer Bank

Idea, Gizmo, Examination, Innovation, Nonobviousness, Injunction, Mod, Novelty, Royalties, Trademark, Fairuse, Rube Goldberg, NDA, Contract, Genericide, Expiration, Misappropriation, Gloop, Blueprint, Thingamajig

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**INJUNCTION**  
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1.) I am a court order that stops someone from using your work.

-----  
**NDA**  
-----

2.) I am a promise to keep information secret.

-----  
**FAIRUSE**  
-----

3.) I am limited use for teaching, news, or parody without asking first.

-----  
**ROYALTIES**  
-----

4.) I am money paid each time a protected work is used.

-----  
**IDEA**  
-----

5.) I am what copyright does not protect but starts every project.

-----  
**NOVELTY**  
-----

6.) I am the patent requirement that means new.

-----  
**GENERICIDE**  
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7.) I am when a brand name becomes the common word and loses protection.

-----  
**EXAMINATION**  
-----

8.) I am the review step at the patent office before a patent is granted.

-----  
**MISAPPROPRIATION**  
-----

9.) I am wrongful taking of a trade secret.

-----  
**EXPIRATION**  
-----

10.) I am when protection ends after a set term.

-----  
**NONOBVIOUSNESS**  
-----

11.) I am the patent test meaning not obvious to a skilled person.

-----  
**TRADEMARK**  
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12.) I guard a name or logo so buyers know who made it.



**I N F R I N G E M E N T**

Definition: the action of breaking the terms of a law, agreement, etc.; violation.

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E C E N O V E L T Y D E I T H R L C  
V V T A E N O I C N Z E N C G A K O  
A D H T R A D E M A R K S T S N Q V  
I N N O V A T I O N U X M E A D B E  
T C C O P Y R I G H T H V P C B S R  
U T I L I T Y R E G I S T E R R L Y  
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