



# Scoutmaster Bucky

## INVENTING

### Merit Badge Workbook

[www.ScoutmasterBucky.com](http://www.ScoutmasterBucky.com)

SCOUT'S INFORMATION	MERIT BADGE COUNSELOR INFORMATION
<p>Name _____</p> <p>Phone _____</p> <p>Organization _____</p>	<p>Name _____</p> <p>Address _____</p> <p>City State Zip _____</p> <p>Phone _____</p> <p>Mobile _____</p> <p>Email _____</p>
WORKBOOK INFORMATION	
<p style="text-align: center;">Scoutmaster Bucky Workbook based off of <i>Boy Scout Requirements</i> – 2018 Edition</p> <p style="text-align: center;">Visit <a href="http://www.ScoutmasterBucky.com">www.ScoutmasterBucky.com</a> for more information.</p>	

**REQUIREMENT 1:** IN YOUR OWN WORDS, DEFINE INVENTING.



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**REQUIREMENT 1A:**

EXPLAIN TO YOUR MERIT BADGE COUNSELOR THE ROLE OF INVENTORS AND THEIR INVENTIONS IN THE ECONOMIC DEVELOPMENT OF THE UNITED STATES.



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**REQUIREMENT 1B:** LIST THREE INVENTIONS AND STATE HOW THEY HELPED HUMANKIND.

Invention #1:

How this invention helped humankind:

Invention #2:

How this invention helped humankind:

Invention #3:

How this invention helped humankind:



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**DO ONE OF THE FOLLOWING (2A OR 2B) IN REQUIREMENT 2**

#### REQUIREMENT 2A:

IDENTIFY AND INTERVIEW WITH A BUDDY (AND WITH YOUR PARENT'S PERMISSION AND MERIT BADGE COUNSELOR'S APPROVAL) AN INDIVIDUAL IN YOUR COMMUNITY WHO HAS INVENTED A USEFUL ITEM. REPORT WHAT YOU HAVE LEARNED TO YOUR COUNSELOR.

Person to interview:

Name of your Buddy who will be working with you:

Notes:

\_\_\_\_\_  
Counselor's Name

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Counselor's Signature

\_\_\_\_\_  
Date

approved

\_\_\_\_\_  
Parent's Name

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Parent's Signature

\_\_\_\_\_  
Date

approved



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**REQUIREMENT 2B:** READ ABOUT THREE INVENTORS.

Inventor #1:

Inventor #2:

Inventor #3:

**REQUIREMENT 2B:** SELECT THE ONE YOU FIND MOST INTERESTING AND TELL YOUR COUNSELOR WHAT YOU LEARNED.

Inventor you selected:

Notes:



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**REQUIREMENT 3:** DO EACH OF THE FOLLOWING:

**REQUIREMENT 3A:** DEFINE THE TERM INTELLECTUAL PROPERTY.

**REQUIREMENT 3A:** EXPLAIN WHICH GOVERNMENT AGENCIES OVERSEE THE PROTECTION OF INTELLECTUAL PROPERTY...

**REQUIREMENT 3A:** ...THE TYPES OF INTELLECTUAL PROPERTY THAT CAN BE PROTECTED...



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**REQUIREMENT 3A:** ...HOW SUCH (INTELLECTUAL) PROPERTY IS PROTECTED...

**REQUIREMENT 3A:** ...WHY PROTECTION IS NECESSARY.

**REQUIREMENT 3B:** EXPLAIN THE COMPONENTS OF A PATENT...



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**REQUIREMENT 3B:** ...AND THE DIFFERENT TYPES OF PATENTS AVAILABLE.

**REQUIREMENT 3C:** EXAMINE YOUR SCOUTING GEAR AND FIND A PATENT NUMBER ON A CAMPING ITEM YOU HAVE USED. WITH YOUR PARENT'S PERMISSION, USE THE INTERNET TO FIND OUT MORE ABOUT THAT PATENT.





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#### REQUIREMENT 3C:

COMPARE THE FINISHED ITEM WITH THE CLAIMS AND DRAWINGS IN THE PATENT. REPORT WHAT YOU LEARNED TO YOUR COUNSELOR.

#### REQUIREMENT 3D:

EXPLAIN TO YOUR COUNSELOR THE TERM PATENT INFRINGEMENT.



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**REQUIREMENT 4:**

DISCUSS WITH YOUR COUNSELOR THE TYPES OF INVENTIONS THAT ARE APPROPRIATE TO SHARE WITH OTHERS, AND EXPLAIN WHY.

**REQUIREMENT 4:**

TELL YOUR COUNSELOR ABOUT ONE NONPATENTED OR NONCOPYRIGHTED INVENTION AND ITS IMPACT ON SOCIETY.



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#### **REQUIREMENT 5:**

CHOOSE A COMMERCIALY AVAILABLE PRODUCT THAT YOU HAVE USED ON AN OVERNIGHT CAMPING TRIP WITH YOUR TROOP. MAKE RECOMMENDATIONS FOR IMPROVING THE PRODUCT, AND MAKE A SKETCH THAT SHOWS YOUR RECOMMENDATIONS. DISCUSS YOUR RECOMMENDATIONS WITH YOUR COUNSELOR.

A large, empty rectangular box with a black border, intended for the student to write their recommendations and draw a sketch.



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**REQUIREMENT 6:**

THINK OF AN ITEM YOU WOULD LIKE TO INVENT THAT WOULD SOLVE A PROBLEM FOR YOUR FAMILY, TROOP, CHARTERED ORGANIZATION, COMMUNITY, OR A SPECIAL-INTEREST GROUP. THEN DO EACH OF THE FOLLOWING, WHILE KEEPING A NOTEBOOK TO RECORD YOUR PROGRESS.

What you will Invent:

**REQUIREMENT 6A:**

TALK TO POTENTIAL USERS OF YOUR INVENTION AND DETERMINE THEIR NEEDS.

**REQUIREMENT 6A:**

THEN, BASED ON WHAT YOU HAVE LEARNED, WRITE A STATEMENT DESCRIBING THE INVENTION AND HOW IT WOULD HELP SOLVE A PROBLEM.

Statement:



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**REQUIREMENT 6A:** THIS STATEMENT SHOULD INCLUDE DETAILED SKETCH OF THE INVENTION.

Sketch:



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**REQUIREMENT 6B:**

CREATE A MODEL OF THE INVENTION USING CLAY, CARDBOARD, OR ANY OTHER READILY AVAILABLE MATERIAL. LIST THE MATERIALS NECESSARY TO BUILD A PROTOTYPE OF THE INVENTION.

**REQUIREMENT 6C:**

SHARE THE IDEA AND THE MODEL WITH YOUR COUNSELOR AND POTENTIAL USERS OF YOUR INVENTION. RECORD THEIR FEEDBACK IN YOUR NOTEBOOK.

Feedback:



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#### REQUIREMENT 7:

BUILD A WORKING PROTOTYPE OF THE ITEM YOU INVENTED FOR REQUIREMENT 6. **(BEFORE YOU BEGIN BUILDING THE PROTOTYPE, YOU MUST HAVE YOUR COUNSELOR'S APPROVAL, BASED ON THE DESIGN AND BUILDING PLANS YOU HAVE ALREADY SHARED).**

\_\_\_\_\_  
Counselor's Name

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Counselor's Signature

\_\_\_\_\_  
Date

approved

Notes:



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#### **REQUIREMENT 7:**

TEST AND EVALUATE THE INVENTION. AMONG THE ASPECTS TO CONSIDER IN YOUR EVALUATION ARE COST, USEFULNESS, MARKETABILITY, APPEARANCE, AND FUNCTION.





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**REQUIREMENT 7:**

DESCRIBE HOW YOUR ORIGINAL VISION AND EXPECTATIONS FOR YOUR INVENTION ARE SIMILAR OR DISSIMILAR TO THE PROTOTYPE YOU BUILT.



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#### REQUIREMENT 7:

HAVE YOUR COUNSELOR EVALUATE AND CRITIQUE YOUR PROTOTYPE.

\_\_\_\_\_  
Counselor's Name

\_\_\_\_\_  
Phone

\_\_\_\_\_  
Counselor's Signature

\_\_\_\_\_  
Date

approved

Counselor's Notes:



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**DO ONE OF THE FOLLOWING (8A OR 8B) IN REQUIREMENT 8**

**REQUIREMENT 8A:** PARTICIPATE WITH A CLUB OR TEAM (ROBOTICS TEAM, SCIENCE CLUB, OR ENGINEERING CLUB) THAT BUILDS A USEFUL ITEM.

\_\_\_\_\_

Club or Team Name

\_\_\_\_\_

Leader's Name

\_\_\_\_\_

Phone

\_\_\_\_\_

Leader's Signature

\_\_\_\_\_

Date

approved

**REQUIREMENT 8A:** SHARE YOUR EXPERIENCE WITH YOUR COUNSELOR.



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**REQUIREMENT 8B:**

VISIT A MUSEUM OR EXHIBIT DEDICATED TO AN INVENTOR OR INVENTION, AND CREATE A PRESENTATION OF YOUR VISIT TO SHARE WITH A GROUP SUCH AS YOUR TROOP OR PATROL.

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Place of Visit

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Inventor or Invention



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#### REQUIREMENT 9:

DISCUSS WITH YOUR COUNSELOR THE DIVERSE SKILLS, EDUCATION, TRAINING, AND EXPERIENCE IT TAKES TO BE AN INVENTOR.

Skills:

Education:

Training:

Experience:

Notes:



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#### REQUIREMENT 9:

DISCUSS HOW YOU CAN PREPARE YOURSELF TO BE CREATIVE AND INVENTIVE TO SOLVE PROBLEMS AT HOME, IN SCHOOL, AND IN YOUR COMMUNITY.

At Home:

In School:

In your Community:

#### REQUIREMENT 9:

DISCUSS THREE CAREER FIELDS THAT MIGHT UTILIZE THE SKILLS OF AN INVENTOR.

Career Field #1:

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Notes:

Career Field #2:

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Notes:

Career Field #3:

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Notes: