



# pack chat

## kid inventors

### contents:

- Kid inventors
- Think about it
- Did you know?
- The Island of inventions
- Ideas for Pack meetings
- Kid inventor games
- News

### think about it:

**To invent, you need a good imagination and a pile of junk.**

**Thomas Edison**

Imagine  
Invent  
Inspire

People often think of children as these aimless creatures, just running around and possessing all this energy with no outlet. What they sometimes forget is that children have an unmatched sense of wonder and possibility. To them, the world feels endless and beautiful. When you don't have an outlet for all that wonder, it can admittedly be disastrous. But when you do, greatness can occur that rivals even that of adults. You may be surprised to discover that a lot of the inventions that we know and love today were hatched in the minds of children.

One such child is **Mikaila Ulmer** who, at the age of four, founded her own company. When asked what was the initial spark that inspired Me & the Bees, she replied: "When I was 4, I got stung by two bees in one week, and my great granny Helen sent me a 1940's cookbook with her favourite recipe of flaxseed lemonade in it. After getting stung by so many bees, I was really afraid of them, so my parents encouraged me to do some research on them. I found out how important they are as pollinators, and that they were dying, which is when I decided to create a company that would help save them, and that used my great granny Helen's recipe, as well. I came up with sweetening my lemonade with honey to make it healthy—and help honey bees. I would donate a portion to organisations that were working hard to save the bees, and I would use flaxseed in it, just like my grandma's recipe. It did really well."

But, it's something she learned from the bees that has been so integral to her lemonade business. "If you look into a beehive, they're all working very closely together, it's usually jam-packed, and they communicate, they're always communicating, they're always working together, they never put one bee to a job," she said.

To read up more on children who have changed our lives go to: <https://inventionland.com/blog/ten-kid-inventors-that-changed-our-lives/>

Acknowledgements: <https://twitter.com/Mikailasbees>

### did you know?

The most innovative South African inventions are:

- ⇒ CAT Scan
- ⇒ Oil from coal
- ⇒ Heart Transplant
- ⇒ Kreepy Krauly
- ⇒ Pratley's Putty
- ⇒ Dolosse
- ⇒ Q20
- ⇒ Retinol Cryoprobe
- ⇒ Speed Gun
- ⇒ Smartlock Safety Syringe

Acknowledgement: <https://www.sagoodnews.co.za/top-10-south-african-inventions/>

## the island of inventions

The first time Luca heard talk of the Island of Inventions he was still very young. The wonders he heard about sounded so incredible to him that they were forever engraved in his memory. Ever since he was a little boy, he never stopped searching for clues to investigate. Clues which might lead him to that place of wonder. He read hundreds of adventure books, histories, volumes of physics and chemistry; even music.

Taking a little from here, a little from there, he arrived at quite a clear idea of what the Island of Inventions was really like. It was a secret place, where all the great wise men of the world would meet to learn and invent together. Access to the island was totally restricted. To be able to join that select club, you had to have created some great invention for humanity. Only then could you receive the unique and special invitation - which came with instructions on how to get to the island.

To be in with a chance, Luca spent the years of his youth studying and inventing. Every new idea he got, he made it into an invention. If there was anything he didn't understand, he would seek out someone who could help him. Soon he met other young people, brilliant inventors too, and he told them of the secrets and marvels of the Island of Inventions. These fellow young inventors would likewise dream of being sent 'the letter', which is how the invitation was referred to.

As time passed, the disappointment of not being sent the letter gave rise to even greater collaboration and mutual help between the young inventors. Their interesting individual inventions were put together, creating some incredible contraptions. They met in Luca's house, which ended up looking like a huge warehouse for machines and spare parts. Their inventions became known throughout the world, and managed to improve every aspect of life.

But even after all that, no invitation came.

They did not lose heart. They continued learning and inventing every day, trying to come up with more and better ideas. Fresh young talent was added to their group, as more and more inventors dreamed of getting to the island. One day, a long time later, Luca, already very old, was speaking with a brilliant young man who had written to him to try to join the group. Luca told the young man the great secret of the Island of Inventions, and of how he was sure that someday they would receive an invitation. Surprised, the young inventor interrupted Luca:

"What? You mean this isn't really the Island of Inventions? Isn't the letter you sent me the real invitation?"

And, as old as he was, Luca looked around him, and realised that his dream had become true in his very own house. He realised that no island could exist which would be better than where he was now. No place of invention would be better than what he and his friends had created. Luca felt happy to know that he had always been on the island, and that his life of invention and study had been a truly happy one.

Acknowledgement: <https://freestoresforkids.com/children/stories-and-tales/island-inventions>

## ideas for pack meetings:

### Genius Kits:

A Genius Kit is a group of 20 or more odds and ends thrown into a container and given to the Cubs to turn into something. The object is to let the Cubs use their imaginations to come up with an unbelievable creation from the junk they have. The contents of each container should be identical. The more items in the container, the more creative the Cubs can be. Rules for the Genius Kit project are: use only the materials supplied; you don't have to use all of it; use your imaginations and have fun.

Acknowledgement: Baloo's Bugle – volume 22, issue 7 – Feb/Mar 2016

### Newspaper Towers:

Roll sheets of newspaper into dowel sticks. Give each Six 7 newspaper dowels and a roll of masking tape. Instructions are: their 'tower' needs to be a free standing structure (not taped to the table and not being braced by anything). They are only allowed to use the supplies they have been given. The Sixes may trade materials, e.g. one unused dowel for five additional pieces of masking tape or vice versa. Once complete, put their towers to the test! Measure their height and test their strength.

Acknowledgement: theardentteacher.com

### Car Inventions:

*In 1769 the first steam-powered car capable of human transportation was built by Nicolas-Joseph Cugnot.*

Equipment: 1 wooden clothes peg (per car); 4 buttons of the same size; 1 drinking straw; 2 bread ties; coloured tape and glue.

Cut two pieces from the straw (2.5 cm each). Thread the bread ties through the straws and secure a button on each side. Loop the bread tie through the holes. Clip one of the straw axles in front of the clothes peg. You can glue it in place but not really necessary. Slide the other straw axle into the back of the clothes peg, up against the spring. Secure it in place with a piece of tape.

Let the racing begin.....

Acknowledgement: Baloo's Bugle (2015 Dec RT/Jan 2016 Prog Ideas)/Wikipedia

### Engineering Challenge:

*The first iron bridge was built in Telford in 1779 by Abraham Darby (the third).*

Equipment: craft sticks; wooden clothes pegs. Challenge the Cubs to build a bridge or just a structure that can support weight.

Acknowledgement: frugalfun4boys.com/http://technologystudent.com

### Design a Maze:

*The first recorded maze in history was the Egyptian Labyrinth. Herodotus, a Greek traveller and writer, visited the Egyptian Labyrinth in the 5th century, BC.*

Equipment for each team: paper plate; straws; glue and a marble or round bead; scissors and a felt tip pen. The Cubs cut the straws into shorter pieces; using a variety of sizes to make the maze interesting. Glue the straws to the paper plate to create a maze. Creating the maze requires some planning, as the Cubs will have to decide where the start and end of their maze will be. They may wish to design their maze on a piece of paper first. When done creating their mazes, it's challenge time! Can the Cubs get their marble or bead from start to finish without dropping it. Once they have mastered their own maze, trade mazes with a friend. After that, they can race each other with a paper plate marble run. Up the ante and get even more scientific by using different sized marbles/beads and see how that affects speed!

Acknowledgement: kidsactivitiesblog.com

### Advertising Tool:

Split the Pack into pairs or small groups. Begin by giving the groups an everyday object like a pen, water bottle, paperclip, etc. Tell the groups that each object does so much more than what we see. For example, the pen might write secret messages that self destruct. The Cubs can imagine all kinds of possibilities. Then the groups have to create short advertisements to market these new inventions.

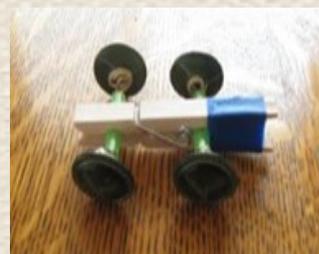
Acknowledgement: <https://blog.esllibrary.com/2013/01/22/9-activities-to-get-your-learners-thinking-like-inventors/>

### I can invent a telephone:

*Alexander Graham Bell was an inventor, scientist and engineer. He was credited with inventing and patenting the first practical telephone.*

Use two metal cans of the same size per Cub (make sure the edges are not sharp). Make a small hole in the bottom of each can (using a hammer and nail). Thread a piece of string through the hole and make a knot inside each of the cans. Have the Cubs decorate the cans, leaving enough room to add a keypad. Cubs can talk to each other.

Acknowledgement: <http://www.educatall.com/Science-corner.html>



## kid inventor games:

### Broken Telephone:

The telephone is an exceptional invention! Have the Cubs sit in a circle. Ask one Cub to pick a word or expression and have them whisper it into the ear of the Cub sitting to their right. This Cub must then whisper the word to the Cub sitting to their right, and so on, until the word has travelled all the way around the circle. The last Cub says the word or expression out loud. Verify if the word or expression corresponds to what the first Cub had said.

### Human Pinball Machine:

All players except one, stand in a circle facing outwards. Players spread their legs as wide as is comfortable, until their feet touch their neighbours on either side. Everyone bends down and swings their arms between their legs—these are the pinball 'flippers'. The one non-flipper enters the circle as the non-moveable target. The flippers must try to hit the target by knocking a ball back and forth in the circle. Whoever hits the target gets to be the next target. The target's only job is to avoid the ball. The flippers can only hit the ball, not catch and throw it.

Acknowledgement: Baloo's Bugle

## news:

We have a new interest badge! It's called **Entrepreneur**.

The requirements for this badge can be found in the updated Interest Badge module (Cub Badge Book) which has been uploaded onto the SCOUTS SA website.

Click [HERE](#) to find it.



More tips, games and crafts in the next edition of **pack chat**  
Stay tuned!