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WORKSHEET

What is intellectual property? Toys and intellectual property

5th and 6th Year of Primary School

Supported by:







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Who invented the toys?

Age	10-12 years					
Year	5 th and 6 th Year of Primary School					
Time	2 sessions of 45 minutes approximately					
Objectives	 Foster interest among the students towards intellectual and industrial property. Raise awareness among the students of the importance of respecting the work and effort made by creators or products such as games, video games, songs, books, sculptures, etc. Generate a consumption approach geared towards the purchase of original products. 					
Materials	Word search puzzle. List of toys to look for: Slime, Rubik's Cube, Plasticine, Teddy Bear, Slinky and/or Hula Hoop. Sheet to complete about the invention of a toy.					
Workshop developement	This activity proposal is divided into three stages: Initial stage: Word search puzzle. The objective is to motivate the students and stimulate their interest in the activity. To this end, they will be given a fun word search puzzle which will allow them to discover the toys they will have to investigate. This is an optional stage and, depending on the time available, the adult could present the toys directly. Development stage: investigation process. The students are put into groups of 3, 4 or 5 children (depending on the size of the group) who will become					
	researchers. Each group will be assigned one of the toys from the previous word search puzzle. Each group has to complete a sheet on the toy creation process and its inventor. Additionally, once they have finished, they will present it to the class and share the information they have gathered with the others. Final stage: joint reflection. Once the presentations are over, a group reflection will be made on the importance of respecting industrial and intellectual property, and the effort and work it takes to create a piece of work or an innovative product.					



Word search puzzle

List of words to search:

Rubik's Cube



Slime



Teddy Bear



Hula Hoop



Plasticine



Slinky



Т	Е	D	D	Υ	В	Е	Α	R	R	С	Α	D
Α	I	N	Р	0	Н	S	N	0	U	Α	I	R
Т	М	Т	Е	N	L	L	М	F	В	X	K	Р
R	D	Р	0	L	R	1	U	С	1	I	L	I
D	L	L	Р	С	I	N	Е	D	K	Α	Ε	I
R	Р	R	Е	0	I	K	N	S	S	I	S	U
Е	Е	Υ	1	R	0	Υ	0	Т	С	Е	0	I
U	М	I	В	I	L	Н	I	Α	U	0	Α	В
I	Е	N	S	0	Е	С	Α	U	В	L	0	Е
Р	В	K	Т	В	1	Т	L	L	Е	С	S	Е
R	S	Т	U	N	S	М	N	Е	U	Е	S	С
Α	I	I	Е	L	Е	Т	I	Α	Α	Н	R	1
Е	N	S	L	I	М	Е	F	R	R	Α	U	L



Solved word search puzzle

List of words to search:

Rubik's Cube



Teddy Bear



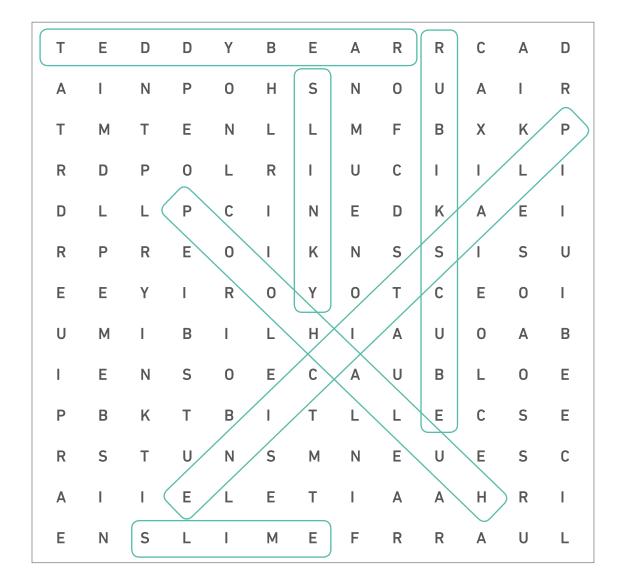
Hula Hoop

Slime

Plasticine



Slinky



RESEARCHER DATA



Names of the members of the group:					
Name of the group:					
Year:					
RESEARCH DATA					
Name of the toy:					
Name of the inventor or company:		Year:			
Explain the creation process (how the idea came up, what the process involved, who participated)	Explain 3 curious facts that have caught your attention:	Do you think that a lot of time and effort went into the toy?			