

## What is an inventor?

An inventor creates new things. They solve problems. Joseph 'Spud' Murphy invented crisp flavourings.



*This is Joseph 'Spud' Murphy. Before his invention, the only crisp flavour was salt. He created cheese and onion, and then other flavours.*

Inventors work in lots of different workplaces, including:

- ▶ research labs
- ▶ their homes
- ▶ universities.

### Key Learning and Science Skills:

- ▶ Observe that there is a problem to solve.
- ▶ Suggest a way to solve the problem (a solution).
- ▶ Test their solution to the problem.
- ▶ Decide whether their solution solves the problem.

## Everyday materials

## What is a toy maker?

A toy maker designs and makes new toys. They choose materials carefully to make toys that work. For example, a bouncy ball needs a stretchy material and building blocks need to be strong.



*This is Arvind Gupta. He is an Indian toy maker. He is very good at science.*

Toy makers might work in:

- ▶ shops
- ▶ their homes
- ▶ game design.

### Key Learning and Science Skills:

- ▶ Be creative when designing, making and evaluating new toys.
- ▶ Find out how to make a new toy.

## What is a structural engineer?

A structural engineer designs things like buildings and bridges. They use materials to make sure the structures are strong and stable and do not fall over or break.



*This is Sophie. She is a structural engineer.*

Structural engineers work in different places with different people, including:

- ▶ architects
- ▶ builders
- ▶ other engineers.

### Key Learning and Science Skills:

- ▶ Be able to work with lots of other people to make strong structures.
- ▶ Be good at telling other people what you have found out.

*Would you like to use your learning about everyday materials when you are older?*