

## Crafts week 15

### The Good Mood Machine

First, read the story of Aatos, the Boy Inventor:

[LINK](#)

The boy in the story, Aatos, likes to invent strange gadgets. Now you can also put on your inventor's hat and design a 'Good Mood Machine' to delight others!

What kinds of wonderful, cheerful, funny, creative, strange or silly things could the gadget do?

How would the gadget make, say, a family member, a friend at day care, the uncle next door, the bus driver and doctors and nurses at the hospital smile or laugh? How about pets or animals in the forest, or children who live on the other side of the world?

What would the gadget look like? Would it be ginormous, or teeny weeny? What kinds of controls, antennas, pipes, buttons or protrusions would it have? Find objects and things suitable for this task from inside your home. Will you build a tall and colourful tower out of Legos? Or will you combine different types of objects and other materials you find at home? Could you build a soft gadget out of stuffed toys or cloths? If you've got cardboard and tape, it's also possible to build the machine out of them.

It's also important to think about what can be done with the gadget! Does it air out the house on a hot summer's day, or does it take a used tissue to the rubbish bin automatically? Does it help with food preparations, or does it help you fall asleep at night? Think of a purpose for your machine(s).

Once ready, you can display your machine(s) and have an art gallery tour for your family. Remember to write the name and something about what the machine does on a piece of paper. If necessary, ask a family member for help with the writing. Finally, you can have a gallery opening. Should the entrance fee be three laughs, like what Aatos from the story asked, or something entirely different? You decide!

DESIGN

7-8years

#### Breakfast machine



Picture: Laura Ikonen

## What you need

Imagination to create things as well as materials such as toys, Legos, soft toys, cloths or spoons, jars, or whatever objects from home that can be used in this building task. Also, recycled cardboard packaging (cereal packages, etc.), straws, recycled plastics, and masking tape, can be used to build different gadgets. Build one machine or many different kinds!

In the end, take a picture(s) of your complete gadget(s), caption the picture with the purpose of the machine, and send the picture to your teacher. When the gallery ends, put the objects and things you used back where they belong.

## Goal

Strengthening imagination, creativity and problem-solving skills. Observing surrounding objects from a new perspective. Empathy skills.

## Background information

The artist Jean Tinguely became famous for building different kinds of gadgets. You can click on the following link to find a gadget, which he built from, amongst other things, parts of a formula one car: [LINK](#)

Below is a link to The Morning Routine Machine from a children's book that is familiar to many: "Tatu and Patu's Strange Devices" by Aino Havukainen and Sami Toivonen. The inventors are applying for a patent for their invention. Having a patent means that other cannot, without permission, use another's invention. In Finland, it is possible to apply for a patent from the Patent and Registration Office. By clicking on the link below, you can read Tatu's and Patu's application for a patent for their Morning Routine Machine. [LINK](#)

Another famous inventor is Gyro Gearloose from Donald Duck. You can find out more about him from this link: [LINK](#)

