

Frank Einstein Summer Reading Assignment

Design Your Own Invention!

Dear Students,

This summer, you'll be reading *Frank Einstein and the Antimatter Motor* by Jon Scieszka — the story of a kid inventor, his robot creations, and his exciting science-fueled adventure.

Frank loves building things, experimenting, and solving problems. Now it's your turn!

Your Challenge: Invent Something!

Think like a young scientist, engineer, or problem-solver.

You don't need real tools — just your **imagination**, a pencil, and your **best ideas**.

Your Invention Project Should Include:

1. **A Drawing** of your invention
 - o Label the parts (just like in the book!)
 - o Add arrows, notes, or color if you like
2. **A Name** for your invention
 - o Make it fun, clever, or scientific!
3. **What It Does** (3–5 sentences)
 - o What problem does it solve?
 - o Who might use it, and how?
 - o How does it work?
4. **A Short Reflection** (8–10 sentences)
 - o What inspired your invention?
 - o Was it easy or hard to design?
 - o Would you want to build it one day?

Tips for Inspiration:

- Think about real problems in the world — like trash, food waste, transportation, or boredom!
- Use things you know from science — magnets, motion, electricity, or even recycled materials
- Your invention can be realistic or wild and futuristic — just make sure it has a purpose