

Beulah Henry USPTO Inventor Card Activity Challenge: Animal motion

Beulah Louise Henry

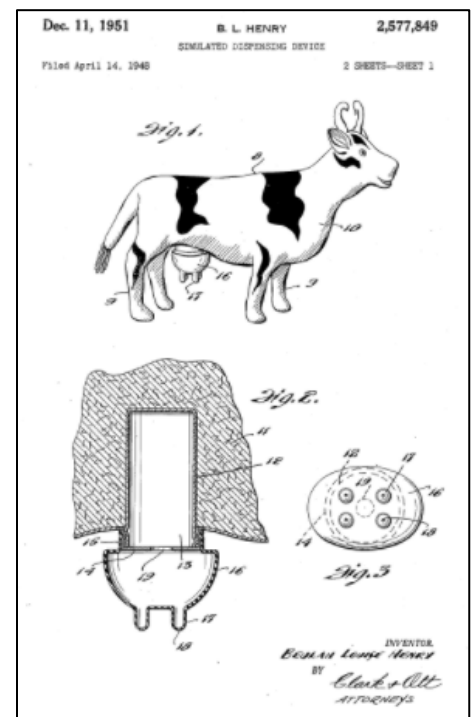
Self-taught Inventor and Entrepreneur
Born: 9-28-1887 Raleigh, North Carolina

Background

Beulah Henry was a prolific inventor with 49 U.S. patents and over 100 inventions credited to her name. She received her first patent at the age of 25 for a vacuum-sealed ice cream freezer. Her numerous inventions included improvements to sewing machines, typewriters, cash registers, umbrellas, dolls, and toys. Henry founded two companies and was a consultant to many more.

Beulah's family was known for their involvement in the arts. Her father was an authority on art, her mother an artist, and her brother was a songwriter. At the age of nine, Beulah invented a way to keep a person's hands free while reading a newspaper. In 1920, she traveled to New York City to demonstrate her replaceable umbrella cover invention, which she created to match the user's outfit. Lord and Taylor paid Beulah \$50,000 for her invention. They displayed her parasols in their front display window. Of all her inventions, Beulah's favorite was the "Milka-Moo," a plush toy cow that children could milk by pulling on the rubber utters.

Beulah had no formal engineering training but stated that she could "visualize" her inventions. It has since been surmised that she had synesthesia, where sound is perceived as color or taste as touch. She attributed her ability to create mechanical inventions to her "inner vision" that caused her to see color and shape for musical scale notes.

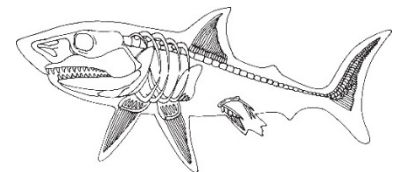
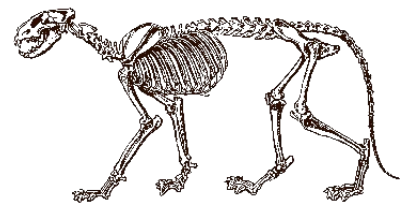
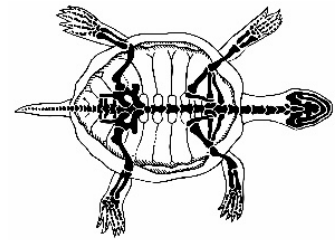
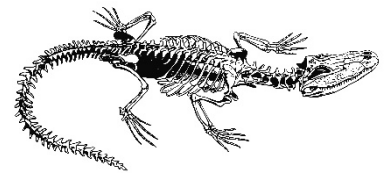


Activity

Can you invent a paper animal that moves?

Directions

1. Draw a line to match the animal with the correct skeletal system.



Directions for creating a movable paper animal

2. Select a paper animal cut-out.
3. What type of skeleton does your animal have?
 - Internal skeleton
 - External skeleton
 - Skeleton made of cartilage
4. Circle joints on the skeletal system picture that allow movement.
5. Cut out the animal and its appendages.
6. Punch a hole in the dots on the animal and the origin appendages.
7. Use paper fasteners to connect the places where the animal can move.
8. Use materials available to control the movement of the animal. (i.e., string, dowels, cardboard).
9. An example of an animal cutout is shown below.



What is intellectual Property (IP)?

Intellectual property (I.P.) refers to creations of the mind, such as inventions, literary and artistic works, designs, symbols, names, and images used in commerce. There are four types of intellectual property - [patents](#), [trademarks](#), [copyrights](#), or [trade secrets](#).

What ideas for an invention, product, or service do you have?

How could you express your intellectual property so that it is protected?

Beulah Henry was an inventor/innovator. You are one, too!

Inventors are problem solvers. If you have ever solved a problem or thought of a new way to accomplish a task, you are an inventor! When you made this activity your own, you were an inventor! One day, you could invent something new that could benefit society.

What will you invent?

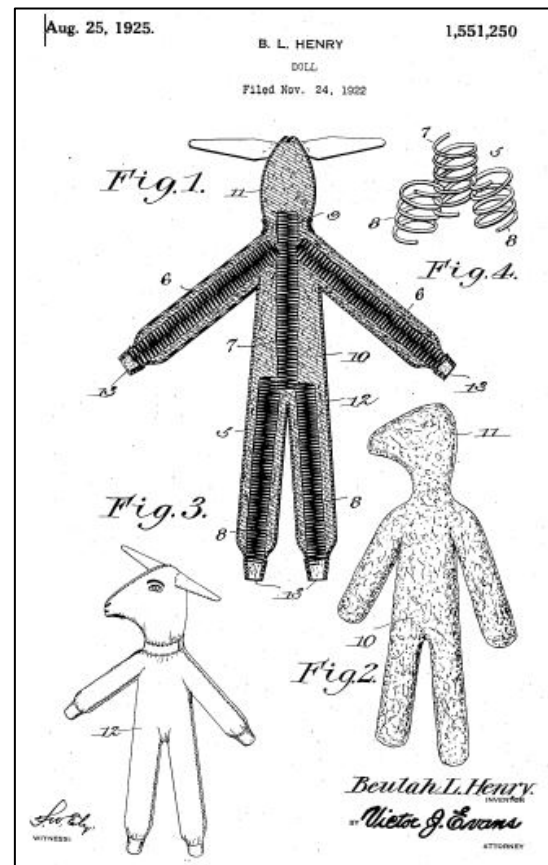
What is a Patent?

A patent is a property right granted by the government that allows an inventor to stop others from making, using, or selling their invention for a certain amount of time without permission. This right gives the inventor a chance to develop their inventions further to benefit society. Patents also allow the public to learn how an invention works so that others can learn from it and develop ways to improve it.

Do you have an idea for an invention that could be patented?

Design Your Trademark

Trademarks help us distinguish between the source of products or services. Trademarks are source identifiers! Trademarks can be words, designs, or a combination of such, but trademarks may take other forms, such as sounds, scents, shapes, and colors, if they distinguish a product or service source. Think of a design, name, or symbol you would use to help the world identify and distinguish the brand of your invention. Make sure that it is unique and not confusingly like other trademarks.



Patent for a doll that is designed of materials that will give it lifelike animation and springiness.
Patent #1,551,250

How will you distinguish your trademark so people know you are the inventor?

