A free teacher’s guide is available at www.wateringcanpress.com with lesson plans that provide creative ideas for using the book in classrooms while fulfilling National and State content standards.

Organizations and corporations can inquire about customizing this book to support their community outreach, cause-marketing, and educational efforts.

For more information, go to www.wateringcanpress.com.

"Engaging, researched, and most of all fun...The Imagine It Book will have children hooked before they even realize it's all about STEM."

Zanne Newman, MEd
Robotics and STEM teacher, Scout Leader, and mom

“This book is a gift to children; it gives their imaginations freedom to grow and encourages them to turn their thoughts and ideas into creations. It’s also a valuable gift to all of us, as these children will be tomorrow’s problem-solvers who will advance our world.”

Tom Gruber,
Co-inventor of Siri and Product Designer at Apple

“Sabin’s books help form healthy habits in young minds; this one fosters curiosity, creativity, collaboration, and perseverance—qualities that will serve children in all areas of their lives.”

Gretchen McClain,
Engineer, CEO, and Tech Advisor

“This fun book will give curious young minds confidence to explore. It empowers them to think, try, play, fail, succeed, and learn along the way.”

Horacio Rozanski
President and CEO, Booz Allen Hamilton

“Exploring our planet and beyond challenges us to think and dream bigger. If you want to empower the next generation to change the world, share this book far and wide.”

Charles F. Bolden Jr
Maj. Gen. USMC (Ret), 12th NASA Administrator/Astronaut
What Is The HEALING HEROES BOOK?       6
Here’s How It Works . . .

CELEBRATING Discoveries and Inventions! .... 10

What are the QUALITIES of People Who Discover and Invent? .... 22

What Will YOU Create? .................. 36
... Where Will You Take the Future?

Take STEPS to Become a Lifelong Creator .... 52

Other Stuff ....... 60

Table of Contents

Dear __________________________,

Because you have a huge imagination, I am giving you THE IMAGINE IT BOOK.

As you use it, you will realize that when you pay attention to the ideas in your imagination, you have the power to turn them into inventions and discoveries.

You will learn how these new things can bring health, safety, entertainment, and happiness to people and make the world a better place.

Along the way, you’ll get to play, think, build, and learn as you write your own book and fill it with your thoughts, ideas, drawings, and inspirations.

I hope this book will help you plan your steps to creating a future filled with your amazing ideas.

From, __________________________
Discoveries and Inventions Are Everywhere

Every hour of every single day, you are using or seeing something that someone invented or discovered.

Internet • car • jeans • wheel • pencil • X-rays • skateboard • chair • soccer ball • camera • rockets • cell phone • mirror • stethoscope • plastic • glasses • dinosaurs • Pluto • video game • cheese • money • tunnel magnets • roads • chocolate • radio • antibiotics • GPS • refrigerator • gold • sail boat • steam engine • hammer • drone • kevlar • fire • battery • paper • laser • DNA • electricity • ice cream cone • eraser • submarine • steel • map • television • nail polish • computer • telescope • glass • washing machine • hearing aid • frisbee • soap • movies • crayon • battery • braille • sunscreen • oxygen • fingerprints • puzzle • hanger • spoon • ruler • skyscraper • watch • pizza • cement • penicillin • calendar • bicycle • snowboard • photosynthesis • air conditioner • abacus • 3-D printing • film • microscope • candle • plough • chess • staircase • gravity • oven • plastic • language • shoelaces

An Invention Hunt

You’ve probably heard of a scavenger hunt, right? In this version of the game, you get to search for inventions. They’re everywhere!

Start at your front door and walk through your house to your bedroom. Write down ten objects that you notice along the way.

Guess what? Everything you wrote down was invented by someone!

For example, if you saw a chair, someone (or perhaps a team of people) had to invent, design, and build it. Maybe you saw a light switch. Someone discovered electricity, and that switch was invented to turn the power on and off. Did you look out a window? Someone discovered how to make glass, and then someone else invented the window.
Curious

When people are curious, what do they do? They ask questions. A question is a very powerful thing. Every innovation and discovery started with one person asking a good question because they were curious.

Why? Good question! Because questions make you and other people think. Questions get people talking. Questions lead to new ideas, which lead to answers or even more questions.

Think about an invention or discovery as if it is a plant or flower. It starts with an idea from your imagination—the seed—but then it needs to be nurtured to make it grow.

When you use your skills of being... you are giving your idea water and sun, and helping it grow into an amazing thing!

- courageous
- curious
- creative
- systematic
- perseverant
- observant
- collaborative

When you are curious and ask questions, you probably start searching for answers. That's a big step toward doing something that could lead to a discovery or invention.
Super Senses

People use their senses to experience the world. The five common ones are seeing, hearing, smelling, tasting, and touching.

Pick one of your senses and describe an invention that you would like to create to make it stronger, better, or supersensitive. This could be used in the future to help people who lost that sense, or it could be used to give everyone superhuman abilities.

What would you create and why?

Predict the Future

In fairy tales, fortune-tellers can look into the future and predict what is going to happen.

In real life, there are actually people who work to predict the future. They use their math and computer skills to look at lots of tiny bits of information from the past (called data) to figure out what is likely to happen in the future.

People who do this apply their skills in many different ways. For example, they can:

- Try to figure out when and where there will be a hurricane or storm so they can warn people in advance and help keep them safe.
- Predict the kinds of songs you may like based on the music you’ve listened to in the past and even send you suggestions for a great playlist that’s perfect for your taste.
- Help a sports team. A coach could look at information and know which baseball player would be best to hire.
- Help doctors predict how to best keep you and others healthy based on information about a family’s history.
- Design roads or adjust stoplights in ways that reduce traffic during busy hours to help create smart cities.

If you could see into the future, what would you want to know?

Just think... if you put your mind to it and learn the skills, you too can become a fortune-teller!
Wow! You have what it takes to be a lifelong creator!
And if you don’t believe me, you can be scientific; just look back through your book and you will find a lot of data and evidence that proves it!

**You have a great imagination.**

**You have lots of ideas.**

**You have the qualities of an inventor and scientist.**

**You notice problems that are waiting to be solved.**

**You create solutions.**

You also know that it takes hard work and action to turn your ideas into reality. So now think about some steps you can take that will help you on your journey to creating a future full of your creations.

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**Interview Someone Amazing**

There are many people around you with jobs that let them imagine, discover, create, and invent. They are doctors, architects, mathematicians, engineers, artists, and many others.

Ask a parent to help you find someone in your community to talk to. Grab a pencil, imagine you are a reporter, and write down the answers you discover.

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**The News**

**What made you choose your profession?**

What are you working on now?

**What do you like best about it?**

What advice do you have for me?

**What are your favorite inventions from history?**

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