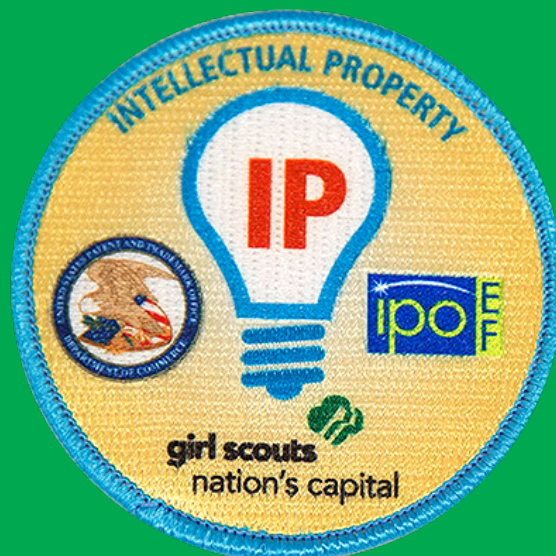




Developed in partnership with
the United States Patent and
Trademark Office and the
Intellectual Property Owners
Education Foundation



Imagination Pioneer

The Girl Scout Brownie Inventor badge taught you how to think like an inventor. The IP patch will show you the tools that allow inventors to benefit from their inventions while also sharing them with others.

What does IP mean? It means Intellectual Property, and it also means Imagination Pioneer.

Steps:

1. Intellectual Property: What is that?
2. Patents: Think like an inventor
3. Trademarks: Put your mark on it
4. Copyrights: Express Yourself

Purpose: When you've completed the Imagination Pioneer patch you will know how to protect and share the products you made while earning the Inventor badge.

STEP 1:

Intellectual Property: What is that?

Intellectual property (IP) refers to creations of the mind: inventions, books, art, and symbols used to promote products or services.

Intellectual property rights allow individuals to protect and control how their IP –inventions, original writings, artwork, and distinctive names and brands –is used. They also provide guidelines for using other people's intellectual property. You may have heard of some of the names for them. Patents, copyrights, and trademarks are the most well-known forms of IP protection or IP rights.

In the United States, the United States Patent and Trademark Office (USPTO) is the federal agency responsible for issuing patents and for registering trademarks. The USPTO is an agency of the United States Department of Commerce. Copyrights are registered with the Copyright Office at the Library of Congress.

What is a patent? A patent is a type of property right granted by the government that lets the inventor stop others from making, using, or selling their invention without the inventor's permission for a certain period of time. This right gives the inventor a chance to make money from their work.

Who can be an inventor? Anyone can! Including you!

K.K. Gregory, Age 10

K.K. invented a type of sleeve to keep her wrists warm after she found they kept getting cold and wet when she was playing in the snow. K.K. received a patent for her invention, which she called Wristies® wrist warmers. After testing them out on her Girl Scout troop, who liked them, she started her own company to sell them! Follow K.K.'s story through the steps of this patch program.



Juliette Gordon Low, Inventor

Did you know that Girl Scouts founder Juliette Gordon Low was also an inventor?

She invented a garbage can liquid container, made of cheap, non-metallic, waterproof paper.

(US Patent # 1,124,925)

You can look on the USPTO's website for more information on Juliette Gordon Low's patent: www.uspto.gov.



She also designed a trefoil shaped badge. How is it like our trefoil today? How is it different?



What does a patent look like?

(12) **United States Patent**
Gregory

(10) Patent No.: **US 6,418,561 B1**
 (45) Date of Patent: **Jul. 16, 2002**

(54) **ARTICLE OF THERMAL CLOTHING FOR COVERING THE UNDERLYING AREA AT THE GAP BETWEEN A COAT SLEEVE AND A GLOVE**

(76) Inventor: **Kathryn Gregory, 31 Meadowbrook Rd., Bedford, MA (US) 01730**

(*) Notice: Subject to any disclaimer, the terms of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **09/243,274**
 (22) Filed: **Feb. 2, 1999**

Related U.S. Application Data

(63) Continuation-in-part of application No. 08/669,653, filed on Jun. 24, 1996, now Pat. No. 5,864,886, which is a continuation-in-part of application No. 08/318,142, filed on Oct. 5, 1994, now abandoned.

(51) Int. Cl.⁷ **A41D 19/00**
 (52) U.S. Cl. **2/170; 2/162**
 (58) Field of Search **2/16, 59, 60, 162, 2/170, 164, 161.1, 114, 160, 159, 161.3, 161.8**

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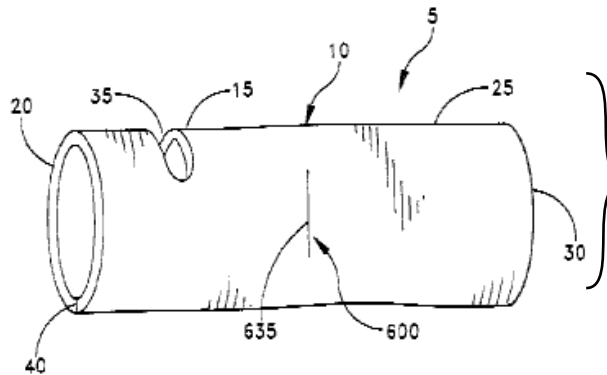
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Primary Examiner—John Calvert
Assistant Examiner—Katherine Moran
 (74) **Attorney, Agent, or Firm**—Pandiscio & Pandiscio

(57) **ABSTRACT**

A novel article of thermal clothing for covering the underlying area at the gap between a coat sleeve and a glove. The article of clothing comprises a tube having a distal portion terminating in a distal end, a proximal portion terminating in a proximal end, and side opening formed in the distal portion adjacent to but spaced from the distal end. The tube is sized so that it can be snugly fit over the wearer's hand and forearm so that the distal end of the tube is positioned near the midpalm area of the hand, the proximal end of the tube is positioned at the forearm area, and the wearer's thumb extends out through the tube's side opening. The tube is formed out of a flexible, somewhat stretchable material capable of providing good thermal insulation.

1 Claim, 6 Drawing Sheets



Inventor

Name of person or people who came up with the invention

Patent Number

Each patent gets its own number

Patent Date

Date when invention becomes patented

Title

Name of invention

Abstract

Paragraph that explains briefly what the invention is and how it works

Drawings

Pictures that help show how the invention works

Where do you get a Patent?

From the United States Patent and Trademark Office. The USPTO grants patents on new inventions, like K.K.'s. There are several requirements for obtaining a patent but one important thing the inventor has to demonstrate is that her invention is new, useful and not something that is obvious.

Can you find the parts of this patent?

Who is the Inventor? _____

What is the Invention? _____

What is the Patent Number? _____

Inventor Words

Specification

The part of the patent that describes the invention.

Drawings

The part of the patent that shows what the invention looks like.



Want to look up a patent?

Get help from an adult, and check out the USPTO website at www.uspto.gov or patents.google.com.

See if you can find Juliette Gordon Low's or K.K.'s patents online.

Bonus: Look for patents for your favorite toys. Can you follow the instructions in the expired patents to make the inventions?

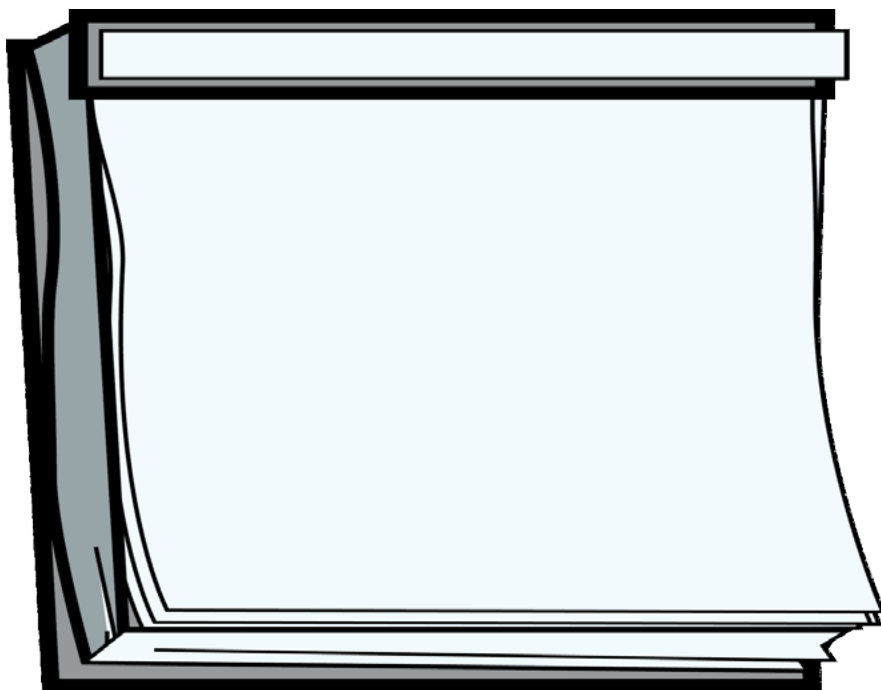
STEP 2:

Patents: Think like an inventor

There are many reasons why inventors invent. Sometimes inventors take ideas from old inventions and come up with new ways to make them better. They can work together as co-inventors or individually.

Think of Juliette Gordon Low's invention for a liquid container. Get a copy of the patent drawing and try to recreate it yourself. Can you list three ways you could make it better? Can you find other uses for it?

- Think about what additions you might make to the liquid container liner invention.
- Are some materials better to use than others?



K.K.'s Invention

K.K. Gregory didn't stop with her first patent. She continued to invent and improve her product. In 2007, she received U.S. Patent No. 7,200,872 for heated wrist warmers.

Having a patent on her invention means K.K. has a tool she can use to stop anyone else from making, selling, or using her wrist warmer invention without her permission, for a period of time. Once that period is up anyone can make or use the invention without permission.

STEP 3:

Trademarks : Put your mark on it!



Earlier, we talked about K.K.'s invention to keep her wrists warm. She also came up with her own trademark, Wristies® brand, to identify her products. She even registered the name with the USPTO .

What is a trademark? A mark used in trade or business! Like a fingerprint identifies a person , a trademark identifies the maker of a specific product or service. Her Wristies® trademark gives K.K. the ability to identify her products as her own and the ability to stop others from selling wrist warmers (or even similar products) with the same or similar name as her trademark.

Trademarks can be words, symbols, pictures, or just about anything so long as they are capable of identifying and distinguishing the source of one person's product from another.

When you visit stores or restaurants, have you seen a picture or design on the outside of the building? Maybe that same design is on the drink cup, or it's on the bag your purchase goes in. Chances are that is a trademark.

Sometimes trademarks are called brand names. Trademarks may be marked with a TM like this ® or (SM). If a trademark is registered with the USPTO it can be marked with an R in a circle like this ® . Only trademarks registered with the USPTO may use the ® symbol.

Trademarks or brand names are important for a company's reputation. Think of your favorite shoes. If you need to buy a new pair, you can expect that they will be just as comfortable and as nice because they are the same brand.

If you ate a burger at a fast food restaurant in one place and it tasted gross, you will know by the logos and names to avoid entering that same restaurant somewhere else.

Can you think of any examples of trademarks? Write them below:

- 1.
- 2.
- 3.

How long do Patents, Trademarks, and Copyrights last?



Patents

Generally, 20 years from the date that you first apply for the patent with the United States Patent and Trademark Office, or 14 years from the grant date for a design patent.

Trademarks

As long as they are used in connection with the products or services.

Copyrights

As a general rule, the lifetime of the author plus 70 years.

To learn more about inventions, patents, trademarks, and intellectual property in general, visit www.uspto.gov/kids.

Finding Trademarks

Trademarks can be found all around you! From the computer you use, to the cookies you sell to support your troop, they are everywhere. Get your friends together and get ready to play. How many registered trademarks can you find around you right now? Draw them in the boxes below:

- Was it hard to find trademarks?
- Did you know more trademarks than you thought you would?
- What is your favorite trademark?

Make your own trademark

Now that you have thought of improvements for Low's invention, can you think of a trademark for it so that people will be able to tell your product apart from someone else's?



Examples of Girl Scout trademarks



Reg. No. 4,085,279



Reg. No. 4,085,278

Trademarks on cookies

Did you know that some of the names of Girl Scout Cookies are registered trademarks?

Here is an example:

Thin Mints®

Trefoils®



Things protected by copyright

Songs



Sculptures



Movies



STEP 4:

Copyrights: Express Yourself



What is a copyright? A copyright is a protection that allows an author or artist to stop others from copying things they create, such as drawings, poems, and songs.

Copyrights may cover a lot of things including materials used in connection with inventions (see examples to the left).

For example, text you read on a website or in a brochure about an invention is subject to copyright. The same would be true if the inventor created a song or jingle about the invention.

K.K. Gregory made a website to sell her Wristies wrist warmers. The website is protected by copyright. To learn more about K.K. Gregory's journey, visit and read the "about the inventor" section of her website: www.wristies.com.

Did you know that you automatically have copyright protection anytime you create an original work and write it down or put it in another fixed format? For example, if you make a sketch –you have copyright protection; compose an original poem –copyright; record a song –copyright!

If you want to put others on notice of your copyright, you can register your work with the United States Copyright Office, which is part of the Library of Congress. For information on registering your copyright visit www.copyright.gov.



Learn more about copyright by visiting the U.S. Copyright Office website: <http://www.copyright.gov>. Look at "Taking the Mystery Out of Copyright" for students and teachers!

Now that you have a product and a creative trademark to identify and distinguish yourself, write a poem or song about your invention or trademark. After your poem or song is written down, sign your name, date it, and include a © symbol.



Congratulations! You are now a true Imagination Pioneer!

Thank you to our partners

