

# Top That Hat

**Subject:** Math, Science,  
Engineering

**Grade Level:** K-2

**Concept:** Personal Interest  
& Investment

**Method:** Community

## OVERVIEW

Read- "Rosie Revere Engineer." Students design a hat for a friend or family member. The hat should have a special purpose like Uncle Fred's did (to keep away the pythons). Who is the hat for? What does it look like?

What is its special purpose?

Write a story about the hat or make a detailed drawing or model. Label each part of the hat and explain how it works. Students will market their product to the community audience that will be invited to the classroom. After the presentations, audience members will be given three tickets. These tickets will be given to the top 3 products that the member chooses. This process will be done in a silent auction style approach.

**Connection to Entrepreneurship:** Students will design and create an a hat that has a specific purpose. Students will define the purpose and market the product for customers.