



Invention Project Overview

Created for rising sixth through ninth graders, Invention Project enables children to explore the edges of innovation and imagine the possibilities through dreaming, designing, engineering and making. Teams invent to light up their lockers, or maybe even light up an entire continent. Inventing is part one. Bringing an invention to the world is part two. Innovators are challenged to create new, inventive designs, but they must also consider principles of business, such as rapid prototyping, market research, shipping and profit. Teachers learn how to incorporate entrepreneurship, as well as other business principles such as rapid prototyping, market research and much more into their classrooms. Invention Project instructors receive a letter of recognition from the United States Patent and Trademark Office and a certificate representing up to 3 CEUs.

**Acceptance of CEUs is subject to your state or district continuing education requirements.*

INVENTION PROJECT HIGHLIGHTS

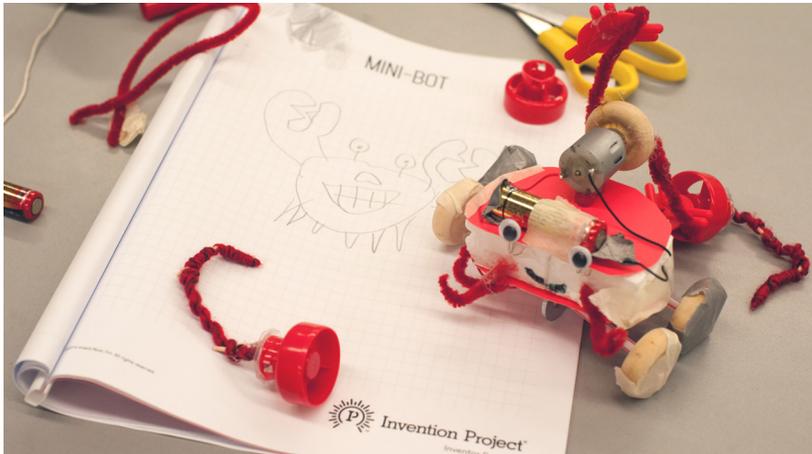
- Promotes 21st century skills such as teamwork, communication and collaboration, as well as economic literacy, through engaging, hands-on challenges that merge invention and business concepts.
- Brings the wisdom, ingenuity and inspiration of Collegiate Inventors and NIHF Inductees into the classroom and the lives of the program participants.
- Gives students the opportunity to sketch, incubate, prototype, test, reflect and refine their ideas through activities that promote self-expression and self-confidence.
- Provides an opportunity for middle schoolers to develop an understanding of the value of their own and others' Intellectual Property, as well as the ways in which the United States' patent and trademark system fuels innovation.

PROGRAM FLEXIBILITY

Developed as a series of 90-minute sessions and aligned with national education standards, Invention Project is available as an after-school or summer enrichment program. Sessions can stand alone or fit together in any setting, from once-a-week after school to a fully immersive five-day summer camp experience! There are multiple program options available to meet your unique needs. We primarily use a parent paid model—meaning parents pay the tuition. When parent funding is not an option, all of our educational programs also qualify for Title I, Title II, Title III, 21st CCLC, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding.

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INVENTION PROJECT SESSIONS OVERVIEW



Inspiration floods forth as teams are virtually introduced to some of today's greatest thinkers, inventors and entrepreneurs. Teams meet Collegiate Inventors Competition Finalists and Winners, as well as National Inventors Hall of Fame® (NIHF) Inductees, through personalized video challenges. Innovators brainstorm solutions to these challenges and push their ideas to the next level.

In Transit

Innovators receive brainstorming inspirations from Post-it® Notes coinventor Spencer Silver and a personal transportation device challenge from Steadicam® inventor Garrett Brown, both of whom are National Inventors Hall of Fame Inductees.

Extreme Shoe

Teams are inspired by the work of Nike® cofounder William Bowerman to develop innovative shoes, and then enter a mock free market economy.

Move It

Innovators build STEAM as they create their own kinetic sculptures and chain reactions using gears, motors, pulleys and more.

Mod My Sunglasses

Fred Allen, from Forbes, gives innovators leadership tips, which they apply to rapid prototyping sunglasses and navigating a leadership communication game.

On the Circuit

Innovators receive a video message from the collegiate inventors who created the Titan Arm, a bionic arm that enhances human strength, and then create their own wearable tech.

Tech Messaging

Teams use adaptive innovation to evolve text messaging while discovering their own personal problem-solving style.

Video Game Design

Innovators are challenged to promote health and wellness through innovative video games that will hook a venture capitalist.

Mini-Bot

Teams explore circuitry basics as they design and challenge their own motor-powered creatures and meet H.E.R.A.L.D., a search and rescue robot made by collegiate inventors.

Programmable Bot

Innovators learn about networking and then work together to build and program robots, as well as design unique courses and branding for RoboLand.

Innovate

The sky is the limit as Innovators look for what inventions are “missing” in the world while being inspired by National Inventors Hall of Fame Inductee Garrett Brown.