

CURRICULA ALIGNMENT

Invent Now, Inc. Curricula Alignment with STEM Content and 21st Century Skills	STEM Content				21st Century Learning Outcomes: "Learning and Innovation Skills" ¹								
					Creativity and Innovation			Critical Thinking and Problem Solving				Communication & Collaboration	
	Science	Technology	Engineering	Mathematics	Think Creatively	Work Creatively with Others	Implement Innovations	Reason Effectively	Use System Thinking	Make Judgments & Decisions	Solve Problems	Communicate Clearly	Collaborate with Others
Action and Adventure Games™			X	X	X	X	X	X	X	X	X	X	X
Art Park™	X		X		X	X	X	X	X	X	X	X	X
Bounce! An Atomic Journey™	X	X	X	X	X	X	X	X	X	X	X	X	X
Comic Book Science: FlyJack and Jill™	X				X	X	X	X	X	X	X	X	X
The Curious Cypher Club™			X		X	X	X	X	X	X	X	X	X
Gadget Garage: Widgets, Gizmos and Contraptions™	X	X	X	X	X	X	X	X	X	X	X	X	X
Hatched™		X	X		X	X	X	X	X	X	X	X	X
I Can Invent: Balloon Burst™	X	X	X		X	X	X	X	X	X	X	X	X
Imagination Point: Ride Physics™	X		X		X	X	X	X	X	X	X	X	X
Inventeureka™	X		X		X	X	X	X	X	X	X	X	X
Land Sled X-Treme™			X		X	X	X	X	X	X	X	X	X
M.A.R.S. (Moving at Rocket Speed)™	X	X	X	X	X	X	X	X	X	X	X	X	X
Magnetropolis™	X	X	X	X	X	X	X	X	X	X	X	X	X
Power'd™	X	X	X	X	X	X	X	X	X	X	X	X	X
Problem Solving on Planet ZAK [®]	X		X		X	X	X	X	X	X	X	X	X
Saving Sludge City™	X				X	X	X	X	X	X	X	X	X
SMArt: Science, Math & Art™	X			X	X	X	X	X	X	X	X	X	X
Spills and Chills™	X		X	X	X	X	X	X	X	X	X	X	X
Viking Treasure Trek: The Quest Begins™	X		X		X	X	X	X	X	X	X	X	X
WILD: Wondrous Inventions and Living Designs™	X	X	X		X	X	X	X	X	X	X	X	X

¹Partnership for 21st Century Skills. (2009, December). P21 Framework definitions document. Retrieved July 29, 2010 from http://p21.org/documents/P21_Framework_Definitions.pdf.