



Invention
Project®

ENGAGING CURRICULUM

FOR BLENDED LEARNING AND INSTRUCTION

GRADES K-6



FROM THE CREATORS OF CAMP INVENTION® – A NATIONAL INVENTORS HALL OF FAME® EDUCATIONAL PROGRAM

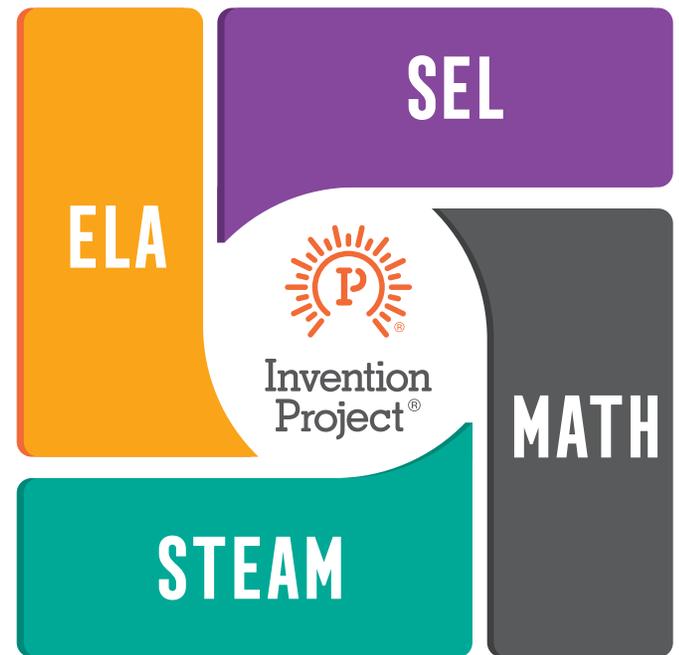


CREATIVE SOLUTIONS FOR YOUR SCHOOL YEAR

Invention Project® is an immersive, inspiring, invention education program. This cross-cutting curriculum complements classroom lesson plans and provides effective, hands-on learning experiences for in-school, at-home and blended settings. Aligned to State, Common Core and Next Generation Science Standards, Invention Project supports social-emotional learning (SEL) and sparks imaginations through open-ended exploration of STEAM concepts.

“The activities and the skills that students learn at Invention Project really **TRANSFER TO THE OUTSIDE WORLD**. They’re encouraged to come up with ideas, brainstorm, hypothesize and make mistakes - **IT’S ALL PART OF THE LEARNING PROCESS!**”

TANIA G., COMMONS ELEMENTARY SCHOOL



FLEXIBLE CURRICULUM

- Features 10 robust units with a total of 30 activities spanning 22.5 hours
- Includes pre- and post-assessments
- Adapts to blended learning scenarios with program extensions for at-home learning, with or without internet access

TURNKEY IMPLEMENTATION

- Step-by-step curriculum guide, rubric and comprehensive instructor guide
- Materials for hands-on and collaborative learning
- Recommended book list for extension
- Dedicated National Inventors Hall of Fame (NIHF) support

INNOVATIVE EXPERIENCES

- Emphasizes creative problem solving through real-world challenges
- Provides hands-on engagement in STEAM for deeper conceptual understanding
- Supports college and career readiness

SOCIAL-EMOTIONAL LEARNING

- Builds competency in decision making, self management and social awareness
- Enhances empathy and relationship skills
- Provides opportunities to practice speaking and listening skills



PRICE - \$1,250 FOR A CLASSROOM*

*Set of materials for up to 25 students. No annual fee.



Note: Sample of product only.
See unit curriculum for full product list.

THE INNOVATION MINDSET

At the National Inventors Hall of Fame, we believe every child can invent. With our programming, you can lead your students to build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors. This mindset is made up of eight essential skills and traits that are instilled through hands-on, open-ended exploration and strengthened through application.

Implemented as a set of 10 units with activities that can adapt to different grade levels, Invention Project equips educators to foster each aspect of the Innovation Mindset, enabling students to unlock their full potential, discover the power of their creativity and overcome challenges in any area of life.



INVENTION PROJECT UNITS

Ecosystems Exploration

Children investigate North American ecosystems, compete in zipline races and learn the importance of following a formula for making good decisions.

◆ **Design Thinking**

Nature's Engineering

Applying their creative problem-solving skills, children experiment to safely airdrop animals, build beaver dams and restore balance in nature.

◆ **Creative Problem Solving**

Lights: Bioluminescence and LEDs

New concepts are illuminated as children create their own glowing flowers, explore circuits and experiment with self-management tools.

◆ **Persistence**

Water Pollution

Children develop water filtration solutions to clean up a vulnerable habitat and build self-awareness through journaling.

◆ **Innovation**

Earth and Human Activity

Children build and test prototypes of litter clean-up devices and practice empathy while considering environmental pollution challenges.

◆ **Confidence**

Designers and Inventors

Children experience a rapid round of the Camp Invention Design Thinking Process™, develop their teaming skills and discover the value of portfolios during job interviews while making their own.

◆ **Design Thinking**

Empathy and Design Thinking

As children build empathy through problem solving, they learn to see themselves and each other as capable creators and entrepreneurs.

◆ **Entrepreneurship**

Scale, Decisions and Prototypes

For an in-depth understanding of the prototyping process, children engage in hands-on construction while considering scale, explore materials science and practice decision making.

◆ **STEM**

Reflect and Protect

Discovering the power and purpose of intellectual property, children refine their prototypes, complete a patent application and design their own logo.

◆ **Intellectual Property**

Pitching, Listening and Deals

Children gain confidence and practice their speaking and listening skills as they develop and deliver an exciting, persuasive product pitch.

◆ **Confidence**

INVENTION PROJECT STANDARDS

Each unit provides
**INTERACTIVE TOOLS
 AND SCRIPTS**
 for flexible in-school
 and virtual settings.

	UNITS	Ecosystems Exploration	Nature's Engineering	Lights: Bioluminescence and LEDs	Water Pollution	Earth and Human Activity	Designers and Inventors	Empathy and Design Thinking	Scale, Decisions and Prototypes	Reflect and Protect	Pitching, Listening and Deals
NGSS	STEAM	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Common Core	Reading			✓				✓			
	Writing				✓					✓	
	Speaking & Listening					✓					✓
	Math	✓							✓		
	College & Career Readiness		✓				✓				
Social-Emotional Learning	Self Awareness				✓					✓	
	Self Management			✓							✓
	Social Awareness					✓		✓			
	Relationship Skills		✓				✓				
	Responsible Decision Making	✓							✓		

CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

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Title

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National Inventors
Hall of Fame®

Inspiring Future Innovators®

In partnership with



UNITED STATES
PATENT AND TRADEMARK OFFICE

The National Inventors Hall of Fame provides STEM education programs for young innovators from PreK through grade 12.