

THE INNOVATION MINDSET

Each National Inventors Hall of Fame® (NIHF) education program is built on the belief that every child can invent. Through open-ended, hands-on exploration, children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – that enables and empowers them in any area of life.

The Innovation Mindset is made up of these nine essential skills and traits that are strengthened every time a child applies them. Each Club Invention unit highlights different aspects of this mindset, and by participating in all eight units, children unlock their full potential and discover the magic of their own creativity.



CLUB INVENTION UNITS

BOLDER BUILDERS™

Children join an engineer, architect and builder to restore a town by designing, creating and testing structures including shelters and bridges.

- ◆ Creative Problem Solving
- ◆ Innovation
- ◆ STEM

CASTLES, CATAPULTS AND COATS OF ARMS™

Working together to explore science and medieval history, children take on roles from knights to craftspeople and engage in hands-on creativity.

- ◆ Confidence
- ◆ Design Thinking
- ◆ STEM

E.Z. SCIENCE™

To help a famous science magazine develop solutions to everyday problems, children create games, conduct experiments and solve puzzles.

- ◆ Entrepreneurship
- ◆ Innovation
- ◆ STEM

FLIGHT SIGHT™

Children learn how flight innovations provide new perspectives as they invent ways to jump higher, fly giant paper planes and create three-dimensional maps.

- ◆ Creative Problem Solving
- ◆ Intellectual Property
- ◆ Persistence

PASSAGE TO PLANET ROG™

Traveling to a distant planet, children apply teamwork and creative problem solving to develop devices that will help them succeed in space.

- ◆ Confidence
- ◆ Creative Problem Solving
- ◆ Design Thinking

PHYS ED: PHYSICS IN MOTION™

Children explore the laws of gravity, energy, motion and magnetism as they create games based on the work of famous physicists.

- ◆ Confidence
- ◆ Persistence
- ◆ STEM

SOS: ENDANGERED EARTH™

Investigating ecology and discovering threats to animal habitats, children design safe spaces for wildlife from black bears to birds.

- ◆ Confidence
- ◆ Design Thinking
- ◆ Persistence

TRASH ISLAND: A GARBAGE PATCH JOURNEY™

Children take on ocean research challenges and apply creative thinking to address the extreme buildup of trash in the North Pacific Central Ocean Gyre.

- ◆ Confidence
- ◆ Design Thinking
- ◆ Innovation