

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 nine 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 K-6 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

Ecosystem 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**