



Club Invention® is an exciting afterschool program inspired by the Inductees of the National Inventors Hall of Fame® (NIHF), where students will learn through hands-on fun. Each day, children in first through sixth grade work in teams to creatively brainstorm ways to solve everyday challenges and enhance their understanding of essential STEM concepts. Club Invention provides teachers with new ways to emphasize systems thinking and self-directed learning, as well as create an immersive environment that offers a safe setting for children to take risks and build their collective knowledge.

## Highlights

- Presents participants with fun challenges that emphasize STEM, creative problem solving, collaboration and entrepreneurship through innovation.
- Encourages children to design functional invention prototypes.
- Provides children with an in-depth knowledge of real inventors and their technologies.
- Participants engage in communication, observation, data collection and teamwork activities.
- Introduces children to world-changing inventors, aligning with recent research that found exposure to inventors increases the probability that children will become innovators themselves.<sup>1</sup>



A lot of my learning came from taking things apart, things that were broken at home. A lot of times, sticking things together and having the devices work was a great motivation to do it again – to make it work in a different way.



*Iver Anderson, NIHF Inductee,  
Inventor of Lead-Free Solder*

## Program Flexibility

All Club Invention modules are comprised of 7.5 hours of programming that are typically delivered in five, 90-minute sessions; however, each module is easily adaptable to a number of delivery options, including in-school instruction. All modules align with national and state education standards and are designed to meet the needs of varying age groups through primary and intermediate hands-on activities disguised as fun. We primarily use a parent-paid model, meaning parents pay the tuition. If parent funding is not an option, all of our educational programs also qualify for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding. Club Invention instructors receive a letter of recognition from the United States Patent and Trademark Office and a certificate representing 0.8 CEUs.\*



The students LOVED Club Invention! They had a lot of fun! I was able to see a lot of growth from the first week to the last week, and as their STEM teacher, I could see them applying the skills and content learned through the Club in their regular STEM time. Overall, I was really pleased with how easy it was to instruct the program, and I appreciate how everything was laid out for me.



*Maureen Plunkett,  
Club Invention Instructor*

[www.invent.org](http://www.invent.org) • 800.968.4332  
[NIHFatmyschool@invent.org](mailto:NIHFatmyschool@invent.org)

© 2018 National Inventors Hall of Fame®, Inc.  
Overview



National Inventors  
Hall of Fame®

*Inspiring future innovators*

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

1. Bell, A., Chetty, R., Jaravel, X., Petkova, N., & Van Reenen, J. (December 2017). *Who becomes an inventor in America? The importance of exposure to Innovation*. DOI: 10.3386/w24062.

In partnership with



UNITED STATES  
PATENT AND TRADEMARK OFFICE

# CLUB INVENTION MODULE OVERVIEW

## Bolder Builders™

Children join engineer, architect and builder Archie Tek in the restoration of a town called Unlucky. Children create and test various structures for strength and stability, design and create shelters for the townspeople and build various animal habitats.

## Castles, Catapults and Coats of Arms™

This module weaves medieval history, basic scientific principles and hands-on creativity through the challenges presented in every session. While assuming the roles of lords, knights, craftspeople and serfs, participants work together to complete each task.

## E.Z. Science™

A world-famous science magazine needs the help of children to get the next month's issue of the magazine on the streets. Children must help *E.Z. Science Journal* by providing inventive science and mathematical solutions to everyday problems. They must conduct experiments, solve puzzles and create a game with instructions.

## Flight Sight™

Participants explore how inventions in flight have made it possible to see the world from different perspectives. They experiment with devices that may help them jump higher, create three-dimensional maps, design and fly huge paper airplanes and much more!

## Passage to Planet ROG™

Children travel to distant Planet ROG and develop a number of different devices to help them solve problems in space and on the planet.



## Phys Ed: Physics in Motion™

Children create games based on the work of scientists, such as Italian physicist Galileo Galilei, Sir Isaac Newton and Daniel Bernoulli, who helped answer questions about how and why objects move. They incorporate the laws of gravity, energy, motion and magnetism into their activities.

## SOS: Endangered Earth™

The Club Invention team has been challenged to save the homes of animals across the country. From roving black bears to birds threatened by oil spills, Club Invention participants think of new, clever ideas for building safe animal spaces.

## Trash Island: A Garbage Patch Journey™

In this module, children hear of the extreme build-up of trash in the North Pacific Central Ocean Gyre. Participants will be faced with ocean research challenges along the way that will require creative-thinking skills, problem solving and teamwork.

## Wheel of Invention™

Welcome to the latest game show sweeping the nation – Wheel of Invention! Throughout the program, contestants compete in the Entrepreneurial Game Arenas, buzz in to answer interesting trivia and wow the audience with amazing new invention prototypes.