



Created for rising sixth through ninth graders, Invention Project® enables children to explore the edges of innovation and imagine the possibilities through dreaming, designing, engineering and making. Teams invent to light up their lockers, or maybe even light up an entire continent. Inventing is part one. Bringing an invention to the world is part two. Innovators are challenged to create new, inventive designs, but they must also consider principles of business, such as rapid prototyping, market research, shipping and profit. Teachers learn how to incorporate entrepreneurship, as well as other best business practices into their classrooms.

HIGHLIGHTS

- Promotes 21st century skills such as teamwork, communication and collaboration, as well as economic literacy, through engaging, hands-on challenges that merge invention and business concepts.
- Brings the wisdom, ingenuity and inspiration of Collegiate Inventors and National Inventors Hall of Fame® (NIHF) Inductees into the classroom and lives of the program participants.
- Engages students by implementing relatable activities that include adaptive text messaging, creating innovative shoes and designing video games.
- Gives students the opportunity to sketch, incubate, prototype, test, reflect and refine their ideas through activities that promote self-expression and self-confidence.
- Provides an opportunity for middle schoolers to develop value in their own and others' intellectual property.
- Introduces children to world-changing inventors, aligning with research done by the Equality of Opportunity Project, which describes how exposure to innovation increases the chance children will become innovators themselves.¹

PROGRAM FLEXIBILITY

Developed as a series of 90-minute sessions and aligned with national education standards, Invention Project is available as an afterschool, summer enrichment program and can even be integrated into a yearlong science or STEM program. All modules align with national and state education standards. Invention Project qualifies for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education, as well as state and local district resource funding. Parent paid options are also available. Invention Project instructors receive a letter of recognition from the United States Patent and Trademark Office and a certificate representing applicable CEUs.*

“

There is a curiosity and fun aspect to inventing. You get excited about an idea and you see kids get excited in the same way.

”

Steve Sasson, *Inventor of the Digital Camera*,
2011 NIHF Inductee

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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. (2017). *Who becomes an inventor in America? The importance of exposure to innovation*. DOI: 10.3386/w24062

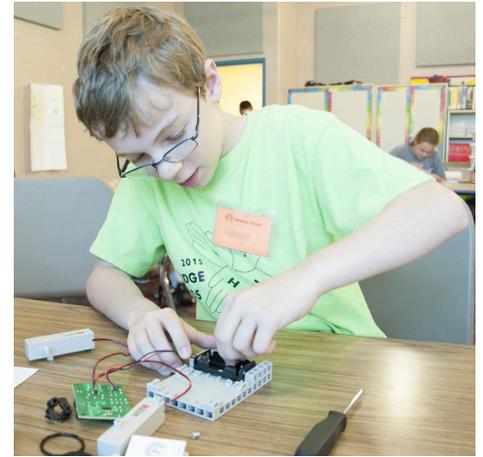
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PATENT AND TRADEMARK OFFICE

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INVENTION PROJECT SESSIONS OVERVIEW



Inspiration floods forth as teams are virtually introduced to some of today's greatest thinkers, inventors and entrepreneurs. Teams meet Collegiate Inventors Competition finalists and winners, as well as NIHF Inductees, through personalized video challenges. Innovators brainstorm solutions to these challenges and push their ideas to the next level. Using Invention Project transforms a science classroom by creating opportunities using academic science concepts. The materials and curriculum work with Next Generation Science Standards to combine science concepts with innovation and creativity.

In Transit™

Innovators receive brainstorming inspirations from Post-it® Notes co-inventor Spencer Silver and a personal transportation device challenge from Steadicam® inventor Garrett Brown, both of whom are NIHF Inductees.

Extreme Shoe™

Teams are inspired by the work of Nike® co-founder William Bowerman to develop innovative shoes and develop a marketing strategy to sell them.

Move It™

Innovators create their own kinetic sculpture and chain reactions using gears, motors, pulleys and more.

Mod My Sunglasses™

Fred Allen, leadership editor of Forbes, gives innovators leadership tips, which they apply to rapid prototyping sunglasses and navigating a leadership communication game.

On the Circuit™

Innovators receive a video message from the Collegiate Inventors who created the Titan Arm, a bionic arm that enhances human strength, and then create their own wearable tech.

Tech Messaging™

Teams use adaptive innovation to evolve text messaging while discovering their own personal problem-solving style.

Video Game Design™

Innovators are challenged to promote health and wellness through innovative video games that will hook a venture capitalist.

Mini-Bot™

Teams explore circuitry basics as they design and challenge their own motor-powered creatures and meet H.E.R.A.L.D., a search and rescue robot made by Collegiate Inventors.

Programmable Bot™

Innovators learn about networking and then team up to build and program robots, as well as design unique courses and branding for RoboLand.

Innovate™

The sky is the limit as innovators look for what inventions are missing in the world while being inspired by NIHF Inductee Garrett Brown.