



Invention Project®
GRADES 6-9

**FLEXIBLE STEM
PROGRAMMING**
FOR YOUNG INNOVATORS



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



IMMERSIVE INVENTION EDUCATION

Invention Project® 6-9 enables students to innovate and imagine by designing, engineering and making. Through personalized video challenges from our very own National Inventors Hall of Fame® (NIHF) Inductees, students brainstorm solutions to these problems and take their ideas to the next level. By practicing business principles such as rapid prototyping, market research, shipping and profit, participants also have the opportunity to develop crucial entrepreneurship skills.

“
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

INNOVATIVE EXPERIENCES

- Challenges promote 21st-century skills as well as economic literacy by merging invention and business concepts
- Introduces students to world-changing inventors, inspiring them to develop ideas to solve real-world problems
- Provides opportunities to sketch, incubate, prototype, test, reflect and refine ideas, promoting self-expression and self-confidence

FLEXIBLE CURRICULUM

- Available as an afterschool or summer enrichment program, or can be integrated into a yearlong science or STEM program
- Features 15 hours of programming through 10 robust sessions
- An additional 60 sessions are available based on needs
- Aligned to state, Common Core and Next Generation Science Standards

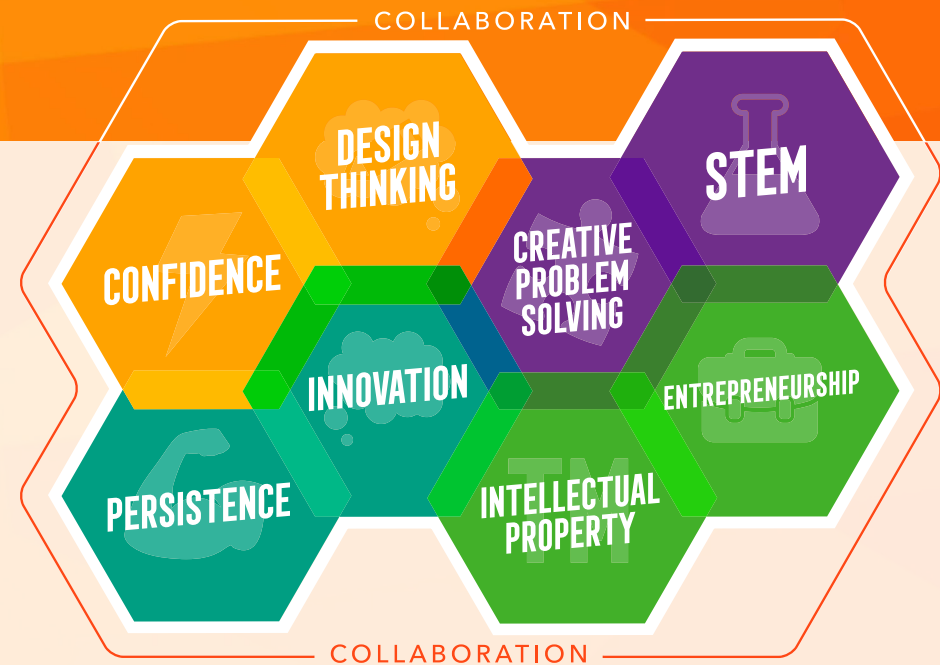
TURNKEY IMPLEMENTATION

- Step-by-step curriculum guide
- All-inclusive program materials
- Dedicated NIHF support

THE INNOVATION MINDSET

Each National Inventors Hall of Fame 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 Invention Project 6-9 unit highlights different aspects of this mindset, and by participating in all of the units, children unlock their full potential and discover the magic of their own creativity. There are an additional 60 sessions available that also highlight different aspects of this mindset.



INVENTION PROJECT 6-9 SESSIONS

Extreme Shoe™

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

- Entrepreneurship
- Confidence

In Transit™

Innovators receive inspiration and a personal transportation device challenge from NIHF Inductees Spencer Silver, co-inventor of the Post-It® Note, and Garrett Brown, inventor of the Steadicam®.

- Creative Problem Solving
- Persistence

Innovate™

The sky is the limit as innovators look for what inventions are missing in the world with inspiration from NIHF Inductee Garrett Brown.

- Persistence
- Entrepreneurship

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.

- STEM
- Design Thinking

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.

- Design Thinking
- Intellectual Property

Move It™

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

- Design Thinking
- Confidence

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.

- Creative Problem Solving
- Innovation

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.

- Intellectual Property
- STEM

Tech Messaging™

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

- STEM
- Persistence

Video Game Design™

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

- Design Thinking
- Creative Problem Solving

IMPACT CHILDREN IN YOUR COMMUNITY!

**TO LEARN MORE ABOUT WAYS
TO PARTNER, CONTACT:**

Name

Title

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invent.org/at-my-school | 800-968-4332 | sponsor@invent.org



National Inventors
Hall of Fame®

Inspiring Future Innovators®

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UNITED STATES
PATENT AND TRADEMARK OFFICE

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