



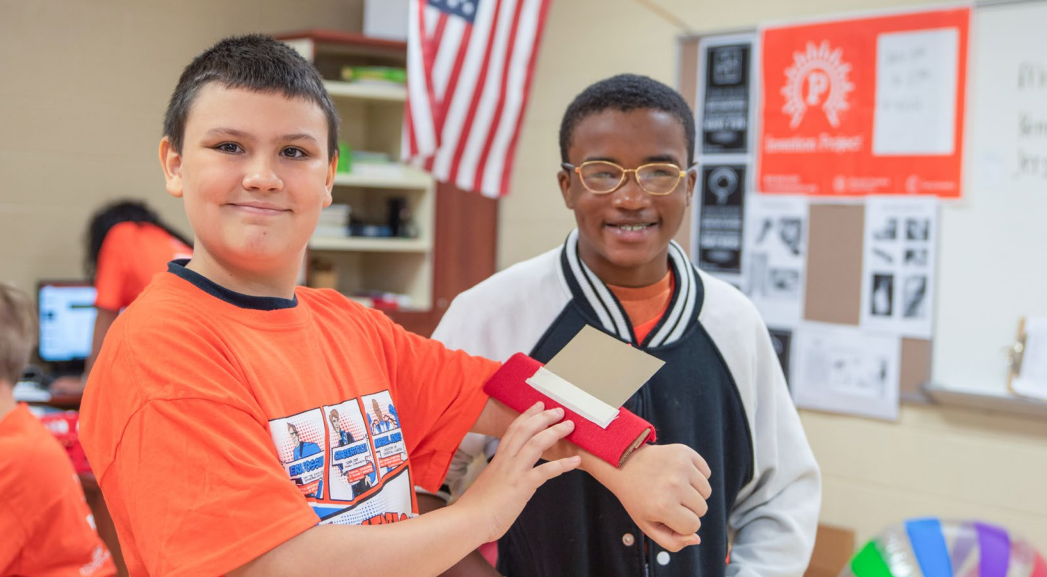
Invention Project®
GRADES 6-9

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 Hall of Famers, students brainstorm solutions 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.

“
My experience with **INVENTION PROJECT THIS WEEK HAS BEEN AMAZING**... I get to learn about how [the students] think, how they approach a problem and see how the kids learn to work together
”

AMY S.
TEACHER

INNOVATIVE EXPERIENCES

- Promotes 21st-century skills and economic literacy through challenges that merge 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

- Can be implemented as an afterschool or summer enrichment program, or integrated into a yearlong science or STEM program
- Offers 60-plus sessions with implementation options for virtual or in-person learning
- Provides flexible pricing options using district funds or parent paid
- Aligns to state, Common Core and Next Generation Science Standards

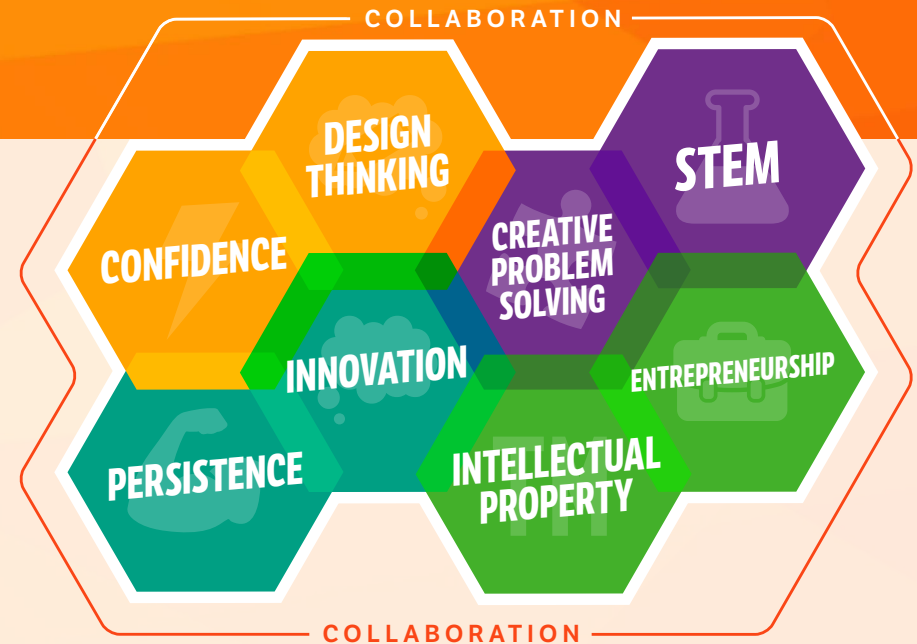
TURNKEY IMPLEMENTATION

- Includes curriculum guides, scripts and videos
- Delivers all-inclusive program materials packaged in individual or classroom sets
- Provides dedicated National Inventors Hall of Fame® (NIHF) support

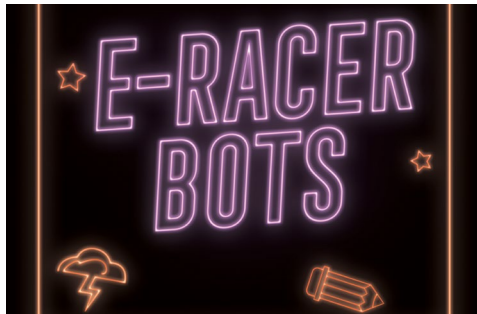
THE INNOVATION MINDSET

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.



INDIVIDUAL SETS



E-Racer Bots™

Students investigate the infinite possibilities of robotics as they create a simple robot that moves through vibration.

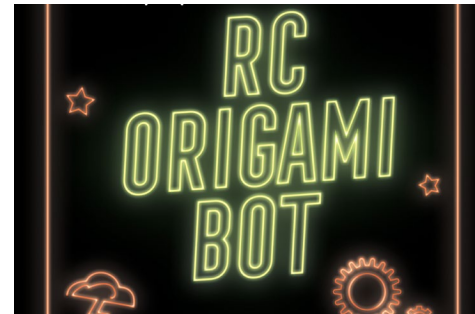
- ◆ Persistence
- ◆ Innovation
- ◆ Creative Problem Solving



Fly Gliders™

Curiosity reaches new heights as students experiment with planes and heliballs to explore the science of flight.

- ◆ STEM
- ◆ Confidence
- ◆ Innovation



RC Origami Bot™

Getting creative with technology, students construct and operate their own remote-controlled robots.

- ◆ Design Thinking
- ◆ Persistence
- ◆ STEM



Wear It Out™

Students prototype, protect and promote wearable technology that is both fashionable and functional.

- ◆ Creative Problem Solving
- ◆ Intellectual Property
- ◆ Entrepreneurship



CLASSROOM SETS

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

There are three Invention Project Series - IP 1, IP 2 and IP 3. Each series comes with a minimum of 10 units and a maximum of 20 units. The above is just a sampling of the 60 available units. Talk to your Education Specialist for more information.



PRICING

TRADITIONAL

CLASSROOM SETS

- Pricing starts at \$185 per participant for Base 10 sessions
- Additional \$25 per student for every two additional sessions
- Additional \$15 per M.O.V.E. and \$10 per Hangout session

INDIVIDUAL SETS

\$200
per participant

- All four units are included



PRICING

LICENSED

CLASSROOM SETS

PRICE	SESSIONS
\$3,375	10
\$3,750	12
\$4,100	14
\$4,425	16
\$4,725	18
\$5,000	20

- Each program serves up to 25 participants
- Additional \$250 to add Hangout component
- Additional \$375 to add M.O.V.E. component

INDIVIDUAL SETS

\$140
per participant

- All four units are included

WHAT'S INCLUDED

CURRICULUM GUIDE

- Step-by-step curriculum aligned to national and state standards
- Guiding questions and discussion topics for primary and intermediate levels

CREATIVE COLLABORATION

- Start-to-finish program support from dedicated team members at NIHF
- Flexible implementation, customized to meet school or district needs

MATERIALS KIT

- Complete hands-on materials for all activities
- Scripts and videos for an immersive experience

EXTENSION RESOURCES

- Flexible in-school and afterschool implementation options
- Supporting handouts and other materials



“
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

CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

invent.org | 800-968-4332 | NIHFatmyschool@invent.org



National Inventors
Hall of Fame®

Inspiring Future Innovators®

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PATENT AND TRADEMARK OFFICE