



Club Invention®



## IMMERSIVE INVENTION EDUCATION

Club Invention® makes it easy to create an afterschool environment that promotes critical and creative thinking. Children gain insight and inspiration while finding opportunities to take risks and develop new ideas. These experiences empower children to thrive as problem solvers in their own lives and in the world around them. The Club Invention modules each contain eight, one-hour units and incorporate a wide range of subject areas through purposeful, hands-on exploration.



National Inventors  
Hall of Fame®

*Inspiring Future Innovators®*

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## FLEXIBLE AFTERSCHOOL PROGRAMMING FOR GRADES 1-6

### INNOVATIVE EXPERIENCES

- Research-based curriculum allows teachers to facilitate with confidence
- Open-ended exploration promotes creativity and builds 21st-century skills
- Challenges empower children to use their imagination, build functioning prototypes and make their thinking visible
- Job-embedded professional development helps educators cultivate an innovative mindset

### FLEXIBLE CURRICULUM

- A variety of modules provide a wide range of subject areas
- Aligned to state, Common Core and Next Generation Science Standards

### ESSENTIAL LIFE SKILLS

- Stories and materials guide children to experience empathy and advance their capacity for civic responsibility
- Activities encourage child-led learning through the invention of new ideas and exploration of ways to share them with others

### TURNKEY IMPLEMENTATION

- Step-by-step curriculum guide
- All-inclusive materials packed in classroom sets
- Dedicated National Inventors Hall of Fame® support

# CLUB INVENTION MODULES



## **BOLDER BUILDERS™**

Children join an engineer, architect and builder to restore a town by designing, creating and testing structures including shelters and bridges.

- Creative Problem Solving
- Innovation
- STEM



## **E.Z. SCIENCE™**

To help a famous science magazine develop solutions to everyday problems, children create games, conduct experiments and solve puzzles.

- Entrepreneurship
- Innovation
- STEM



## **PASSAGE TO PLANET ROG™**

Traveling to a distant planet, children apply teamwork and creative problem solving to develop devices that will help them succeed in space.

- Confidence
- Creative Problem Solving
- Design Thinking



## **SOS: ENDANGERED EARTH™**

Investigating ecology and discovering threats to animal habitats, children design safe spaces for wildlife from black bears to birds.

- Confidence
- Design Thinking
- Persistence



## **WHEEL OF INVENTION™**

By teaming up to take on entrepreneurship challenges, children build nature-inspired prototypes and provide real-world solutions.

- Entrepreneurship
- Design Thinking
- Confidence



## **CASTLES, CATAPULTS AND COATS OF ARMS™**

Working together to explore science and medieval history, children take on roles from knights to craftspeople and engage in hands-on creativity.

- Confidence
- Design Thinking
- STEM



## **FLIGHT SIGHT™**

Children learn how flight innovations provide new perspectives as they invent ways to jump higher, fly giant paper planes and create 3D maps.

- Creative Problem Solving
- Intellectual Property
- Persistence



## **PHYS ED: PHYSICS IN MOTION™**

Children explore the laws of gravity, energy, motion and magnetism as they create games based on the work of famous physicists.

- Confidence
- Persistence
- STEM



## **TRASH ISLAND: A GARBAGE PATCH JOURNEY™**

Children take on ocean research challenges and apply creative thinking to address the buildup of trash in the North Pacific Central Ocean Gyre.

- Confidence
- Design Thinking
- Innovation

All Club Invention modules align to Next Generation Science Standards.