ENGAGE EVERY STUDENT WITH INVESTIGATION OF THE PROPERTY OF THE



Inspired by world-changing inventors, Invention Project's hands-on curricula brings STEM concepts to life by inviting students to create their own solutions to real-world problems, building problem-solving skills and confidence.

THIS IS INVENTION EDUCATION IN ACTION.

INNOVATIVE EXPERIENCES



- Supportive student resources including required materials, interactive booklets and an online learning platform
- Fun and engaging modules with developmentally appropriate instruction
- Embedded professional development, preparing educators with hands-on learning strategies for their day-to-day classroom





- ✓ Unique experiences that adapt to your district's exact in-school, afterschool or summer learning needs
- Instructor-led and asynchronous learning options
- Includes pre- and post-tests to track student progress
- Aligned to state and national educational standards including Common Core Mathematics, Common Core ELA and Next Generation Science Standards

STRESS-FREE IMPLEMENTATION



- ✓ Step-by-step curriculum guide and online resources reduce prep time
- Individually packaged materials allow for hassle-free implementation and setup
- Dedicated NIHF support to answer questions and provide solutions
- Qualifies for a variety of state and national funding sources including Title I-IV, 21st Century Community Learning Centers and Migrant Education

AUTHENTIC LEARNING



- ✓ Engaging, hands-on activities promote teamwork and collaboration
- Invention education experiences inspired by National Inventors Hall of Fame® Inductees that build competency in decision-making and self-management through project-based learning
- ✓ Opportunities to practice empathy and relationship skills



"The students really loved working on all the inventions and were very engaged in what they were learning. They did a great job building on the concepts and comparing them to real-life things. I felt the program was a big success!"

— Kaitlyn C., Suffolk County, NY

LEARN MORE ABOUT INVENTION PROJECT AT INVENT.ORG/EDUCATORS/INVENTION-PROJECT



© 2024 National Inventors Hall of Fame, Inc.



CUSTOMIZED TO MEET YOUR DISTRICT'S NEEDS

Invention Project gives students the agency to explore and solve real-world problems on their terms.

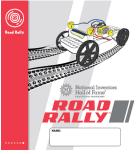
Each hands-on experience is flexible enough to work within an existing learning program and robust enough to act as an all-inclusive solution.



Students explore the dynamic connection between science and art by designing one-of-a-kind Circuit Sculptures $^{\text{TM}}$.



Students become immersed in automotive design as they create a futuristic vehicle in NIHF's Automotive Design 101^{TM} .



Applying nature-based discoveries, children create dynamic vehicles and take on challenges in an exciting Road Rally[™].



Inspired by real space exploration, children build innovative devices to help them problem solve on distant planets and moons in Spacecation $^{\text{TM}}$.



In RC Origami Bot™, students construct and operate their own remote-controlled robots to navigate an obstacle course.



In Wear It Out™, students use creative ideas and maker materials to invent clothing and accessories that are fashionable and functional.



E-Birds gives children the chance to build a flying electronic bird and design robots to research birds in the wild.



With inspiration from great inventors, children experiment with the science of flight using paper airplanes and a heliball in Fly Gliders™.







