



Invention Project®

ENGAGE EVERY STUDENT WITH INVENTION PROJECT®



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.

PREK - GRADE 8 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

CUSTOMIZABLE CURRICULUM



- ✓ 32 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 National Inventors Hall of Fame® support to answer questions and provide solutions
- ✓ Qualifies for state and local district funding

AUTHENTIC LEARNING



- ✓ Engaging, hands-on activities promote teamwork and collaboration
- ✓ Invention education experiences inspired by 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](https://invent.org/educators/invention-project)



National Inventors
Hall of Fame

Inspiring Future Innovators®

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CUSTOMIZED TO MEET STUDENTS' NEEDS

Invention Project® gives students the freedom of choice to explore and solve real-world problems. Each hands-on experience is flexible enough to work within an existing learning program and robust enough to act as an all-inclusive solution.

PreK-Grade 1



To find Lost Treasure™, children create an adventure story, investigate volcanoes and build an invention to reach fruit in trees.

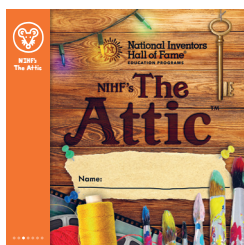


Stick to It™ inspires children to dream big through hands-on challenges with the chance to think like a design engineer, mechanical engineer and physicist.



Diving into ocean research, children create a habitat for their own aquatic friend and create a bio-inspired invention in Robotic Aquatics™.

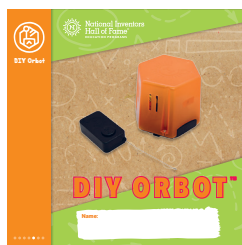
Grades 2-4



Children experiment with animation, chemistry and materials science, build their own Arty Bot and create spin art in NIHF's The Attic™.



In Champions™, children use creative problem solving to design and build the ultimate sports complex.

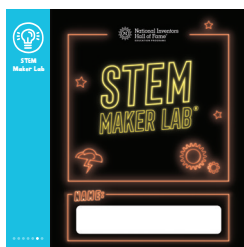


Students build confidence and STEM skills when they create their own DIY Orbot™ and use it to complete fun challenges.

Grades 5-8



Rescue Squad™ inspires students to invent solutions to protect ecosystems, help wildlife and explore energy conservation.



Students explore what it takes to be a maker, inventor and entrepreneur as they use biomimicry to solve invention challenges in STEM Maker Lab®.



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



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