



THE INVENTION EXPERIENCE

EXECUTIVE SUMMARY | 2015

WHAT IS INVENTIONX?

The Invention Experience, or InventionX, is an invention educator training program & student challenge to engage middle and high school students in STEM content. Invention education highlights real-world applications of knowledge and increases student motivation, critical thinking skills, and long-term engagement in STEM careers.

The Invention Experience begins with educator training workshops to help educators understand how to engage their students using invention. These educators are provided the skills and materials to organize their own Invention Experiences in their classrooms!

The Invention Experience is a 5-step framework that has been used by universities, startup companies, and established organizations to launch new businesses and technologies. We bring this successful model to K-12 STEM education.





PART 1 - TEACHER TRAINING

PROFESSIONAL DEVELOPMENT WORKSHOPS

The first phase of the InventionX process is to engage educators in a professional development workshop that introduces them to the InventionX 5-step educational framework and helps them understand how to use the program to teach any lesson plan in their curriculum. After participating in an InventionX professional development workshop, educators will have the skills and materials to bring the excitement of invention to their students!





PART 2 - INVENTIONX PROGRAM

Educators engage students in a 5-step invention process and pose a set of InventionX Challenges for their students to solve by creating and pitching their own invention.



1

INSPIRATION

Students explore a challenge topic and gather ideas for their inventions.

2

INVENTION

Students brainstorm as many ideas as possible for an invention to solve the challenge question they have chosen to answer.

3

SELECTION

Students examine their ideas and select the one they want to pursue for their invention.

4

PROTOTYPE

Students first sketch their invention, and then, from that sketch, create a physical prototype from common classroom materials.

5

PITCH

Students present their invention on camera to explain what it does and how it solves their challenge question. Final pitches will enter students into raffles for InventionX prizes.



PART 3 - ONLINE COMPETITION

CREATING INVENTIONS

Students Submit their Inventions to an online competition by uploading a pitch video and description of their invention. Each Challenge topic can have its own competition, or be included as part of an annual, international competition. Through these activities students have the opportunity to learn more about the invention development and entrepreneurial processes as well as picking up on 21st Century skills.

Each region, or partner participating in InventionX can host unique awards for challenges specific to their area, or of importance to their communities.

Student projects are all submitted and hosted in an online gallery of young inventors and are connected with additional opportunities to continue developing their inventions or move further in other STEM related fields.

CONTACT

For more information on the program, or to learn how your organization can become involved either as participants or supporters, please contact:

Joshua Neubert
CEO, Institute of Competition Sciences
617.970.6650
josh@competitionsociences.org

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