

Your Guide on the Invention Education Pathway

A fun, educator-led way to engage students in Grades K–12 in invention activities that build STEM knowledge, skills, and creativity

Lead Expert STEM Programming Developed at the Lemelson-MIT (LMIT) Program

Programs kick off with a live, virtual introduction to the invention process by LMIT educators.

Program leaders receive ongoing training and activity guides through frequent meetings on progress and improvement, and optional coaching and mentoring from LMIT instructors.

Provide a Continuum of Invention Education Programming for K–12

With programming designed for different age bands, Invention Adventures can be offered year after year.

By consistently participating in Invention Adventure programs, students develop an inventor identity and confidence in their STEM abilities.

Offer Uniquely Engaging STEM Activities that Increase Student Participation

STEM engagement can increase when students, especially those from underrepresented groups, identify problems they are passionate about solving.

Build students' social and emotional skills along with the technical skills to ensure their success in the new world of work.

INVENTION ADVENTURES™ PROVIDES:

- **Curriculum** educators can use in their classrooms
- Opportunities for **after-school STEM programming** with the option of having the Lemelson-MIT Program (LMIT) instructors virtually co-teach with staff across the country
- **Professional learning opportunities** for educators
- **Opportunities to showcase students' inventions** at local, state, and national Invention Conventions or to be entered into science and engineering fairs

“ Invention Adventures is a platform where youth are encouraged to regularly exercise their imagination and in turn become more aware of the creativity they innately possess. ”

– Carlos Marquez, Program Development Specialist – STEAM, Think Together (Santa Ana, California)

About Invention Adventures: Invention Adventures is an initiative of the Lemelson-MIT Program (LMIT). LMIT has been working in the field of Invention Education since 1994.

To learn more about Invention Adventures, contact Leigh Estabrooks, Invention Educator Officer for the Lemelson-MIT Program, at leighe@mit.edu.

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Join Us! Bring Invention Education to Your Community



Introduce your students to a world in which they will solve their own problems and gain the confidence and skills needed to invent their own future. The conventions, in collaboration with LMIT, are a celebration of K–12 inventors and entrepreneurs. They provide a vehicle for young learners to display their critical thinking skills through inventing, innovating, and entrepreneurial activities.

THE STEM + INVENTION + ENTREPRENEURSHIP EXPERIENTIAL LEARNING PROGRAM OFFERS:

- Hands-on, real-world, project-based learning activities
- Free curriculum
- Professional development workshops
- Exciting events at school, state, and national levels
- Positive social impact through new products and businesses that transform lives

Invention Conventions are easy to implement, flexible enough to meet diverse student needs, adaptable to a broad range of disciplines, and accessible to virtually any young learner. As participants in Invention Conventions, your students will join more than 100,000 K–12 inventors from across the U.S. and around the world who compete to showcase their inventions at their state Invention Conventions. Winners from the Massachusetts and California Invention Conventions will go on to compete at the state, national, and international levels.

Educators can learn more via online and fee-free Invention Adventure Professional Development information sessions offered by LMIT. Visit our website to see the latest schedule of events.

For more information about the Massachusetts Invention Convention follow us at ma.inventionconvention.org

For more information about the California Invention Convention follow us at cainventionconvention.org

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