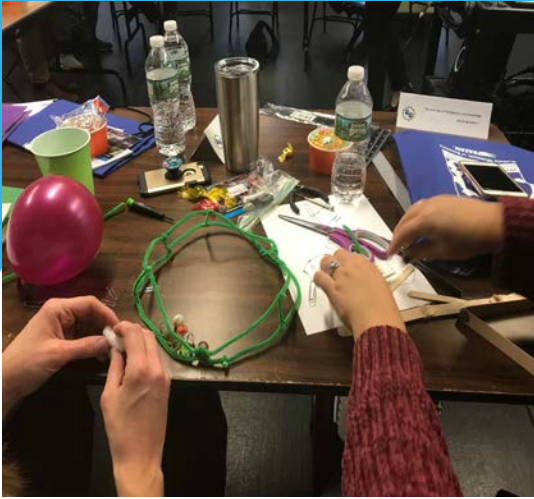


Educators....

Use Inventive Thinking to bring the power of project-based problem solving to your school!

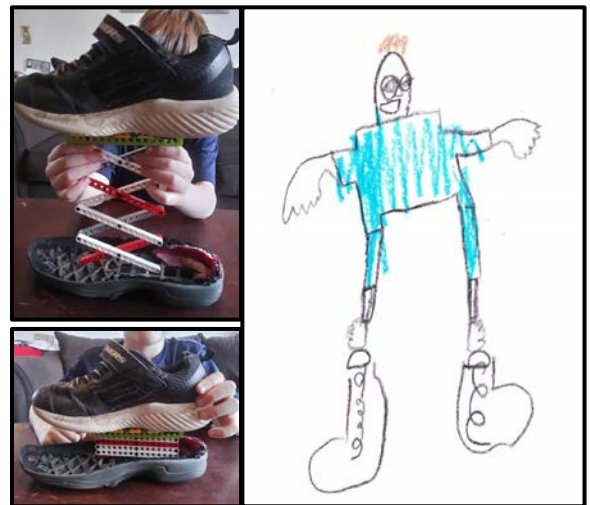


Professional Development!

The Inventive Thinking Program is a full curriculum that includes activities, tools, videos, and standards-based lessons. It is flexibly taught to educators who can then easily implement it within their 4th-8th grade classrooms.

Turn Inventive Thinking into Everyday Thinking!

Your students will learn how to apply the Inventive Thinking Process to identify- then creatively solve- problems for themselves and others.



Communication!

Your students will learn how to document their Process, plan their Presentations, speak clearly, and answer questions about their Projects in video and face-to-face presentations.

Learn more about WNYIC: wnyinventionconvention.org
Interested in learning more?: miriamk@wnykidsinvent.org



Teaching Invention as a Process

While these lessons can be taught individually, we encourage teachers to share the complete process of inventing offered through the Inventive Thinking Program with their students. Curriculum activities guide young inventors through the seven steps of the Invention Process, with standards-based lessons and suggested extensions. We have designed activities to build skills in invention, innovation, entrepreneurship, and engineering while supporting the creation of your students' own inventions.

The 7-Step Invention Process



1

Identifying

Using empathy and research to discover problems and who might have them



2

Understanding

Knowing more about what causes the problem and what you want to happen when the problem is solved. Researching what has been done about it already



3

Ideating

Thinking about, brainstorming, and researching different ideas and options to solve the problem



4

Designing

Deciding what your invention solution will be made of, what it will look like, and how it should work



5

Building

Creating a prototype of the solution based on the design



6

Testing

How you find out what works and what doesn't; where you make changes, improvements, and refinements.



7

Communicating

Explaining how you got to the invention through the above process, including why it is better than what exists and how it could be improved

The Inventive Thinking Program

6 Invention Challenges: 5 specific categories and 1 broad category

- Challenge 1- **Animal Care**
- Challenge 2- **Consumer Products**
- Challenge 3- **Universal Design**
- Challenge 4- **Assistive Devices**
- Challenge 5- **Transportation**
- Challenge 6- **Everyday Obstacles**

