

A flexible invention curriculum for students in

grades 3-8! Innovators Unleashed! A Journey From Spark to Shark

This program guides young innovators through the entire process of invention, from the initial spark of an idea to presenting a polished product. Students will engage in creative problem-solving, learn about the basics of intellectual property, and develop essential skills for pitching their innovations, all while exploring how technology can address real-world challenges. This unit is perfect for sparking curiosity and fostering the next generation of young inventors.

# **DOWNLOAD FREE UNIT HERE:** https://bit.ly/InventHere







### L1: Inspiration

Students explore the concept of invention and innovation by identifying problems in their lives or communities, starting with an "Invention Walk About" and recording observations in their Inventor's Notebook.



#### L2: Research

Students conduct research to fully understand the causes of their identified problems, including online searches, surveys, and interviews, to prepare for developing effective solutions.



#### L3: Ideation

Through creative brainstorming techniques like "Wishing," students generate and refine potential solutions, focusing on one feasible design to address their specific problem or need.



#### L4: Planning

Students create a detailed plan for their invention, outlining necessary materials and identifying possible collaborators to bring their idea to life.



### L5: Patenting & Commercialization

Students explore existing patents to determine if their invention is original and conduct research on patent databases to understand the commercialization process.



#### L6: Prototyping & Refinement

Students articulate claims about their invention. gather peer feedback, and refine their design to strengthen the validity and effectiveness of their solution.



## L7: Pitch & Present Prep

Students prepare a compelling pitch and design an informative display board, applying their new knowledge to present their invention's significance and impact.



#### **Pitch Showcase**

Similar to the show "Shark Tank" allow your students to present their idea to a panel of judges. These could be parents, educators, or community members.