



Invention Curriculum Information

To access the curriculum:

- ① Follow the link:
<https://app.scoutlier.com/#/student>
- ② Type in the code below for each lesson.

This flexible six-lesson, project-based STEM program is designed for students in grades 9-12. The primary goal is to provide comprehensive instruction on the Cycle of Innovation to Commercialization. Utilizing the Scoutlier platform, students can independently progress through the curriculum, or educators can flexibly facilitate the lessons.

Throughout this unit, students will gain hands-on experience addressing real-world challenges by exploring the process of transferring technology to society. The curriculum includes detailed modules on protecting and patenting novel innovations, ensuring students develop a solid understanding of how to bring their ideas to life in the marketplace. This program is ideal for students interested in STEM fields, entrepreneurship, and innovation.

Lesson Organization



Identify and Investigate

Choose a real-world issue; learn to conduct research and work with the design process with focus on what solutions currently exist and what recent innovations can be added to create a better solution.

CODE: YWV6NO



Experiment and Design

Move through the fail-fast process to isolate how individual changes impact results. Keep data on solutions attempted. Create a replicable design for quality testing.

CODE: XQRZXZ



Implement and Assess

Choose a final design to move forward, test the design to guarantee effectiveness and identify what IP exists in the solution created.

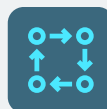
CODE: Z4CN65



Patent and Protect

Look over the patenting process to gain more insight about the process and next steps.

CODE: 74RWNN



Communicate and Commercialize

Learn Start-up practices for creating a business model, conducting market research, and communicating ideas to stakeholders.

CODE: 3L10Z7



Pitch and Present

Develop pitch; learn different styles of presentations for different audiences, and let students perform in a pitch competition.

CODE: PG6TQV