

PROJECT INVENT

A Fellowship experience for innovative educators to embrace design thinking, community partnership, and authentic problem-solving in any learning environment.



VISIT OUR WEBSITE

projectinvent.org

FULL-YEAR (FALL & SPRING) IMPLEMENTATION TIMELINE

- JUNE - JULY: FELLOW INSTITUTE TRAINING**
Fellows complete four days of accelerated training in design thinking, engineering, and entrepreneurship. Graduate in 4 days!
- AUGUST - SEPTEMBER: PROGRAM PREP**
With support from Project Invent staff, Fellows recruit student teams and Community Partners to join the invention journey
- OCTOBER - DECEMBER: PROGRAM LAUNCH**
Fellows guide teams through the "Empathize + Define" and "Synthesize + Ideate" modules, preparing students to share their top design concepts at an **Idea Review event**.
- JANUARY - MARCH: PROTOTYPE + BUILD**
With input from professional experts, student teams engage in iterative prototyping to transform their ideas into impactful products
- MARCH & APRIL: PITCH COACHING**
Students collaborate with industry volunteers to craft an exciting presentation while also working on public speaking skills and research.
- MAY: DEMO DAY**
Students pitch their products at Project Invent's **Demo Day** event, where they have an opportunity to win funding from a panel of entrepreneurs

SPRING SEMESTER-LENGTH IMPLEMENTATION TIMELINE

- FALL: FELLOW INSTITUTE TRAINING**
Fellows complete intensive training in design thinking, engineering, and entrepreneurship. Complete 4 sessions over a two-week period.
- FALL SEMESTER: PROGRAM PREP**
With support from Project Invent staff, Fellows recruit student teams and Community Partners to join the invention journey
- JANUARY & FEBRUARY: PROGRAM LAUNCH**
Fellows guide teams through the "Empathize + Define" and "Synthesize + Ideate" modules, preparing students to share their top design concepts at an Idea Review event.
- FEBRUARY & MARCH: PROTOTYPE + BUILD**
With input from professional experts, student teams engage in iterative prototyping to transform their ideas into impactful products
- MARCH & APRIL: PITCH COACHING**
Students collaborate with industry volunteers to craft an exciting presentation while also working on public speaking skills and research.
- MAY: DEMO DAY**
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↪ Lasting impact on student agency, resilience, and creative confidence! ↩

IMPLEMENTATION EXAMPLES

Use Case One

Setting: Core Academics, 55 min

Frequency: Once per week

Capacity: Full School Year (~35 weeks)

Considerations

- A full-year timeline allows you to facilitate all six curriculum modules, plus have additional wiggle room for skill building, deepened practice with using technology, and additional iterations of product development.

Examples

- School Design Lab course
- Part of year-long computer science course
- Integrated into chemistry, history, etc.

Use Case Two

Setting: Elective Course, 60 min

Frequency: 4-5 days per week

Capacity: Spring Semester (~17 weeks)

Considerations

- In this setting, students will work on an accelerated program timeline. You will work through the entire Project Invent curriculum, without a lot of wiggle room for extending lessons.
- When possible, we recommend introducing Arduino or Micro:bit starter projects to students in the Fall so that you can hit the ground running in the spring.

Use Case Three

Setting: After School Club, 60-90 min

Frequency: 2 days per week

Capacity: Full School Year (~35 weeks)

Considerations

- An after-school club is a great way to engage students across several grades to participate in Project Invent.

Examples

- Meet twice a week in an out-of-school setting, like a library, local maker space, Boys and Girls Club, or Teen Tech Center
- Lead a student club or student organization at your school

Use Case Four

Setting: Capstone Course, 75 min

Frequency: 3 days per week

Capacity: Spring Semester (~17 weeks)

Considerations

- In this setting, students will work on an accelerated program timeline. You will work through the entire Project Invent curriculum, without a lot of wiggle room for extending lessons.

Examples

- Engineering or Design capstone project
- Grade-wide project-based learning capstone



ALEXIS GREER, SPENCER, NC

"This was an opportunity to put my students in front of **authentic audiences**. My students were so excited to know that what they were doing was not going to stay on the page."

SEAN GLANTZ, BEND, OR

"There's something special about Project Invent. It feels so applicable. You learn so much as an educator – **strategies about ideation, brainstorming, and collaboration** — that you can take into all of your classes."



JILL HYATT, MEADVILLE, PA

"Project Invent has re-energized my teaching....My students engage more deeply in Project Invent than typical school projects, and I appreciate the opportunity to model risk-taking and **push myself as an educator**."



NOW ACCEPTING APPLICATIONS

Ready to inspire youth inventors in your classroom?

We are now accepting applications from middle and high school educators across the US. Every year, our cohort includes a variety of educators from a diverse set of institutions and subject areas.

