2015-2015 4th Annual Global

* Smithsonian

ePals
by Cricket Media

SPARK!LAB INVENT IT CHALLENGE

The Challenge | Think about a real-world problem and come up with a solution to solve it.

Follow the Spark!Lab 7-step Process of Invention:

THINK IT · EXPLORE IT · SKETCH IT · CREATE IT · TRY IT · TWEAK IT · SELL IT

Why take part in the Invent It Challenge?

Benefits

Students:

- practice the inquiry process
- have access to "inventor laboratory" digital workspace
- collaborate with alumni student inventors
- connect with professional inventors
- add a global invention competition to their accomplishments

Teachers:

- have access to free resources for teaching the invention process
- can integrate multiple learning standards (see "Integration of Learning Standards" section)
- receive complete guided project-based learning experience
- bring Smithsonian expertise to their classes

Who can take part?

Challengers may enter individually or in a Group/Team in the **following 4 age groups:**

Age group 1: 5-7 years   **Age group 3:** 11-13 years

Age group 2: 8-10 years   **Age group 4:** 14-21 years

Visit challenges.epals.com for complete entry details and official rules.

Prizes

Camp Invention scholarships   LEGO prizes

Smithsonian book sets

Nelson Mullins
Nelson Mullins Riley & Scarborough LLP
patent consultation

Timeline

January 17	March 27	April 24*	May 4*
Official Start (Kid Inventor's Day)	Submission Deadline	Winners Announced	ePals Choice Award Winner Announced

*Dates subject to change.

Smithsonian
National Museum of American History
Kenneth E. Behring Center

challenges.epals.com

Integration of Learning Standards

"The best part was seeing my students use their creativity and scientific knowledge to solve these real-world problems." –Kristin H., USA

Common Core State Standards for English Language	21st Century Learning Standards	ISTE NETS'S Standards	Next Generation Science Standards	STEAM
CCSS.ELA -Literacy.CC RA.W.4 Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. CCSS.ELA -Literacy.CC RA.W.6 Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others. CCSS.ELA -Literacy.CC RA.W.7 Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. CCSS.ELA -Literacy.CC RA.W.8 Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. CCSS.ELA -Literacy.CC RA.W.9 Draw evidence from literary or informational texts to support analysis, reflection, and research. CCSS.ELA -Literacy.CC RA.SL.5 Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.	Learning and Innovation Skills • Creativity and Innovation • Critical Thinking and Problem Solving • Communication and Collaboration Information, Media and Technology Skills • Information Literacy • Media Literacy • ICT (Information, Communications and Technology) Literacy Life and Career Skills • Initiative and Self-Direction • Productivity and Accountability	Creativity and Innovation Communication and Collaboration Research and Information Fluency Critical Thinking, Problem Solving, and Decision Making	Engineering Design • Define • Develop Solutions • Optimize	Science • Conduct scientific inquiry through the Spark!Lab Process of Inquiry Technology • Conduct online research • Communicate an invention idea through a digital presentation Engineering • Solve a problem • Design an invention • Build a prototype Arts • Imagine and sketch an invention • Create a 3-D prototype Math • Measure and create a scale model of the invention • Analyze data to refine invention