



2016 5th Annual Global Invent It Challenge



Smithsonian



Think about a real-world health problem and come up with a solution.

The Challenge

Think about a real-world health problem and come up with a solution.

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



Why take part in the Invent It Challenge?

Students:

- Learn how an inventor thinks!
- Share your invention with the world!
- Meet other inventors!

Teachers:

- Engage students in a motivational STEM learning experience
- Bring Smithsonian expertise and resources into your classroom
- Get free ready-to-use teaching materials

Who can take part?

Challengers may enter individually or as part of a 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.

Sponsors



Camp Invention®

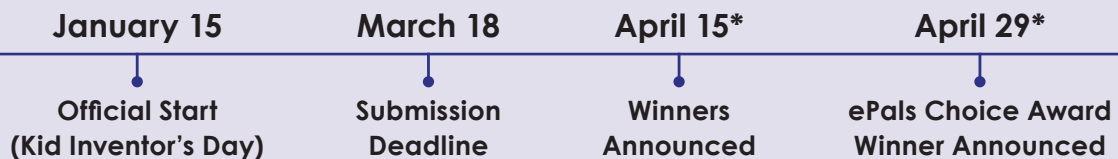


Smithsonian

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Timeline



*Dates subject to change.

Standards Alignment: Invent It Challenge



<p>ISTE NETS'S Standards</p> <p>http://www.iste.org/standards/standards-for-students</p>	<p>Next Generation Science Standards</p> <p>http://www.nextgenscience.org</p>	<p>National Health Standards from the Society of Health and Physical Education</p> <p>http://www.shapeamerica.org/standards/health</p>	<p>21st Century Learning Standards</p> <p>www.p21.org</p>	<p>Common Core State Standards for English Language</p> <p>www.corestandards.org</p>	<p>STEAM</p> <p>www.steamedu.com</p>
<p>1. Creativity and Innovation</p> <p>2. Communication and Collaboration</p> <p>3. Research and Information Fluency</p> <p>4. Critical Thinking, Problem Solving, and Decision Making</p>	<p>Engineering Design</p> <ul style="list-style-type: none"> • Define • Develop Solutions • Optimize 	<p>Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.</p> <p>Standard 2: Students will analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.</p> <p>Standard 3: Students will demonstrate the ability to access valid information and products and services to enhance health.</p>	<p>Learning and Innovation Skills</p> <ul style="list-style-type: none"> • Creativity and Innovation • Critical Thinking and Problem Solving • Communication and Collaboration <p>Information, Media and Technology Skills</p> <ul style="list-style-type: none"> • Information Literacy • Media Literacy • ICT (Information, Communications and Technology) Literacy <p>Life and Career Skills</p> <ul style="list-style-type: none"> • Initiative and Self-Direction • Productivity and Accountability 	<p><u>CCSS.ELA -Literacy.CC RA.W.4</u> Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.</p> <p><u>CCSS.ELA -Literacy.CC RA.W.6</u> Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.</p> <p><u>CCSS.ELA -Literacy.CC RA.W.7</u> Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.</p> <p><u>CCSS.ELA -Literacy.CC RA.W.8</u> Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism.</p> <p><u>CCSS.ELA -Literacy.CC RA.W.9</u> Draw evidence from literary or informational texts to support analysis, reflection, and research.</p> <p><u>CCSS.ELA -Literacy.CC RA.SL.5</u> Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.</p>	<p>Science</p> <ul style="list-style-type: none"> • Conduct scientific inquiry through the Spark!Lab Process of Inquiry <p>Technology</p> <ul style="list-style-type: none"> • Conduct online research • Communicate an invention idea through a digital presentation <p>Engineering</p> <ul style="list-style-type: none"> • Solve a problem • Design an invention • Build a prototype <p>Arts</p> <ul style="list-style-type: none"> • Imagine and sketch an invention • Create a 3-D prototype <p>Math</p> <ul style="list-style-type: none"> • Measure and create a scale model of the invention • Analyze data to refine invention