Why Do the Invent It Challenge?

"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

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.

21st Century Learning Standards

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

ISTE NETS*S Standards

Creativity and Innovation

Communication and Collaboration

Research and Information Fluency

Critical Thinking, Problem Solving, and Decision Making

Next Generation Science Standards

Engineering Design
- Define
- Develop Solutions
- Optimize

STEAM

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