

Timeline for Teaching Invention Process

Young Inventors' Program® School Invention Convention

A minimum of six weeks should allow plenty of time for a unit on inventing. This allows time for the incubation of ideas, experimentation with form and process, and revision of plans and outcomes. A suggested timeline follows:

WEEK ONE

- ❖ Introduce creative thinking skills activities.
- ❖ Introduce the concept of inventions and innovation.
- ❖ Conduct activities and discussion on strange and unusual inventions.
- ❖ Share invention stories of real or student inventors.

Week Two

- ❖ Talk about how any invention works, its purpose and the problem it solved.

Week Three

- ❖ Introduce journal keeping.
- ❖ Identify problems.
- ❖ Do “junk” inventing activity.

Week Four

- ❖ Establish classroom work groups.
- ❖ Find solutions to the identified problems.
- ❖ Start to make plans.
- ❖ Select a problem and a possible solution.

Week Five

- ❖ File an “Intent to Invent.”
- ❖ Draw a diagram or sketch.
- ❖ Start a “Breadboard Model.”

Week Six

- ❖ Create a marketing plan for the invention, which includes naming it.
- ❖ Discuss patents.

