

# Invent It Challenge

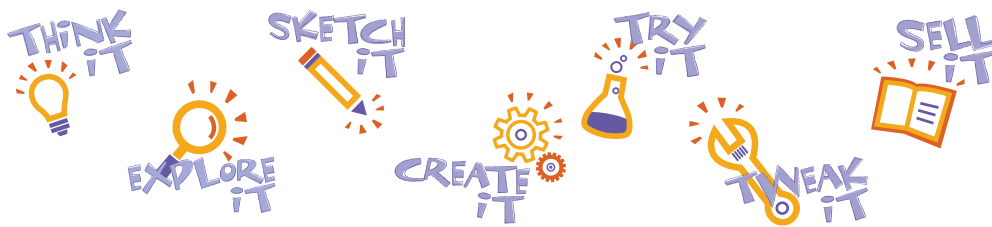


[inventitchallenge2020.epals.com](http://inventitchallenge2020.epals.com)

## Calling All STEM Educators!

Ready to engage your students? Ask your students to create a new invention that helps provide access to healthy food for everyone, everywhere, every day. Free curriculum and videos spark your students' empathetic thinking about how access healthy food and support their discovery of a need they can address with a unique invention. Students can enter as individuals or teams in four age categories: 5-7, 8-10, 11-13, and 14-18.

## Teach the Spark!Lab 7-step Process of Invention



## Why Take Part in the Challenge?

- Engage students in applying STEM skills through the hands-on invention process, promoting problem-solving, communication and teamwork!
- Leverage high-quality FREE inventing curriculum from Smithsonian and Cricket Media.
- Motivate learners with global competition and prizes.

## How to Enter Your Students

Guide students in creating a PowerPoint or video documenting their invention idea! Visit [inventitchallenge2020.epals.com](http://inventitchallenge2020.epals.com) for complete entry details and official rules. We welcome submissions between December 6, 2019 and June 19, 2020 from all students, globally, including homeschoolers and clubs!

## Timeline



## Prizes

Win Great Prizes such as a trip to Washington, D.C.!

"I learned that I can invent something and help save the world by changing it. I hope to make more inventions like this, and I have the courage to do that now!"

- **KAVI**, 2018 Invent It Challenge Winner from California

"They were able to explore and learn about things that were outside of the general curriculum. We're not talking about core classes here. We're talking about taking what we're learning in the core curriculum and looking at the bigger picture, applying how we're learning about Science, how we're learning about Technology. ... It was a real invaluable experience."

- **RACHEL**, Homeschool Parent of 2018 Invent It Challenge Team Winner from Missouri

"The students enjoyed inventing a solution to a problem. They worked hard on building an invention. And they enjoyed showcasing their inventions ... The greatest benefit to the Invent It Challenge is that it forces students to use so many skills. They must brainstorm ideas, research [and] create an actual product that solves a problem."

- **LINDSAY**, Teacher from Missouri

