



Spark!Lab Dr. InBae Yoon 2019 Invent It Challenge

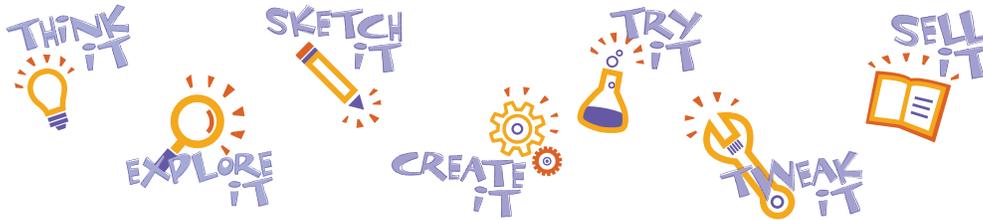
inventitchallenge2019.epals.com

Think about a new invention that **enhances the daily lives** of older adults.

Calling All Young Inventors!

Help older adults around the world! Think of an invention that could enhance and improve the daily lives and activities of older adults, and follow the 7-step invention process to create it. Students can enter as individuals or teams in four age categories: 5-7, 8-10, 11-13, and 14-18.

Follow the Spark!Lab 7-step Process of Invention



Why Take Part in the Challenge?

Students:

- Learn how an inventor thinks and meet other inventors!
- Share your invention with the world!
- Win a trip to Washington, D.C.!

Teachers and Homeschool Parents:

- Engage students in a motivational, project-based STEM learning experience!
- Access Smithsonian expertise and get free, ready-to-use resources!

How to Enter

Create a PowerPoint or video of yourself (or your team) completing the 7-step invention process! Visit inventitchallenge2019.epals.com for complete entry details and official rules and to submit your invention idea anytime between January 17 and April 5, 2019.

Timeline



*U.S. only



Smithsonian



"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