

Day 1 - Facilitator's Tips

1. Please have the students watch the video about the invention processes and invention education.
2. Have students gather all the recyclable materials they can, and remind them to also get pencils, scissors, and tape.
3. If students can't find thick cardboards, it is OK. They can always pile up some stock card materials from their kitchen recycle bin (waffle box, cereal boxes, milk carton, etc.)
4. Tell students, "Now sit back and think about what problems you want to solve. Have you had any problems that you hope to solve? Or anything that you hope to improve to make it work better for you?"
5. Ask students to explore the following invention example:

John Buck started a company, Healthy Fingers LLC, that specializes in "germ-safe" inventions to help prevent the spread of germs and diseases in public places. His inventions include a hands-free door and a hands-free doorknob that can be controlled using a person's wrist or arm. Read more about his inventions here: [Healthy Hands](#).
6. Discuss with students when they are identifying a solution:
 - a. What would the product do? What problems does this product solve?
 - b. Who might benefit from this solution?
7. Ask students to think about and write down 5~10 problems that they face in everyday life on the worksheet. Remind them that their invention projects should help PEOPLE, including themselves. Ask students to choose the 5 problems that they really want to solve.
8. If students are interested in creating digital stories about their invention project, ask students to try Scratch for storytelling (examples of Scratch storytelling can be found [here](#)). More information can be found on the Scratch website: <https://scratch.mit.edu/>).