WHO, ME? AN INVENTOR?

Yes! People from every corner of the world, of different ages, with different levels of education invent by identifying problems, pursuing ideas, and developing new solutions. The key to inventing is identifying a need and creating an original solution.

WHAT’S AN INVENTION?

An invention is a useful creation that didn’t exist before.

- An invention usually fills a need or solves a problem.

- Inventions often make the world a better place.

- Inventions can be things (e.g., a cell phone or backpack) as well as ideas (e.g., a new method for tying a knot, or a story).

- An invention often makes something better (e.g., faster, stronger, cheaper, easier, safer or more efficient, attractive, useful, accurate, fun, or productive). But as long as it’s a new way to do something, it’s still invention even if it isn’t necessarily better than what existed before.
THE PROCESS OF INVENTING?

Inventing is a process. It starts with a need and ends up with something new—the actual invention. It involves:

- identifying a problem and/or realizing that something can be improved.
- talking to people who might use the invention.
- brainstorming creative solutions to a problem, which often involves making imaginative connections between seemingly unrelated things.
- devising and testing solutions (i.e., experimenting).
- applying science and engineering concepts.
- using tools, materials, and techniques to make workable solutions.
- trying again when things don’t work out.
- seeing a project through by being motivated, persistent, and dedicated.

WHAT DO YOU NEED TO DO?

Students are invited to build a model or design a poster outlining an invention or create a game as part of the ‘Ecolinc Sustainability Expo Inventors & Inventions’ competition.

The invention must fit under one of the following themes:

- Air
- Water
- Life
- Energy
- Earth

CRITERIA?

- Creativity & imagination
- Originality & uniqueness
- Attention to detail
- Clever solution to a problem

AGE GROUP?

- F-2
- 3-4
- 5-6