

DEAR EDUCATOR,

If you can dream, you can invent! And that's why we invite your students to enter the **Dreamvention Challenge Contest** through this free educational program, created by the award-winning curriculum specialists at Young Minds Inspired (YMI), that uses standards-based STEM activities to encourage them to think outside of the box and perhaps win cash prizes for themselves and your school.

The **Dreamvention Challenge Contest** will honor one budding inventor with a \$250,000 grand prize and reward the 10 schools with the most contest entries with \$5,000 each for their science programs. Kids age 13 and older can enter the contest on their own. Kids ages 7-12 will need to have their parent or guardian enter their idea on their behalf. Kids under 7 are not eligible.

Please copy and share this copyrighted program with other teachers at your school. Return the enclosed postage-paid reply card or visit ymiclassroom.com/feedback-dreamvention to give us your feedback. We look forward to hearing from you.

Sincerely,



Dr. Dominic Kinsley
Editor in Chief
Young Minds Inspired

 Questions? Contact YMI toll-free at 1-800-859-8005 or by email at feedback@ymiclassroom.com.

PROGRAM AUDIENCE

Students in grades 2-10, with grade-appropriate activity extensions.

OBJECTIVES

- Inspire creativity through study of inventions past and present.
- Engage students in the design process through participation in the **Dreamvention Challenge Contest**.

PROGRAM COMPONENTS

- This one-page teacher's guide.
- Three reproducible activity sheets, also posted in Spanish at ymiclassroom.com/dreamvention.
- A colorful classroom wall poster.
- A reply card for your comments, or comment online at ymiclassroom.com/feedback-dreamvention.
- Visit ymiclassroom.com/dreamvention for standards alignment.

HOW TO USE THIS PROGRAM

Photocopy the teacher's guide and activity sheets. Display the poster for use with Activity 1 and as a resource for the **Dreamvention Challenge Contest**.

ACTIVITY 1

A PROCESS OF IMAGINATION

Ask students to define *invention*. How does one come up with an invention? Do you have to be a genius to be an inventor? Tell students that they will be working on ideas for inventions that could win a cash award for their school and themselves in the **Dreamvention Challenge Contest**.

Have students review the inventions profiled on the poster and the design process steps and young inventors question on the activity sheet. After they volunteer their answers, ask if they were surprised to learn that all of the items were invented by kids.

Share these inventor names and ages to encourage them as they dream up their inventions: toy truck – Robert Patch (6), Water Talkie (device that makes it possible to talk underwater) – Richie Stakowski (10), Wristies (fingerless gloves) – Kathryn Gregory (10), popsicle – Frank Epperson (11), sailboard – Peter Chilvers (12), television – Philo Farnsworth (14).

LEARN HOW TO COME UP WITH A FUN INVENTION



FOR A CHANCE TO WIN \$5,000 FOR YOUR SCHOOL

Activity Extensions

See ymiclassroom.com/dreamvention for web resources.

Grades 2-5 (ages 7-11)

Find inventors' names, then have students randomly pick names from a jar and report on their selected inventors.

Grades 6-10 (ages 11-16)

Have students create a simple timeline on inventors and inventions from different historical eras and their impact on history.

ACTIVITY 2 WHAT'S YOUR IDEA?

Have students record invention opportunities for one or more categories. As students develop their ideas, have them chart their progress in an Inventor's Notebook.

Activity Extensions

Grades 2-5 (ages 7-11)

Have students make a mural-sized illustration of the design process steps for classroom display.

Grades 6-10 (ages 11-16)

Have students correlate the development of their invention to the steps of the design process in their Inventor's Notebook.

TAKE-HOME ACTIVITY MY DREAMVENTION

Review the information on the sheet, including the **Dreamvention Challenge Contest** rules, and have students complete it at home with a parent/guardian. Remind students that a parent or guardian must submit their entries if they are less than 13 years old. Kids under 7 are not eligible.

Have students describe the inspiration for their idea, how they created it, and how it works in 250 words maximum, reminding them that their story is an important component of the contest.

Activity Extension

Plan a class Invention Fair for formal student presentation to the school, community, and local press to help publicize student work and promote the **Dreamvention Challenge Contest**.