The Lemelson-MIT Program offers annual InvenTeam grants of up to $10K each for 15 teams of high school students, educators and mentors from across the U.S. to invent technological solutions to real-world problems of their own choosing. To be eligible, teachers must first apply and be selected as an Excite Award recipient prior to submitting their invention proposal for a grant.

Lemelson-MIT InvenTeams research intellectual property, exchange ideas, design parts, build models and make modifications as they develop prototypes of their inventions throughout the academic school year. Students cultivate leadership skills by learning to work as members of a team to address challenges and celebrate “Eureka” moments. Projects are collaborative efforts, driven by the students with guidance from their educator and professionals in the field who serve as mentors. The InvenTeam initiative fosters a “learning-by-doing” student teams environment fueled by inquiry-based thinking.

ELIGIBILITY & APPLICATION PROCESS

Initial Application

- Science, math, technology and other educators at high schools and nonprofit educational organizations who have not received an InvenTeam grant within the past three years are eligible to apply.
- The two-phase application process begins with an initial application that starts in October and ends in early April. Up to 35 educator finalists are chosen from the initial application.

Initial applications include:
- School demographics
- Teachers resume & experience
- Letter of recommendation from admin
- Applications are assessed on project planning, student organization, and potential for community partnerships or other collaborations. Teams of two or three educators are encouraged to apply, but a lead educator must be designated.

Final Application

- Final InvenTeam proposals are due in early September. Finalists receive access to training webinars, coaching and technical support in order to develop a competitive final InvenTeam grant application.
- Funds may be allocated for research, materials, and learning experiences related to the project. They may not be used to purchase capital equipment or professional services (e.g. intellectual property legal protection, engineering services).
- Full invention project proposal includes:
  - Background resources
  - Budget
  - Invention description
- Educators who facilitate the project outside of the school day may allot up to $3,000 of an InvenTeam grant towards a fellowship to help compensate for the time required to guide teams to success.
The InvenTeam Year

• Up to 15 winning teams of 10-15 high school students are announced in October.
• Students working with teachers and technical mentors design and build their invention during the school year.
• Mid-grant technical reviews are held by each team in their community in February for receiving feedback and suggestions for modifications.
• InvenTeams present and showcase their final invention prototypes at Massachusetts Institute of Technology (MIT) in June.
• Webinars on Invention Education.

Learn more

Visit our website at lemelson.mit.edu/inventeams for more information about InvenTeams or email us at InvenTeams@mit.edu

The Lemelson-MIT Program

The Lemelson-MIT Program celebrates outstanding inventors and inspires young people to pursue creative lives and careers through invention. Jerome H. Lemelson, one of U.S. history's most prolific inventors, and his wife, Dorothy, founded the Lemelson-MIT Program at the Massachusetts Institute of Technology in 1994. It is funded by The Lemelson Foundation and administered by the School of Engineering at MIT, an institution with a strong ongoing commitment to creating meaningful opportunities for K-12 STEM education.