The Lemelson-MIT Program

The InvenTeam™ initiative is administered by the Lemelson-MIT Program, which celebrates outstanding inventors and inspires young people to pursue creative lives and careers through invention. Jerome and Dorothy Lemelson founded the Program at MIT in 1994.

The Lemelson-MIT Program is a grantee of The Lemelson Foundation.

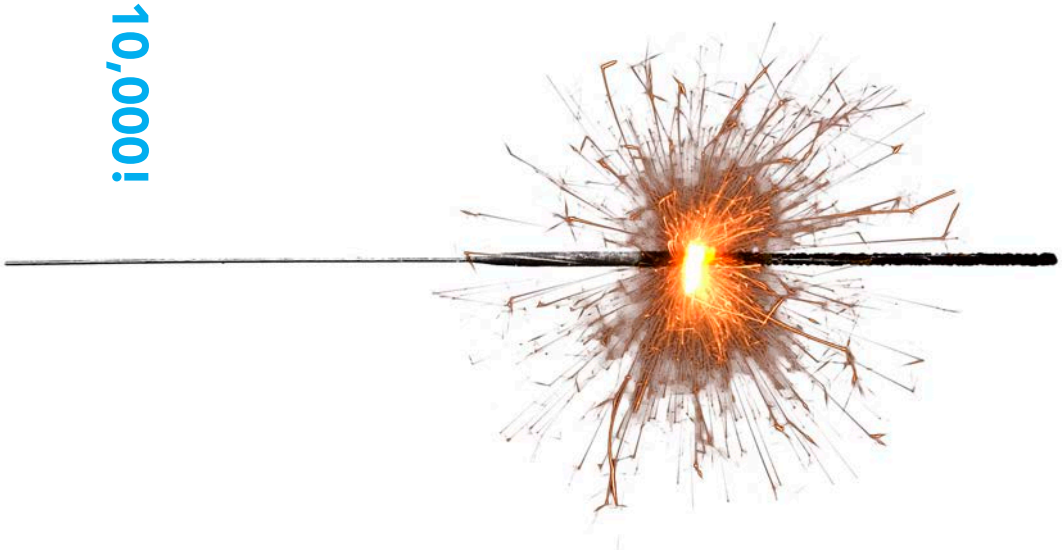
The Lemelson-MIT Program
Massachusetts Institute of Technology
77 Massachusetts Avenue
Building 10 - 110
Cambridge, MA 02139-4307

Massachusetts Institute of Technology

LEMELSON-MIT

InvenTeams™

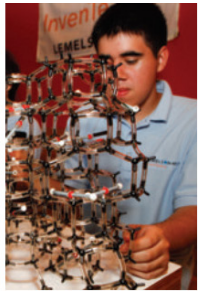
Excite
Empower
Encourage



Invention ideas
made real with $10,000!

Massachusetts Institute of Technology

Introduce your students to the world of invention

Lemelson-MIT InvenTeams™ are teams of high school students, educators, and mentors that receive grants up to $10,000 each to invent technological solutions to real-world problems. InvenTeams research intellectual property, exchange ideas, design parts, build models, and make modifications as they develop their invention prototypes. They learn to move forward through challenges and celebrate "Eureka!" moments, all while cultivating their technical leadership skills. Projects are collaborative efforts, driven by the students. The InvenTeam initiative fosters a "learning-by-doing" environment fueled by inquiry-based thinking.

"Being a part of the InvenTeam has taught me valuable lessons about working as a team, meeting deadlines, and organizing a large project."
Spencer, Williamston High School; Williamston, Michigan

"My experience with InvenTeams has given me the confidence to be a leader."
Alyssa, S.S. Seward Institute; Florida, New York

"Building this invention showed me that people, no matter what age or status, can help other people and can have an impact in the world."
Payton, Northeast High School; Oakland Park, Florida

"I learned how to use science and math to solve problems that others would think are impossible."
Miguel, KIPP Houston High School; Houston, Texas

Visit lemelson.mit.edu/inventeams, call 617.253.3352 or email inventeams@mit.edu for more information.

What could a high school team invent with $10,000?

Offshore rip current alert system · Aquatic thermoelectric generator
Assistive computer pointing devices · Ultraviolet water filtration system
Self-balancing recumbent tricycle · Air pollution absorbing paint additive

InvenTeams seek solutions for real-world problems to improve the well-being of their communities and the world. Projects span many fields from assistive devices to environmental technologies and consumer goods.

InvenTeams are non-competitive; each InvenTeam chooses its own problem to solve. Involving youth in the decision-making process strengthens their commitment to their project and makes learning science, technology, engineering, and math both relevant and fun.

Collaborate with professionals

InvenTeams partner with businesses, academia, non-profit organizations, and government institutions to gain access to professional knowledge and resources that enrich the experience. Partnerships can provide mentors, in-kind support, and additional funding. They also expose students to career options and can help schools and organizations sustain an inventive culture beyond the grant cycle.

About the Grants

Grant cycle The cycle runs annually from October to June of the following year. In June, the InvenTeams showcase their inventions at MIT during EurekaFest™, the Lemelson-MIT Program's multi-day celebration of the inventive spirit.

Eligibility Science, math, and technology educators at high schools and non-profit educational organizations who have not received an InvenTeam grant within the past three years are eligible.

Application process The application process is two-tiered. The initial application opens each fall and is due the following spring. Finalists for the next school year's grant cycle are awarded trips to EurekaFest at MIT and professional development opportunities. Applications must be completed online at lemelson.mit.edu/inventeams.

Team size Teams range in size from small extracurricular clubs to entire classes. The optimal size is ten to fifteen high school students.

Use of funds Grant funding is intended for research, materials, and resources to develop the inventions. Funds may not be used for capital equipment or professional services.

Stipends Any InvenTeam organized as an extracurricular project may allot up to $2,000 of its grant funding toward an educator's stipend.