CREATIVE PROBLEM SOLVING AND INVENTING
Three-Day Virtual Workshop | July 12-14, 2021

Help Students Think and Act as Inventors
Be part of the invention education movement!

Thousands of teachers throughout the country and abroad are exploring how invention education enhances the 21st century skills their students will need to navigate their futures. Even if your students have had little exposure to STEM in the past, our professional development workshop will teach you how to help them develop confidence in their ability to engage in STEM and pursue STEM college and career pathways. Our evidence-based model, backed by published research and case studies, helps address federal guidelines for offering STEM programs that are transdisciplinary, build computational literacy, and engage with local communities. We address these pillars by teaching problem-finding & solving approaches that are common to inventors, honoring students’ home cultures and contributions. This approach aims to transform teaching, facilitate student learning, and help schools and districts make connections to STEM professionals in their communities and other community supporters.

WHO SHOULD ATTEND:
Educators of all grade levels, after school professionals, administrators, community college faculty or other educators who want to enrich students’ educational experience through invention.

WHAT WILL YOU LEARN?
Educators and administrators will develop the capacity to help students learn to think and act as inventors. Invention is interdisciplinary, so educators from all disciplines are invited to attend. Participants will:

- Engage in hands-on activities that will help students, especially those from diverse backgrounds, become creative problem solvers.
- Collaborate with peers from all over the country in sessions for K-12 grades and community colleges.
- Learn about invention education programs that will strengthen science, STEM, entrepreneurship, and enrichment programming.

FACILITATORS & SPEAKERS:
Workshop sessions will be facilitated by Lemelson-MIT Program staff (former teachers), former InvenTeam teachers who have experience helping students learn to invent, and guest speakers from the innovation and education sector.

The Lemelson-MIT Program
The Thought Leaders in Invention Education
Located within the School of Engineering at the Massachusetts Institute of Technology (MIT), we have been celebrating outstanding inventors and working to inspire young people to pursue creative lives and careers for 25 years. We are now excited to share what we have learned with educators across the U.S., as we believe that the development of creative and inventive mindsets is critical to young people’s ability to thrive in today’s technologically driven, rapidly changing world.

REGISTER AND LEARN MORE: lemelson.mit.edu/events | QUESTIONS: almah@mit.edu
Cost:
Registration for this three-day workshop is $600 per participant and includes workshop materials. Space is limited to 75 educators. We will maintain a waitlist once the registration limit is reached.

Payment Information:
We have two options for payment: credit card or check (we can provide invoices for those paying by check). Please include attendee names on all checks.

- If paying by credit card, full payment is due upon registration on our website at https://lemelson.mit.edu/events/creative-problem-solving-and-inventing.
- If paying by check, payment must be received within 30 days of registration or receipt of invoice. Checks should be made payable to the Lemelson-MIT Program.

Cancellation:
A full refund minus 3% fee will be made for cancellation requests made by July 2, 2021. Thereafter, refunds will not be provided. Registration transfers may be made.

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QUESTIONS:
Email Alma Lundberg at almah@mit.edu