INVENTEAM® GRANTS FOR HIGH SCHOOL STUDENTS

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.

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” team 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.

WHAT INVENTEAMS DO

Community Engagement
InvenTeams connect with businesses, academia, nonprofit organizations, and government officials to gain access to professional knowledge and resources that enrich the experience. Engagement with community members offers access to mentors’ expertise, in-kind support and additional funding. Local partnerships with the community are necessary for the teams to raise funds for travel to EurekaFest. Partnerships also help to grow the school’s inventive culture beyond the grant year.

Staff Support
Tackling an invention project throughout the school year can be difficult and challenging. The Lemelson-MIT Program’s invention education staff and a select group of experienced InvenTeam educators called ‘Lemelson-MIT Master Teachers’ provide peer-to-peer support for InvenTeam educators.

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 an awards celebration in June.
- Webinars on Invention Education.

Visit our website at [lemelson.mit.edu/inventeams](http://lemelson.mit.edu/inventeams) for more information about InvenTeams or email us at InvenTeams@mit.edu.