Think about a real-world health problem and come up with a solution.

The Challenge

Follow the Spark!Lab 7-step Process of Invention:

- Think it
- Explore it
- Sketch it
- Create it
- Try it
- Tweak it
- Sell it

Why take part in the Invent It Challenge?

Students:
- Learn how an inventor thinks!
- Share your invention with the world!
- Meet other inventors!

Teachers:
- Engage students in a motivational STEM learning experience
- Bring Smithsonian expertise and resources into your classroom
- Get free ready-to-use teaching materials

Who can take part?

Challengers may enter individually or as part of a team in the following 4 age groups:

Age group 1: 5-7 years
Age group 2: 8-10 years
Age group 3: 11-13 years
Age group 4: 14-21 years

Visit challenges.epals.com for complete entry details and official rules.

Timeline

- January 15: Official Start (Kid Inventor’s Day)
- March 18: Submission Deadline
- April 15*: Winners Announced
- April 29*: ePals Choice Award Winner Announced

*Dates subject to change.

Sponsors

- Smithsonian
- Nelson Mullins
- Camp Invention
- LEGO

challenges.epals.com
### Standards Alignment: Invent It Challenge

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<th>ISTE NETS’S Standards</th>
<th>Next Generation Science Standards</th>
<th>National Health Standards from the Society of Health and Physical Education</th>
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### 1. Creativity and Innovation
- Define
- Develop Solutions
- Optimize

### 2. Communication and Collaboration

### 3. Research and Information Fluency

### 4. Critical Thinking, Problem Solving, and Decision Making

#### Engineering Design
- Define
- Develop Solutions
- Optimize

#### Standard 1: Students will comprehend concepts related to health promotion and disease prevention to enhance health.

#### Standard 2: Students will analyze the influence of family, peers, culture, media, technology, and other factors on health behaviors.

#### Standard 3: Students will demonstrate the ability to access valid information and products and services to enhance health.

#### Learning and Innovation Skills
- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication and Collaboration

#### Information, Media and Technology Skills
- Information Literacy
- Media Literacy
- ICT (Information, Communications and Technology) Literacy

#### Life and Career Skills
- Initiative and Self-Direction
- Productivity and Accountability

#### CCSS.ELA -Literacy.CC RA.W.4
Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

#### CCSS.ELA -Literacy.CC RA.W.6
Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.

#### CCSS.ELA -Literacy.CC RA.W.7
Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.

#### CCSS.ELA -Literacy.CC RA.W.8
Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism.

#### CCSS.ELA -Literacy.CC RA.W.9
Draw evidence from literary or informational texts to support analysis, reflection, and research.

#### CCSS.ELA -Literacy.CC RA.SL.5
Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.

#### Science
- Conduct scientific inquiry through the Spark!Lab Process of Inquiry

#### Technology
- Conduct online research
- Communicate an invention idea through a digital presentation

#### Engineering
- Solve a problem
- Design an invention
- Build a prototype

#### Arts
- Imagine and sketch an invention
- Create a 3-D prototype

#### Math
- Measure and create a scale model of the invention
- Analyze data to refine invention