



CREATIVE PROBLEM SOLVING AND INVENTING VIRTUAL WORKSHOP

July 12-14, 2021

HELP ALL STUDENTS LEARN TO THINK AND ACT AS INVENTORS BE A PART OF AN INCLUSIVE INVENTION EDUCATION MOVEMENT!

Join our three-day, virtual professional development workshop to learn how invention education helps K-14 administrators and educators create inclusive STEM offerings that are transdisciplinary, build computational literacy, and engage students in their local communities. Community College educators will hear from faculty and administrators about the new Invention and Inclusive Innovation (I³) program for community colleges, currently being prototyped with multiple colleges in California.

Hear from expert speakers, educators, and colleagues about activities and techniques that will help inclusive and diverse student populations develop confidence in their ability to engage in STEM and pursue STEM college and career pathways. Transform your approach to teaching and facilitating student learning through our evidence-based model, backed by [published research](#) and [case studies](#). Our approach includes facilitating connections between schools and districts, STEM professionals, and other community supporters.

WHO SHOULD ATTEND

- administrators and superintendents
- educators at all levels
- community college administrators and faculty
- after-school professionals

WHAT YOU WILL LEARN

Administrators and educators, of varying levels of experience with invention education, 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 learn:

- Approaches to engaging students from diverse backgrounds in STEM learning
- Ways to develop students' capacities to think and act as inventors
- Hands-on activities that will help students become creative problem solvers
- Best practices for strengthening STEM, entrepreneurship, and enrichment programming

The Lemelson-MIT Program

The Thought Leader 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.

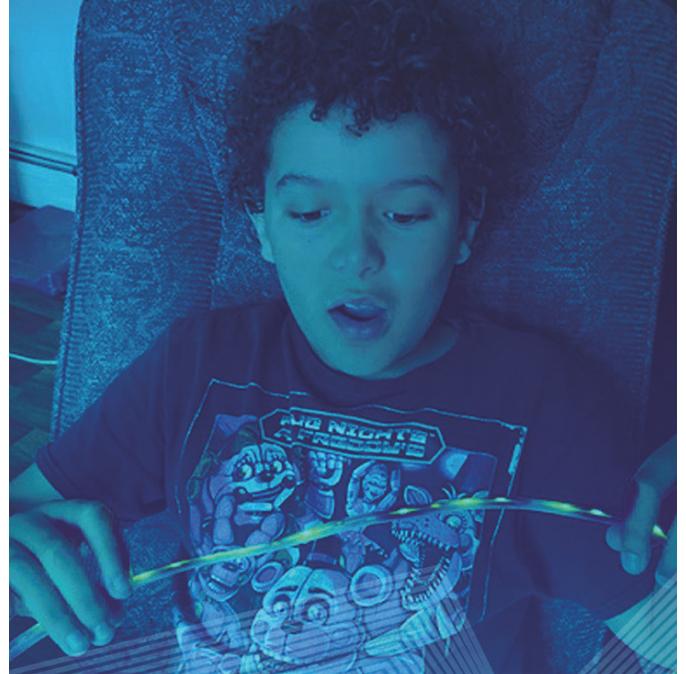
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FACILITATORS & SPEAKERS

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. Current speakers include:

- Arlyne Simon, inventor and author of “Abby Invents Unbreakable Crayons”
- Sarah Boisvert, founder at New Collar Network and Fab Lab Hub
- George Westerman, Principal Research Scientist at MIT’s J-WEL Workforce Learning
- Ken R. Kay, CEO of EdLeader21 and founding president of Partnership for 21st Century Skills
- Many leading educators and administrators from K-12 schools, districts and community colleges



COST

Registration cost is \$600 per participant and includes workshop materials. Space is limited to 200 attendees. We will maintain a waitlist once the registration limit is reached.

PAYMENT INFORMATION

Credit card or checks are accepted (invoices can be provided). Please include attendee names on all checks. If paying by credit card, full payment is due upon registration on our website at 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.



REGISTER NOW!

At: lemelson.mit.edu/events/creative-problem-solving-and-inventing

