

Inventionland Institute

Education Evolution Grant Overview

Project Overview

Inventionland Institute is a STEAM-based engagement platform that provides innovation courseware, Innovation Lab design, professional development, and educator resources for K-12 students, educators, and districts. This cloud-based course can be used in the classroom, through remote learning, or as mixture of the two. The courseware follows a proven 9-step inventing method that guides students through the process of bringing an idea to reality by reinforcing the Four C's of Education. The course culminates with students presenting their finished inventions to a panel of professionals during the Inventionland Institute Invention Contest.

Additional benefits of the Inventionland Institute courseware include increased student-to-teacher and student-to-student engagement, and career readiness.

At-home learning and teaching continues to evolve, we want to give all educators and students the same opportunities to experience and understand the magical world of inventing. We are pleased to introduce our **Education Evolution Grant**. The grant gives select schools the opportunity to access Inventionland Institute's curriculum at a price point within their budget.

Eligibility

Any public, private, parochial, cyber or charter school regardless of size, population, or income, within the United States is eligible. Educational service agencies, districts, and individual school building administrators and teachers are eligible to complete this application.

Inventionland Institute's Education Evolution Grant awardees will receive:

- A \$1,000 per-year grant for the Innovation Course with a two-year (or more) site license.
- A 25% discount on all optional teacher and student resources.
- Inventionland Institute provides ongoing support throughout the course to assist facilitators in successfully implementing the curriculum. General technical assistance is provided via phone, email, and video conference. Additionally, on-site visits can occur when needed.

Application Deadline

The application submission deadline is Thursday May 28, 2020 by 5:00 pm EST.

Authorized representatives should submit **Inventionland Institute's Education Evolution Grant** to grants@inventionlandinstitute.com.



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Education Evolution Grant Overview

School/District or Out-of-School Time Program Information:

Organization Name:	
Organization Address:	
Contact Person Name:	
Contact Person Phone:	
Contact Person Email:	

Our organization meets the eligibility requirement for ***Inventionland Institute's Education Evolution Grant:***

- We are a school (private, charter, STEM, cyber, other) OR out-of-school time program which typically operates in a physical building located in the United States.
- We have had no prior association with Inventionland Institute regarding the purchase or use of the courseware, teacher resources, or design services.
- We understand that the grant will be applied to each year of our multi-year site license. The number of years for desired subscription is: _____ (minimum 2 years)

Please answer each of the following questions to describe your organization's commitment to use the Inventionland Innovation Course(s) to deepen student, staff and community exposure to real world inventing, problem-based learning and entrepreneurialism.

1. **Describe how your organization plans to implement the Innovation Course.** Include all the following information:
 - a. Which Innovation Course(s) will you implement (Elementary, Middle, High School)?
 - b. What grade levels will use the Innovation Course? How many students will be served?
 - c. How many course facilitators will be trained?
 - d. Will the Innovation Course be used during school or in an out-of-school time program?
 - e. Do you intend for the courseware to be used in-school, in a remote-learning style, or both?



- 2. The Innovation Course can be implemented 'low tech,' 'high tech,' or anywhere in between. Describe the types of technology, if any, your organization plans to use with the course. (max 200words)**
 - Inventionland has no preference on technology use. This simply helps our team plan effective training for your course facilitators.

- 3. Describe a timeline for a two-year (or more) Innovation Course implementation. (max 500 words)**
 - Include information such as: curriculum purchase, training, start and end dates for first use of course, number of times per year the course will be taught, outreach to community for final presentations at the end of each course, media events, and any planned tours to Inventionland. (Inventionland tours are always free, but advanced registration is required.)

- 4. Describe how your organization will use the Innovation Course to spark more innovation in your cyber classroom, school, district, or out-of-school time program.(max 300 words)**

- 5. Describe how your organization will build partnerships with community members, families, and businesses to sustain the use of the Innovation Course within your school, district, or program. Include how you think this would prepare your students for summer internships or employment opportunities after graduation locally. (max 300 words)**



Awardees are required to:

- Complete training and initial implementation before your course begins.
- Purchase a two-year (or more) site license.
- Agree to host site visits for other schools or out-of-school time programs interested in learning more about the Inventionland Innovation Course.
- Participate in any external evaluation activities such as focus groups, surveys, or interviews from researchers working to determine impact of the Innovation Course on student learning and engagement.
- Agree to announce your school's partnership with Inventionland Institute and all school events associated with Inventionland Institute, via social media, school newsletter, and/or press release, including (but not limited to) the School Invention Contests and Regional Invention Contest.
- Participate in annual Regional Contests in your respective geographic area.

As an authorized representative, I agree that our organization will abide by the expectations of this grant if it is awarded. I also agree that if awarded, our organization will complete the site license purchase, training, and initial implementation within 3 months of award.

Name and Title Authorized Representative	
Signature Authorized Representative	
Phone and Email Authorized Representative	

Thank you for your commitment to our country's future citizens.

INVENTIONLAND INSTITUTE OFFICIAL USE ONLY

Date Received: _____ Date Receipt Notification Sent: _____ Discount Awarded _____
 Date Award Notification _____ Date Non-Award Notification Sent _____



Inventionland Institute Curriculum: Pricing Guide

The Inventionland Institute curriculum is available for all schools or organizations whether they are public, private, charter, cyber, career and technology centers, or more. Interested schools or organizations must purchase a site license, per school, as well as a professional development session to train teachers who will be conducting the course.

The Inventionland Institute Curriculum Annual Cost:

- \$5,000 – This annual site license provides use for an **unlimited** number of users per school building.

Note: A 3-day professional development is required to activate the online courseware and can be provided by your local regional educational service agencies.

3-day professional development for up to five (5) people:

- \$3,000 - \$5,000 – Lead by Inventionland Institute Experts and regional educational service agencies STEAM specialists.

Optional Classroom Starter Kit:

- This \$1,000 kit includes several MakerCharts, MakerBoxes, Peek-a-Boo Posters, and several other teacher resources. (*Each kit is tailored to the school's interests, a full list can be provided upon inquiry.*)

