

Inventionland Institute

Innovation Grant Overview

Project Overview

Inventionland Institute is a STEAM-based engagement platform that provides innovation courseware, immersive space design, professional development, and educator resources for K-12 students, educators, and districts. Our courseware, which follows a proven 9-step inventing method, guides students through the process of bringing an idea to reality by reinforcing the Four C's of education. The course concludes with students presenting their finished inventions to a panel of professional judges during our Invention Contest.

Other ancillary benefits of the Inventionland Institute courseware include increased student-teacher/student-student engagement and active learning.

As the education landscape continues to evolve, we want to give all educators and students the same opportunities to experience and understand the magical world of inventing, making, and storytelling, so we're pleased to announce our very first **innovation curriculum grant!** The exclusive education grant gives selected schools the opportunity to access our curriculum at a price point within their budget.

Eligibility

Any Brick and Mortar Public, Private, Parochial, or Chartered school regardless of size, population or income, within the Pennsylvania Commonwealth is eligible for this grant. Intermediate Unit, district, and individual school building administrators and teachers are eligible to complete this application.

Cyber School or Home School/Ed Coop administrators or teachers do not qualify for this grant.

Inventionland Institute's Innovation Grant awardees will receive:

- \$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, and on-site visits can occur when needed.

Application Deadline

The application submission deadline is March 12, 2020.

Authorized representatives submit **Inventionland Institute's Innovation Grant** to grants@inventionlandinstitute.com.



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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 Innovation Grant***.

- ☐ We are a School (private, charter, STEM, other) in a physical building located in the state of Pennsylvania.
- ☐ We are an Out of School Time Program being run in a physical building located in the state of Pennsylvania.
- ☐ We have had no prior association with Inventionland Institute regarding the purchase or use of the courseware, teacher resources or design services.

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? Is the train the trainer model needed?
- d. Will the Innovation Course be used during school or in an Out-Of-School Time program?



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 two-year 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 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 within 3 months of award.
- 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 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 state's future citizens.

INVENTIONLAND INSTITUTE OFFICAL 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, career and technology centers, or more. Interested schools or organizations must purchase a site license, per school, as well as professional development.

Inventionland Institute Curriculum Annual Cost:

- \$5,000 **unlimited users annual site license per school building**
- \$4,500 for secondary and subsequent schools in the same district

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

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

- \$3,000 - \$5,000 Lead by Inventionland Institute Experts and Intermediate Unit Curriculum Specialists

Optional Classroom Starter Kit:

- \$1,000 includes several MakerCharts, MakerBoxes, Peak-a-Boo Posters and several other teacher resources. *(Will provide the full list if interested)*

