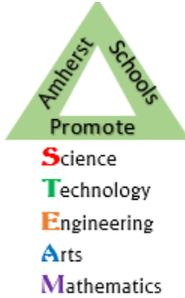
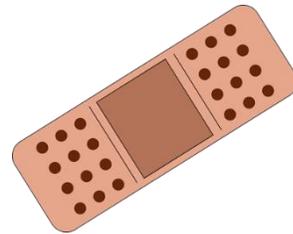
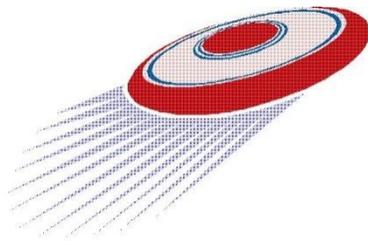


What Do I Need to Do to be in the Invention Convention?



- 1. Register Intent to Invent at the Clark Wilkins website.**
- 2. Make an invention.**
- 3. Make a display of your invention.**
- 4. Keep a log of the work you do on your invention.**
- 5. Join us at the Invention Convention.**



New Hampshire Young Inventors' Program

Dear Families,

Your child is considering participating in an exciting at home project - the New Hampshire Young Inventors' Program and our Invention Convention. It is a special program designed to help learn and apply problem solving skills.

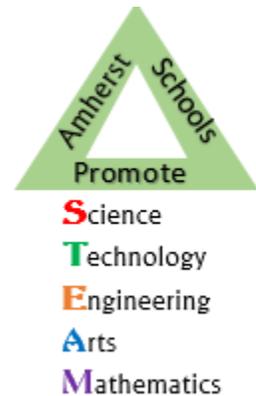
Your involvement in this project is strongly encouraged; however, it is important that the invention ideas, illustrations, and descriptions are your child's own. Parents are invited to assist children in making the invention model since the inventions will be judged on the child's ideas primarily.

The greatest support you can offer is your enthusiastic interest in your child's own unique ideas. Encourage perseverance! Remind your son or daughter that inventing is a process of trial and error experienced by all great inventors, and well worth the effort.

Have fun with your child and the New Hampshire Young Inventors' Program, and remember that it's a way for your child to be proud of his/her creation.

Sincerely,

Gail Polio, Sarah Strauss, Sherry De Franco
Invention Convention Committee



Inventor's Timeline

Mid - January

Capture an invention idea! Keep a log from the moment you have the idea. Include the date each time you write.

Think of a working name for your invention. This may be changed later.

Thu. Jan. 17 Noon - Online Intent to Invent registration opens – See the Clark Wilkins website and follow the prompts. Registration information may be updated and any time.

Tues. Feb. 6 - Online Intent to Invent registration closes-info editing remains open

Once you register, you are a participant in the Invention Convention.

Continue to work on your invention, display and journal.

In the event an inventor wants/needs to withdraw, please return to the registration and change the status to “withdrawn”.

If the invention name changes please return to the registration and change the “Invention Name”

Speakers plan and practice their thoughts and words. They often write the most important parts on cards. Family support to prepare for showing their work to judges is recommended. Inventors can expect to talk to 2 or 3 judges.

Tues. Feb. 19 –Clark Wilkins NH Young Inventors’ Invention Convention

Snow Date: Wednesday, Feb. 20, 2019

Wilkins MPR

Invention, display and journal setup

Time: 4:30 – 6:00 pm

Judging of inventions in the Invention Convention

Time: 6:15-7:30 pm

New Hampshire Young Inventors’ Award Ceremony

Time: 7:45-8:30 pm

Wilkins student inventions will remain overnight for next day student visits. Clark students will take inventions to Clark for display. Inventions will be transported home in the next 48 hours.

2019 JANUARY							2019 FEBRUARY						
SUN	MON	TUE	WED	THU	FRI	SAT	SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5						1	2
6	7	8	9	10	11	12	3	4	5	6	7	8	9
13	14	15	16	17	18	19	10	11	12	13	14	15	16
20	21	22	23	24	25	26	17	18	19	20	21	22	23
27	28	29	30	31			24	25	26	27	28		

INVENTION CATEGORIES

General Invention

Any invention for school, home, entertainment, pet needs, clothing and more that is **not** a toy.

Challenge Invention

The 2018-2019 Challenge – FUNventions! Inventing the next hit TOY! Do you have an idea for a new toy or gadget?

An invention **can not** be in both categories. Each student invention will be judged either in the general category or the “Toy” category.

Questions- Contact Gail H. Polio -Invention Convention Coordinator gpolio@sprise.com



Science

Technology

Engineering

Arts

Mathematics

Naming Your Invention

Many inventors like to name their inventions as soon as they choose an idea. Others wait until later. Whenever you name your invention, you should like the name, and it should help you to describe your invention. A good name is an important part of marketing a product. If you decide to change the name before the big night update your registration from the Clark Wilkins website to show the new name for the night's printed materials.

There are many ways to name your invention. Look at the examples below. Now think about your invention. Try out your name ideas on your family and friends until you find something you like. In your Inventor's Log, list all your ideas and circle the one you like best.

- Rhyming names: yo-yo, Piggly-Wiggly, tutti-frutti
- Names using the inventor's name: Levi (jeans), Goodyear tires, Ford, Heinz Ketchup, Frisbee
- Names with repeating sounds: Kit Kat, Silly String, Tinker Toys, Beanie Babies
- Descriptive names: cotton ball, Rice Krispies, Dustbuster, Slime, toothbrush, Walkman
- Named for the ingredients: Corn Flakes, steel-belted radials, ice-cream, peanut butter, soap suds
- Names with initials or acronyms: Laser, VCR, SST, CD, SCUBA, RAM
- Named for its function – the way it works: sunglasses, doghouse, squirt gun, Post-it Notes
- Names with funny and clever words: Silly Putty, Cool Whip, flip flops

Inventors Need to Remember...

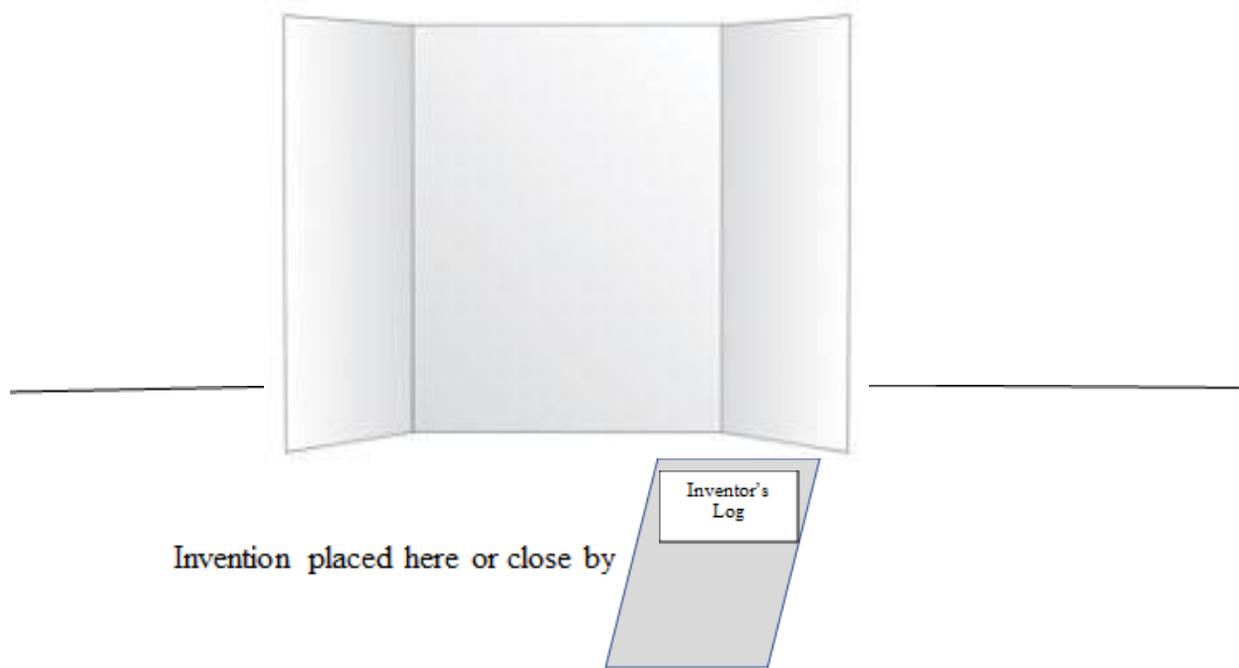
1. Teams may not exceed two students. Each must register with an Intent to Invent.
2. Each inventor will create an Inventor's log. Inventors may print copies of the Log Sheet to create an organized log. Use words and drawings to show your thinking and work each time you work on or even think about your invention. Date it every time! The more the drawings are labeled the better.
3. Inventors need to do research to be sure that their idea has not already been invented. Look for the invention's function on the internet. That's enough for now.
4. Invention Convention dates and times:
Tuesday, February 19, 2019 6:00-8:30 Setup begins at 4:30
Snow Date: Wednesday, February 20, 2019
5. At the Invention Convention each inventor will display their work. Stay close to show judges(with badge) and admirers your work. It includes-
*Invention *Display Board *Log
6. Each student will receive a certificate celebrating their participation. Award medals will be given for each grade 1st and 2nd place, and Honorable Mention winners for both General and Challenge inventions. All 1st place winners will have the opportunity to participate in the Regional Young Inventors' Program Invention Convention March 31, 2109 at SNHU.
7. Special Awards are given – STEAM award incorporating Science, Technology, Engineering, Arts, Mathematics and the Joshua Savyon award, given to a team exhibiting the hallmarks of good teamwork.
8. Transportation to the Invention Convention and back needs to be planned. Inventions will stay overnight for next morning viewing. Clark School students will take their inventions to Clark School on the following day to be displayed there.

Questions, Problems, Concerns...Contact Gail Polio gpolio@sprise.com

How to Make a Display

Your display will be on a table in back of or beside your invention. Display boards can also be purchased at craft stores. Material from a cardboard box may be used as well. Make sure your display is stable.

Your display should have the following information on it- Inventor(s) name(s) Invention Name, a photo or illustration of your invention, simple directions on how to use your invention.



At the Invention Convention your full display will include the display, your invention, and the Inventor's Log

Questions a Judge Might Ask You

Note cards and practice with them is recommended.
Families may assist in their creation.

1. How did you get the idea for your invention?
2. What need or problem does your invention solve?
3. Why do you think it's new and original?
4. How does it work?
5. How did you make it?
6. Did you keep a log?
7. May I see your log?
8. What was the biggest problem you faced while working on your invention?
9. Did you have to change your original idea in any way?
10. What did you do to make sure that your invention was original?



A teacher or parent may assist the child by writing or typing the words. Ideas and content, however, must be the child's own.

Judges are looking for:

Originality/Usefulness – Does the invention represent an original and creative thought? Is the invention a novel or unique solution to an identified problem? Does the overall presentation of the invention reflect creative or original work? Does the invention have marketable value?

Written Description/Presentation – Does the content of the written description clearly express the purpose of the invention and how it accomplishes its purpose? Is the written description complete and appropriate for the inventor's grade level (the inventor's journal?)

Model/Illustration - Is the illustration complete, with all parts neatly labeled, and is a clear attractive, visual explanation of the invention (display board)? Is the model an accurate replica of the idea?

Research Performed – Was time and effort given to see if this invention had already been invented?





Special Awards

The Joshua Savyon Team Award~

This award lovingly honors and remembers the creativity, inventive spirit, and team enthusiasm of Joshua Savyon. One team will be chosen to receive this award.

S.T.E.A.M. Award~

The Young Inventors' Program continues to highlight the importance of science, technology, engineering, arts and mathematics. This award will be selected by the judges as the invention that best capitalizes on several aspects of STEAM focus.



