



YIPLit Pacing Guide

SESSION	OVERVIEW & ACTIVITY
LESSON 1: What is an Invention?	Identify inventions around you and the problems they solve. <i>Activity: Classroom walkabout.</i>
LESSON 2: Understanding a Problem	Develop an understanding of problems and their possible solutions. Introduce empathy and forming questions. <i>Activity: Draw a picture to illustrate how a character may feel.</i>
LESSON 3: Brainstorming	Form ideas to solve a problem. Look at things differently. <i>Activity: Use SCAMPER to brainstorm and transform an everyday object into a solution to a character's problem.</i>
LESSON 4: Researching Your Problem	Look more deeply at the problem and learn more about it and about possible solutions. <i>Activity: Create a new story for a character and how they may solve their problem.</i>
LESSON 5: Ideating and Design Thinking	Ideate and think and form ideas to solve a problem on your own. <i>Activity: Develop your own unique invention idea and share with the class.</i>
LESSON 6: Planning and Building	Establish a design plan, materials being used and steps to build a prototype. <i>Activity: Build a prototype using a "maker space".</i>
LESSON 7: Testing and Re-designing	Test and evaluate the prototype. Use feedback to make changes. <i>Activity: Peer share to collect feedback and make changes to the prototype.</i>
LESSON 8: Communicating	Present the prototypes and explain the design process used in their creation. <i>Activity: Class sharing.</i>
CAPSTONE: Invention Fair (optional)	Host an event to showcase invention projects to the school community and/or families.