



YIPLit Pacing Guide

SESSION	OVERVIEW & ACTIVITY
LESSON 1: Identifying and Invention <i>*May be split into 2 class periods</i>	Identify inventions and the problems they solve. <i>Activities: Invention “I Spy”; Read Aloud; Everyday Objects</i>
LESSON 2: Understanding a Problem	Develop an understanding of problems and their possible solutions. Introduce empathy and forming questions. <i>Activities: Character Problem Identification; New Story Summary</i>
LESSON 3: Ideating <i>*May be split into 2 class periods</i>	Form ideas to solve a problem. Use tools to practice divergent thinking and brainstorming. <i>Activities: Paperclip Redesign; SCAMPER to brainstorm and transform a straw; Change the Story</i>
LESSON 4: Defining and Designing	Develop basic inquiry skills to define the problem use information to design a solution/invention. <i>Activities: Character SCAMPER; MindMapping; Defining the Problem and Solution; Invention Design #1</i>
LESSON 5: Researching and Redesigning	Explore research strategies and feedback data to evaluate an idea and refine it to solve a problem. <i>Activities: Invention Research; Idea Gallery Walk; Partner Share; Refine the Invention Design</i>
LESSON 6: Planning and Building	Create a Prototype Plan to include steps required to build and materials that will be used. <i>Activities: Develop a Prototype Plan; Build a prototype using a “maker space”.</i>
LESSON 7: Testing and Redesigning <i>*May be split into 2 class periods</i>	Test and evaluate the prototype. Use feedback to make changes. <i>Activities: Build a prototype; Peer Testing and Sharing; Use feedback data to redesign.</i>
LESSON 8: Communicating the Idea	Explain the design process used in its creation through effective communication. <i>Activities: Naming the Invention; Invention Story Mountain; Presentation Practice- Let’s Play T.A.G.</i>
LESSON 9: Preparation for Competition (optional)	Extension lesson to support preparation for competition in state/regional and national invention conventions. <i>Activities: Make the Display Board; Refine and Practice the Presentation- Let’s Play T.A.G.</i>
CAPSTONE: Invention Fair (optional)	Host an event to showcase invention projects to the school community and/or families.