Welcome to the Inventors to the Rescue Program!

PROGRAM OVERVIEW:

Inventors to the Rescue proposes to engage students grades K-6 in a challenge to become inventors. Staff will unleash creativity through a design thinking process while encouraging students to learn more about the subject of their interest. The Program takes an interdisciplinary approach, integrating literacy, mathematics, science, technology, and art. Inventors to the Rescue activities are intended to foster creativity and a sense of empowerment; the goal is for students to facilitate their own learning.

WHAT’S INCLUDED IN THIS GUIDE:

This program requires staff leaders to engage students in a series of six phases that spell out the word LAUNCH. Each letter is a different phase that ultimately will lead students to the creation of their invention. It is crucial not to skip any phase/letter because one phase build into the next. Be sure to incorporate a Check-In and a Reflection at the beginning and end of each day.

IN THIS GUIDE YOU WILL FIND:

- **LAUNCH Activities**
  - Various activities steps to be taken during each phase of the LAUNCH process.

- **Energizing Check-Ins**
  - Ideas you can use with your students before the opening of an activity as a check-in.

- **Lower Grade Modifications (for students in grades K-2)**
  - Modifications have additional steps to better support lower grade students during activities throughout the guide

- **Upper Grade Modifications (for students in grades 3-6)**
  - These student modifications challenge students to work more independently.

- **General Modifications**
  - Notes with extra suggestions to better engage students of all grade and skill levels.

- **Infusing of SOHO Bricks Notes**
  - SOHO Bricks aims to help students thrive by fostering essential skills of the 21st century through creative play. SOHO Bricks are a medium for storytelling and creative building while supporting students in bringing their inventions to life.

- **Talking Point Bubbles**
  - Quotes and questions to share with students during the activity to further expand their learning availability

- **Reflection Questions/Exercises**
  - To wrap up each day, located in the Resource Section

- **Brain Breaks**
  - Engaging icebreaking/attention grabbing activities for students

- **Tips for Culmination**
  - Found in the Resource Section of the guide

Adapted from LAUNCH: Using Design Thinking to Boost Creativity and Bring Out the Maker in Every Student by John Spencer