



Invention Project

PowerPoint Lesson Slides
Created by Michael Bryson

www.andrews.edu/go/invent

Andrews University STEM Division
January 2022

Note:

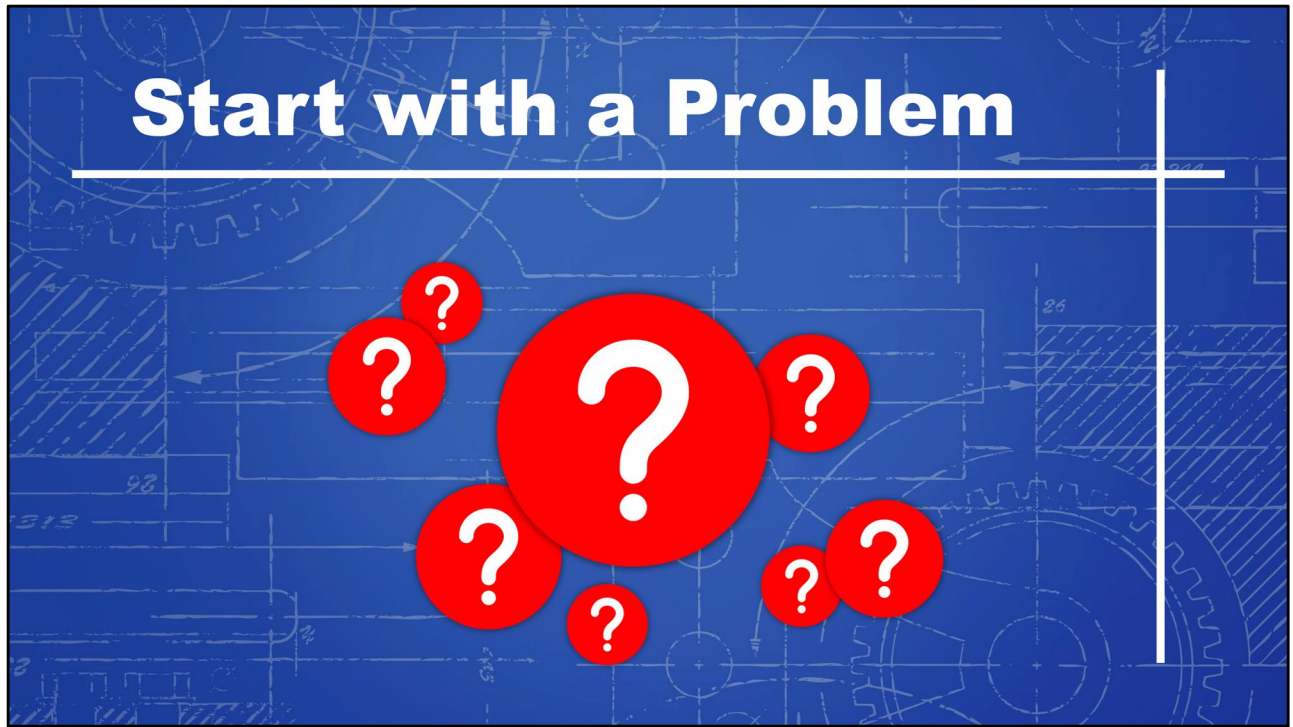
Some slides in the PowerPoint have text or images that appear out of place until full-screen playback. This is because some elements are animated and will not appear in the right place until the slide is played. There are also some animated transitions that require an extra slide to animate properly. These slides were simplified for the notes version to improve readability.

Page numbers in this document do not correspond to slide numbers in the PowerPoint.

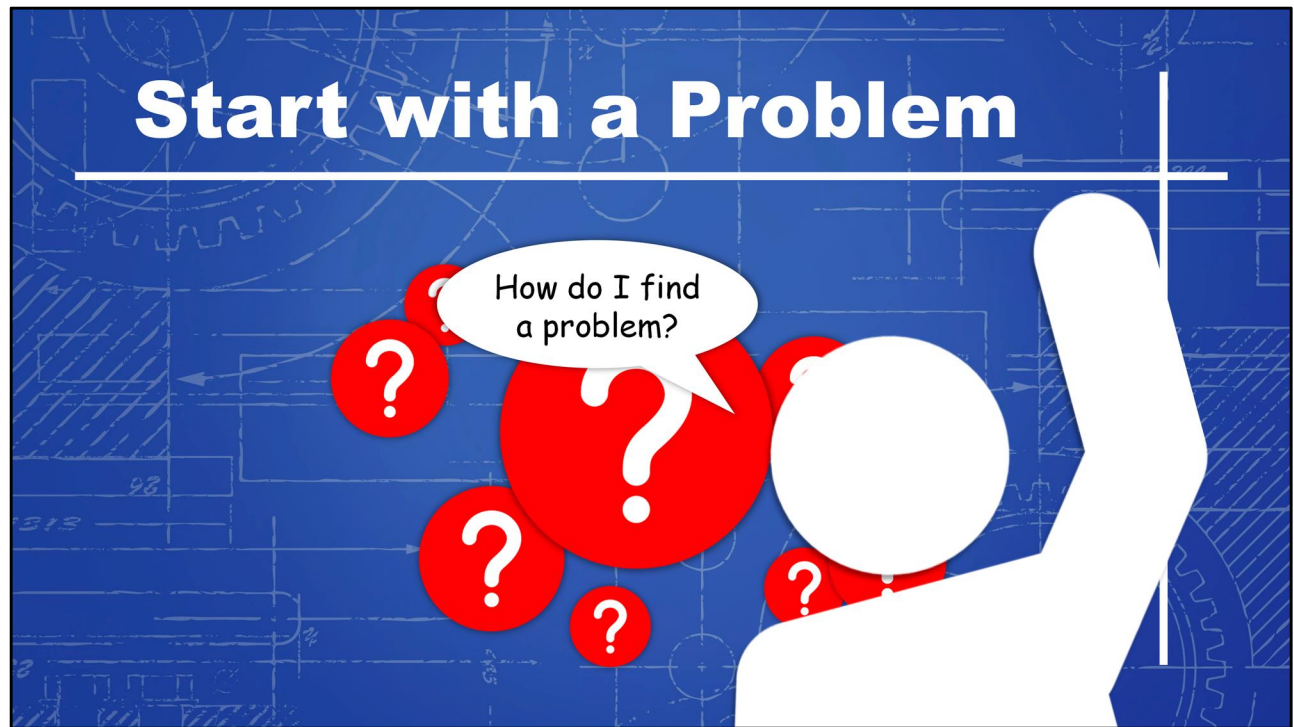


Lesson 2: Real-World Problems

Start with a Problem



First Step: Find a Problem



First Step: Find a Problem

How do I find a problem?



First Step: Find a Problem

How do I find a problem? They are everywhere!

In-class assignment (next slide)

Class Activity

Find a problem to solve with an invention

- Share the problems you found
- Brainstorm new problems
- Choose a problem together
- Describe it in the Logbook

Class Activity:

Each team should choose a problem today (or next time at the latest), because the remaining steps require significant time. It is good to choose a problem everyone cares about, but learning the process is more important.

Suggestions:

- Everyone share the problems they found in the previous assignment (write them on the board)
- Discuss onscreen prompts (previous slide)
- Read the “Problem” section in the Logbook (pg. 6)
- Class or group discussion
- Ask around the school
- Narrow the list (limit problems to those you can solve with an invention)
- Choose 1 problem per team
- Describe the problem in the Logbook

Read the Logbook for more information (pg. 6).

Invention Project

