

Invention Activity

Subject: Social Studies,
Economics

Grade Level: 9-12

Concept: Entrepreneurial
Process

Method: Student
as Leaders

OVERVIEW

There are many ways you can foster creativity in your students, and the Invention Activity is one of them. In the Invention Activity, there is no right or wrong, no impossible. Students have to invent a new product within the amount of time you have decided. Tell them that at the end of that time they will pitch their new product. Let them know there will be a winner (or two; depending on how you have decided to do the activity). Encourage them to think outside the box. Nothing is impossible in this activity. Invite school officials and teachers to be potential investors or customers. Each audience member will be given a certain amount of tickets to purchase items. The group with the most tickets at the end of the market will win.

[Read Full Lesson](#)

Connection to Entrepreneurship: Students design and market their product to an audience.