The Inventors... 

A Dutch girl and her family go to live in Africa. She misses her friends. But when she gets to know the African boy Jabali, she discovers how much fun it is to make your own toys. An adventure in which the themes of friendship, Africa, toys, sustainability and recycling play a central role.

In Africa 

age 8-9

A group of young people go off in search of the source of the river after it has dried up under mysterious circumstances. During their trip, they need all their ingenuity. A story about teamwork, water and environment.

The Drowned River

age 9-10

The Inventors travel to the world exhibition. But during a violent storm, their ship is lost near a deserted island. With the help of a stowaway, the crew are able to save several inventions. And they come in very handy on the island. An extraordinary journey along themes such as animal suffering, self sufficiency and the environment.

The Hidden Eye

age 10-11

The young inventor Sibrand sets off in search of the ultimate source of green energy for his electric car. Thanks to a remarkable girl from the circus, he finally finds it. The project investigates themes such as sustainability, green energy and the circus.

The Wheel of the Sun

age 11-12

A bicycle accident turns Livia’s world upside down. When she has to write an essay for school, Livia fantasises about the solution to all her problems. Electronics, mechanical engineering and physics; in the end, fantasy is at the basis of all innovation.

Livia

age 12-14
The Inventors foundation has developed a unique and proven method to bring children into an imaginary world where they are challenged to be innovative. It allows them to research scientific solutions presented in an adventurous context. It encourages them to create their own innovations and promote their self developed products.

Goals of The Inventors Foundation
'To enthuse children for technology and innovation and thus create a sustainable society'; those are the goals of the Inventors Foundation. Since 2005 the organisation has been creating adventurous stories in which children participate. Because children empathise with the main characters they actively seek solutions for challenges generated by the story using technology in an innovative way. Finally the children are challenged to come up with their own inventions and present them on a digital network. They compete with other teams thus generating a community of young inventors.

Socially-responsible themes
The stories of The Inventors illustrate the relevance of technology in an adventurous setting that reflects the children’s perception world. In these stories, creativity is at the basis of innovative solutions for problems in the area of social themes such as sustainability, health and safety. They are current themes that appeal to the children and that challenge them to think up solutions themselves.
Vertical learning line
Study shows that if children are to choose a future in technology later, they must discover whether they have an affinity with technology at young age. That is why The Inventors projects are aimed at children from the age of 8. The process that is set in motion at a young age is presented in a continuous line right up to and including secondary education. Vocational education and the business community are also involved in the projects. Students develop, in collaboration with companies, inspiring objects and workshops that are used in the adventures. These development processes are often documented and presented to the children and to a broad public. In this way, The Inventors offer a stage for technicians to pass on their passion for their profession to a younger generation. The public appreciation contributes to the pride they have in their creations, both for the students and the children.

Entrepreneurial behaviour and the use of new media
An important objective of The Inventors is to motivate children to develop entrepreneurial behaviour. Many projects conclude with an Inventors Competition, in which children present their own invention using the newest media and canvas votes for their product. In this way, family and friends are involved in the process and the use of ICT by the children is stimulated. In secondary education, companies are emphatically involved in the assignments, so that pupils can form an idea of the business community and their own future possibilities. In vocational education, students and companies work together in Inventor project teams, which allows a close contact to emerge between the companies and their future employees.

Disseminating the methodology
The methodology has been developing since 2005. Surveys held among teachers show that children experience the projects as challenging and adventurous. Their attitude towards technology changes in a positive direction. Over a 100,000 participants have joined in the projects that were implemented in The Netherlands, Belgium, Sweden and Kenya.

Lesson materials for the Inventors projects are available in Dutch and have been (partly) translated into English and Swedish. On the cover you will find a summary of the material that has been developed. For more information, please contact info@theinventors.eu

The projects of The Inventors
The stories of The Inventors pull the children and their teachers into a fantastic adventure, where everyone effortlessly discovers how fascinating technology can be. The programmes of The Inventors can take place during lessons in technology, science, language, manual skills and/or world orientation. All this lends itself perfectly for a special project week. The Inventors stimulate the inquisitive, investigative attitude of pupils.

There are Inventor Adventures for the different school years. Each adventure has 3 lessons. Around 3 hours are spent with the class on each lesson. The project is brought to a close with an Inventors Competition. The teacher decides how much time the pupils spend on the competition.

...also in your country?
Each lesson starts with a chapter of the adventure. It takes the children into a wonderful experience which inspires them and gets them to think about the role of technology in our society. After the children have read the chapter (or had it read to them), they are set to work on practical assignments and/or experiments. The lesson handbook describes exactly how they can set about the work and which materials they need for it. The website contains tutorial films that link to the lessons. The building materials required can be readily obtained but can also be ordered from The Inventors.

**Inventors Competition**
The Inventors Competition is introduced in the fourth lesson. Children are given the assignment to think up their own invention and to present it on the website of The Inventors. They are also stimulated to canvas votes for their ideas.

**Secondary education**
As a continuation of the method for primary education, a project has been started for the first two years of secondary education under the title ‘Invented by...’ A film shows that technology and innovation can bridge professions and prove inspiring themes. The lesson material has been developed in collaboration with education institutions. You can find out which workshops are available at info@theinventors.eu.

In 2013 and 2014, thanks to the help of the Life Long Learning Programme of the EU, The Inventors methodology was developed further, expanded and tested in primary schools in 4 different countries. With the feedback of teachers in the various countries and the international experience obtained, The Inventors Foundation is ready to implement the methodology in several EU countries in collaboration with local partners. Is there a need in your country for an innovative methodology which introduces pupils to the role of technology and innovation in society? A methodology that demands investigation, design, and entrepreneurship? Do you want to stimulate the use of ICT skills among your pupils?

Then contact The Inventors Foundation via info@theinventors.eu. Or visit www.theinventors.eu for more information.