INTRODUCING:
A Digital Story-Game for Young Inventors

Project Goal: Create an engaging digital story-game designed to empower children (grades 2-4) with STEM knowledge, literacy, information literacy, creativity, and inventive thinking skills. Participants will tackle real-world community problems through interactive adventures.

Story-Game Focus: Join the Curious Kids Club, a diverse group of young inventors in Curiosity Creek. When their town faces an environmental crisis, they team up with community members to investigate and solve the problem. Players engage in the invention process across six interactive chapters, each featuring:

- A storyline focusing on a step in the invention process.
- Digital games that challenge players to earn badges and advance.

Digital Project Deliverables in Addition to the Story-Game:

1. **Printable Companion Journal:** Includes directions, note-taking pages, challenge puzzles, coloring pages, and a super badge challenge.
2. **Printable Digital Glossary:** Helps children understand key terms used in the story-game.
3. **Library-Based Unit Plans:** Developed for public and school librarians to enhance invention-related programs.
4. **Best Practices Guide:** Offers insights from our experience to aid librarians in implementing invention education programs.
5. **Get SET! Digital Resource:** Evaluation tool for young children, bundled with project deliverables (funded by the Lemelson Foundation in a previous grant).

Availability: All materials will be freely accessible to librarians, teachers, parents, and anyone interested in August 2024 at "The Innovation Destination" website: https://theinnovationdestination.net.

Project Team: Our diverse team includes instructional designers, programmers, artists, game consultants, inclusion scholars, librarians, STEM educators, and children (ages 7-10) nationwide.