

Join us for an Invention Sprint!

For children and youth aged 7 to 12 years
(limited to 10 students per session)

SESSION 1: JUNE 2 - 4, 2026

SESSION 2: JUNE 16 -18, 2026

TIME: 9AM TO 12PM

TRAINER:

DR. GERALDINE WEE
MOLECULAR SCIENTIST,
NATIONAL AND GLOBAL
INVENTION CONVENTION JUDGE

Registration Information

- Registration Fee: \$20
- Lesson Fees: \$420
- Location: Lifelong Learning Institute
- Address: 11 Eunos Rd 8, Singapore 408601
- The specific room will be provided to confirmed participants.

*Terms and Conditions:

While IDEAcademy respects the individual participants, but for marketing purposes, we required parents or guardians to permit use of photography of students and their works.

An introduction to the 7 steps of Inventing!

Day 1 Introduction to real-world inventions and problems

Day 2 Find possible solutions using the SCAMPER methodology

Day 3 Learn to Pitch your solution

Each participant will be provided with either a personal architecture or mechanical set, allowing them to explore the process of building, testing, and reconfiguring prototypes, OR the book *What Do You Do with an Idea?* by Kobi Yamada. Both options are valued at over \$26.



[Click here to register!](#)

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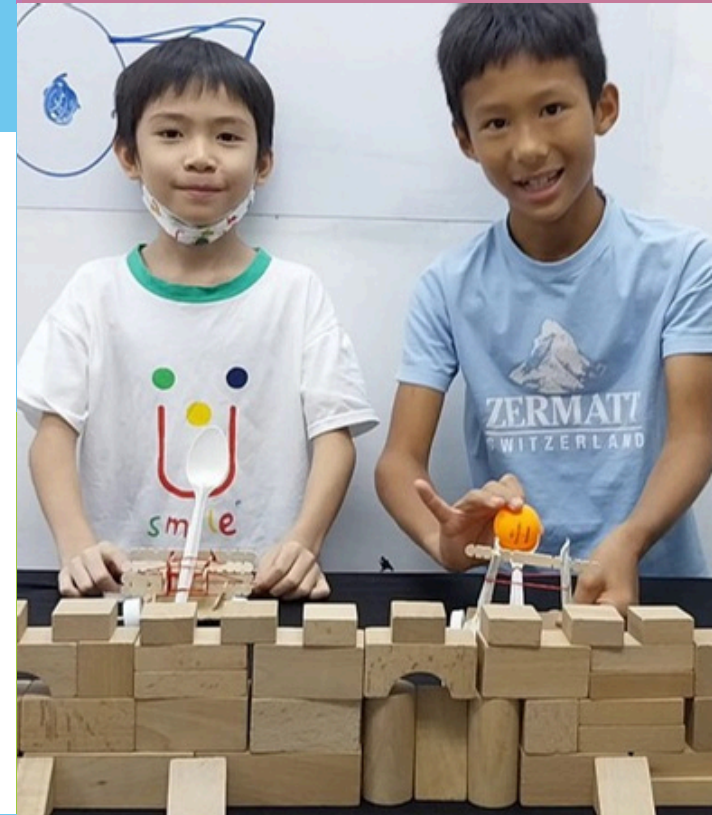
Website: <https://www.ideacademy.sg>

Facebook/Instagram: [IDEstemie](#)

Youtube: bit.ly/hearfromkids

Invention Sprint

INTRODUCTORY
PROGRAMME



You can innovate and change
the world

STEMIE | STEM + INVENTION + ENTREPRENEURSHIP

PARENTS, INVEST IN INVENTION EDUCATION!

This workshop is the first step to prepare your child for a future yet to be invented!

We know that invention improves lives. It provides new solutions to health, transportation, technology, the environment and more. Invention is also the source of new jobs, new industries, and expanded economic opportunity.

We also know, your kids face a future of rapid change and the most urgent and complex challenges in history.

What is STEMIE?

STEMIE stands for Science, Technology, Engineering, Mathematics linked to Invention and Entrepreneurship (STEM+I+E).

Through hands-on, real-world, project-based learning activities, and exciting events:

- Students lead in the critical choice of which problems demand attention
- Students gain the confidence and important 21st century skills to invent their own future.
- The real-world application activates deeper engagement and learning.

“Children who grow up exposed to a particular type of invention or inventor are far more likely to follow that path.”

— Raj Chetty, *Lost Einsteins*



By teaching today's youth how to be inventive thinkers, we can prepare them to succeed in an everchanging world.

We can create a better future for us all.