

State University of New York College at Buffalo - Buffalo State University

## Digital Commons at Buffalo State

---

Creativity and Change Leadership Graduate  
Student Master's Projects

Center for Applied Imagination

---

2-2006

### Invention Convention Committee Member

Jayne Osmanski  
*Buffalo State College*

To learn more about the International Center for Studies in Creativity and its educational programs, research, and resources, go to <http://creativity.buffalostate.edu/>.

---

#### Recommended Citation

Osmanski, Jayne, "Invention Convention Committee Member" (2006). *Creativity and Change Leadership Graduate Student Master's Projects*. 70.  
<https://digitalcommons.buffalostate.edu/creativeprojects/70>

Follow this and additional works at: <https://digitalcommons.buffalostate.edu/creativeprojects>



Part of the [Social and Behavioral Sciences Commons](#)

# Invention Convention Committee Member

Name: Jayne Osmanski

Date Submitted: February 13, 2006

Project Type: Talent to Improve the Quality of Life for Others

---

## What is This Project About?

The purpose of this project is to learn about the roles and responsibilities of regional committee work to on the Regional Invention Convention Committee. I plan to learn how to conduct a non-profit event for schools in the Buffalo area. My primary role on this committee is to manage school contact. Some of my roles will include: collecting participation deadlines, designing creativity and invention lesson plans, or implementing these lesson plans to school according to their grade.

Invention Convention is a science invention competition. This is the 4<sup>th</sup> annual Regional Invention Convention, sponsored by the Niagara Frontier Intellectual Property Law Association. This program is open to students in grades Kindergarten through eighth grade in the suburban, urban, public, private and Charter schools within the Buffalo area. This year's Regional event will take place at the Buffalo Museum of Science on April 1, 2006. Twenty-five students will be selected at the event to represent our region at the State Invention Convention. From the pool of Western New York talent, the Niagara Frontier Intellectual Property Law Association will also select a Young Inventor of the Year, to be recognized at their annual Inventor of the Year Awards Dinner.

Through this project I will utilize my Creative Problem Solving skills. The guide lines of both divergent and convergent thinking will be practiced throughout this project. I plan to introduce the teachers and students to the incubation process of idea-generation. This will allow the students to make connections with their personal creativity and invention process subsequent to my presentation to the class.

## Rationale for Choice:

As an educator, I have much interest to exposing students to the Creative Problem Solving process. This is an opportunity to practice my knowledge of the creative problem solving process and utilize my skills as a facilitator. It will allow me to exercise my talents to improve the quality of life for others. I want to design several lessons, in multiple grade levels, that teach students to think creatively. I want to teach them the importance of divergent and convergent thinking guidelines. This is an opportunity to see the "behind the scenes" roles to run a widely recognized Convention.

## **What Will Be the Tangible Product or Outcomes?**

My concrete result is to run a successful Regional Invention Convention with the rest of the committee members. I also plan to create a tip sheet for working on a committee by highlighting my key findings from working with many individuals as a team. I hope to design several lesson plans that I may be able to utilize in future classrooms of my own.

## **What Criteria Will You Use To Measure The Effectiveness Of Your Achievement?**

I will know that I am successful based on several criteria. The number of submissions will be a measure of how effective my lesson plans were to the students. I will self-critique my leadership skills with a PPCo. The other committee members have agreed to give me feedback on my task completion. My success of this project will be concluded on April 5<sup>th</sup>, 2006 after the Inventor of the Year Awards Dinner is finished.

## **Who Will Be Involved or Influence;What Will Your Role Be?**

I will be working along side with fifteen individuals that have sat on the Regional Invention Convention Committee from the beginning of this program. A representative from Niagara Frontier Intellectual Property Law Association will be responsible for the patent rights and process that the winner will receive.

I will act as the school liaison by assisting teachers that may have any questions about the creativity and invention process.

## **When Will This Project Take Place?**

This project will take duration of approximately four months. The pre-existing committee members have been working on this year's Convention ongoing from last year. A large piece of my role will be completed within the first two months. I need to get the participating schools on track. The project will be concluded on April 1<sup>st</sup> and 5<sup>th</sup>. The competition will take place on April 1, 2006. The Inventor of the Year Dinner will be on April 5<sup>th</sup>.

## **Where Will This Project Occur?**

The competition will take place at the Buffalo Science Museum. We will be meeting as a committee monthly and as needed at the Committee Chairperson's house. Through the advancement of technology, the committee will post pertinent information to all members via email. I will be going into schools that chose to participate to teach class lessons.

## Why Is It Important to Do This?

The goal of the Invention Convention is to promote creative thinking and encourage scientific problem solving in students of all ages. The rewards of such a process are multilevel: the emotional satisfaction of creatively solving a problem, the benefits of parents and students working together, and the development of problem solving skills that can be used for years to come.

## Personal Learning Goals

- To utilize knowledge of creative problem solving process to design “How To Envision An Invention” lesson plans.
- To create a personal network among Western New York schools and other colleagues within the creativity field.
- To successfully manage a large non-profit project.
- To facilitate a creative problem solving session with school-age students while incorporating essence of the lesson.

## How Do You Plan to Achieve Your Goals and Outcomes?

In order to successfully manage this project, I need to set-up an organized timeline. I plan to work very closely with the experienced committee members. A complete list of all school contact information will be compiled on an Excel spreadsheet. Email and computer usage will help with communication as well as organization. One lesson plan will not be acceptable in all classes. I will design several lessons that cater to multi-grade levels.

## Evaluation

I plan to evaluate my lesson plans based on the feedback slips that students and teachers will be asked fill-out at the end of my session. I plan to evaluate my committee participation based on self-evaluation as well as committee member feedback.

## Prepare Project Timeline

Tentative Schedule. More will be added as time goes on.

- Jan. 23<sup>rd</sup> - Feb. 3<sup>rd</sup> Contact schools that have not responded to participation deadline (3 hours)
- Feb. 4<sup>th</sup> Invention Convention Committee Meeting 10:00am (3 hours)

- Feb. 6<sup>th</sup>-Feb. 10<sup>th</sup> Schedule lesson presentation schedule (3 hours)
- Feb. 7<sup>th</sup> Submit Final Concept Paper (1 hour)
- Feb. 13<sup>th</sup>-Feb. 17<sup>th</sup> Design lesson plans to appropriate grades (5 hours)
- Feb. 20<sup>th</sup>-Feb. 24<sup>th</sup> Begin outlining/researching final paper (10 hours)
- Feb. 27<sup>th</sup> - Mar. 10<sup>th</sup> Lesson Implementation (15 hours)
- Mar. 13- Mar. 28<sup>th</sup> Tie in loose ends (15 hours)
- Mar. 20<sup>th</sup>-Mar. 24<sup>th</sup> Start typing final paper (10 hours)
- March 29<sup>th</sup> Participants Pizza Party with Guest Speaker (7 hours)
- March 31<sup>st</sup> Invention Drop Off (5 hours)
- April 1<sup>st</sup> Invention Convention (10 hours)
- Apr. 3<sup>rd</sup>-Apr. 7<sup>th</sup> Have final paper edited by classmate (8 hours)
- April 5<sup>th</sup> Inventor of the Year Dinner (7 hours)
- Apr. 10<sup>th</sup>-Apr. 14<sup>th</sup> Drop off final paper to be printed/binded (5 hours)
- April 17<sup>th</sup> Final Project Due
- May 1<sup>st</sup> Presentation of Project (2 hours)

## Identify Pertinent Literature or Resources

[www.nfipla.org](http://www.nfipla.org)

[www.ideafusion.biz](http://www.ideafusion.biz)

[www.nysed.gov](http://www.nysed.gov)

Besemer, S. P. (2000). "Creative Product Analysis to Foster Innovation." *Design Management Journal* 11:3, p. 59-64.

Hubbard, R. S. (1996). *A workshop of the possible: Nurturing children's creative development* . York, ME: Stenhouse Publishers.

