

INVENTION SCOUT ADVANCEMENT

MASTER

Social Lead Learn

1. Participate in a Team activity outside of a Crew meeting, and be active in your Crew.
2. Since earning the Journeyman, serve actively as Team Leader, Crew President, Executive Vice President, or a department Vice President; Business, Technology, Facilities or Marketing for a period of at least six months.
3. Watch at least **8** videos, books or tutorials in any of the Learning Skill topics at the Advance level, or other instruction approved by your Advisor. Discuss with your Crew or Team.

Topic	Date Completed
<input type="radio"/> Electronic and Robotic Lab	_____
<input type="radio"/> 2D and Woodworking Lab	_____
<input type="radio"/> 3D Lab	_____
<input type="radio"/> Print and Design Lab	_____
<input type="radio"/> Multimedia	_____
<input type="radio"/> Leadership	_____
<input type="radio"/> Business	_____
<input type="radio"/> Creativity	_____

Awesome Project

4. Master Invention Scout Project

There are many different skills required in product development. The Team members in your Crew are your best resources to help you with a successful product launch. Select a Team to help you with this project.

As a Master Invention Scout candidate you will choose an invention that can be designed, engineered, prototyped and be prepared for sales. You will need to complete a Business Plan that will include design, marketing, sales, manufacturing, packaging, advertising and distribution. Along the way your Advisors, Mentors and Crew members will be there to assist you.

Steps

- Idea adoption (requires Advisor approval)
 - Either by Brain Storming or other collaboration, pick your best invention idea.
 - Search to make sure your product really is new and different.
- Begin writing your Business Plan
 - Start a rough draft of your plan. This plan will change as your product takes shape.
- Product development and engineering
 - Using the skills that you and your Team members have learned, design your product using the appropriate tools.
- Prototype your Product
 - The Invention Lab may have everything you need to prototype your product, however, if you need specialized services you may bring in outside resources.
- Market testing
 - See if there really is a market for your product, in other words, "will people buy it?"
- Marketing
 - Design a marketing program
- Graphic Designs
 - Design logos, product packaging, and sales material.
- Make your Product
 - Make a plan on how to produce your product, how many you'll need, and the most profitable way to do it.

Sales and Distribution

- Sell your product, using direct sales, the Invention Scout website, Facebook page or a Crowdfunding site like KickStarter, just to name a few possibilities (with your Advisors approval).
- Present your Invention and completed Business Plan to your Crew.

Compete

5. With at least 2 of your Team members, participate in an Invention Scout Challenge or an Invention Contest approved by your Crew Advisor. Describe what you made to your Team or Crew.

Teach

6. Instruct a Novice, Apprentice or Journeyman, or any other Scout approved by your Advisor on at least 4 skills.

Service

7. Participate in Community Service activities using Invention Skills totaling at least 10 hours. Up to half of the service may be delivered personally; the rest must be delivered through crew service activities.

Advance

8. Participate in an Advisor conference, and successfully complete a Crew board of review.