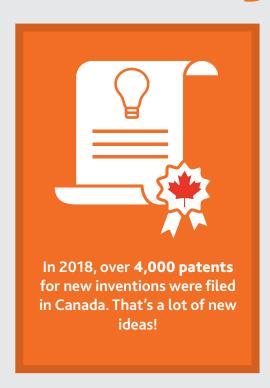


With technology advancing and cities growing, innovation in planning for the future is critical to make our societies inclusive and sustainable. For Canadians, this means fostering more research and innovation so that everyone has access to modern infrastructures, like high-speed internet, electricity, and transport and building structures. Are you the next great Canadian inventor?

INDUSTRY, INNOVATION AND INFRASTRUCTURE

Scouts is the Start of New Ideas!

DID YOU KNOW?







IN THE FIELD

Scouts Canada's STEM programming encourages youth to work in teams to solve problems, like building a bridge out of spaghetti or programming a robot to move through a maze.

In 2019, over **15,000 Scouting youth** participated in STEM activities. STEM in Scouting has a lasting impact: worldwide, former Scouts are now scientists, computer programmers, engineers and researchers—and some have even **walked on the moon!**



ARE YOU UP FOR THE CHALLENGE?

If you could invent anything, what would it be? How would your invention help people?





What jobs might exist in the future that don't exist now?



SOME INVENTIVE IDEAS TO GET STARTED

- Take your inventions to the next level by submitting an idea to Little Inventors. Each year the coolest ideas are made into prototypes, so your idea might become reality!
- Every year, Canadian students from across the country compete in the Canada-Wide Science
 Fair—find out more about their ideas and how you can get involved!
- can get involved!
 Find out how video games are made. Scratch is a free online tool to help you get your first taste of programming as you make your own video game!

SOME MORE SOLUTIONS

- **STEM Kits** are great ways to kick-start your STEM adventures. Borrow one today, or download all of the instructions online.
- Discover the influence Scouting can have on your career path and education in The Science of Scouting!
- Build bridges using unconventional materials to achieve an engineering feat!
- Blast off and discover the science behind space travel by building **Reaction Rockets**. How high will your rocket go?

