

YOUR IDEAS ARE
WORTH
BUILDING...

THE
inventHERS[™] **TRIBUNE**

DESIGN & STORIES BY MADELINE STODDARD • VOLUME #1 •



SHE WAS TOLD IT WOULDN'T WORK...

AND SHE BUILT IT

ANYWAY



Gitanjali Rao (14), Inventor of Tethys

When Gitanjali Rao heard about the dangers of lead in drinking water, she could have done what most people do: feel upset... and move on. But she didn't.

She saw a real problem affecting real families and started asking a powerful question: What if I could help fix it?

Lead is a toxic metal that can make people, especially children, very sick. In some places, it had been found in drinking water, and testing for it could take time, cost money, and require access many families didn't have. That didn't seem right to Gitanjali.

So at just 12 years old, she decided to try to create a solution.

Her idea became a device called Tethys, designed to detect lead in water more quickly. Using carbon nanotube sensor technology, the device could help identify unsafe water faster than many traditional methods. Her goal was simple: give people answers sooner so they could stay safe.

Of course, it didn't all come together perfectly the first time. She researched, tested, redesigned, and kept going. Like most inventions, it was a process of trying, learning, and improving.

And eventually, people started paying attention.

Gitanjali's invention earned national recognition, and she was named TIME's Kid of the Year. But more importantly, she showed what can happen when someone chooses to act on an idea instead of ignoring it.

Her story isn't just about science or technology. It's about noticing something that isn't right and deciding to do something about it.

Because sometimes, the difference between an idea and an invention is one simple choice: not moving on.

MORE HIGHLIGHTS:



Emma Yang was just 14 years old when she created a smartphone app designed to help detect Alzheimer's disease earlier. After seeing how the disease affected her grandfather, she wanted to find a way to help families recognize the signs sooner. Her app uses artificial intelligence to analyze changes in speech and memory, offering a potential tool for early detection.

Emma Yang (14), Inventor of Timeless



Daisa Taylor, a high school student, turned her attention to a different kind of problem—one happening in hospitals. She invented low-cost surgical sutures that change color if an infection is present. Traditional sutures can be expensive and don't always make infections easy to detect, especially in lower-resource settings. Daisa's idea helps make infections visible faster, potentially saving lives.

Daisa Taylor (16), Inventor of color changing sutures

INVENTION
MYTHS

30 DAYS OF
IDEAS

WHAT'S HOLDING
YOU BACK? TAKE
THIS QUIZ!

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HOROSCOPE

INVENTION MYTHS

LET'S CLEAR THESE UP RIGHT NOW!

✗ "You have to be really good at science."

☛ Not true. Invention starts with noticing a problem, not memorizing facts. Some inventors love science, some love art, some just get curious about how things work. What matters most is asking questions and being willing to try.

✗ "Someone else has probably already thought of it."

☛ Maybe, but not the way you would do it. Two people can see the same problem and come up with completely different solutions. Your perspective, your experiences, and your ideas make your version unique.

✗ "It has to be a BIG idea."

☛ Not at all. Some of the best inventions are small fixes to everyday problem, like making something easier to carry, faster to use, or safer for people. Small ideas can make a big difference.

✗ "You need a lot of money to invent something."

☛ Nope. Many inventions start with simple materials...paper, tape, cardboard, or things you already have at home. The goal isn't perfection, it's testing your idea and improving it over time.

✗ "It has to work perfectly the first time."

☛ Definitely not. Most inventions don't work right away. Inventors test, fail, adjust, and try again. Each mistake helps you figure out what to do next.

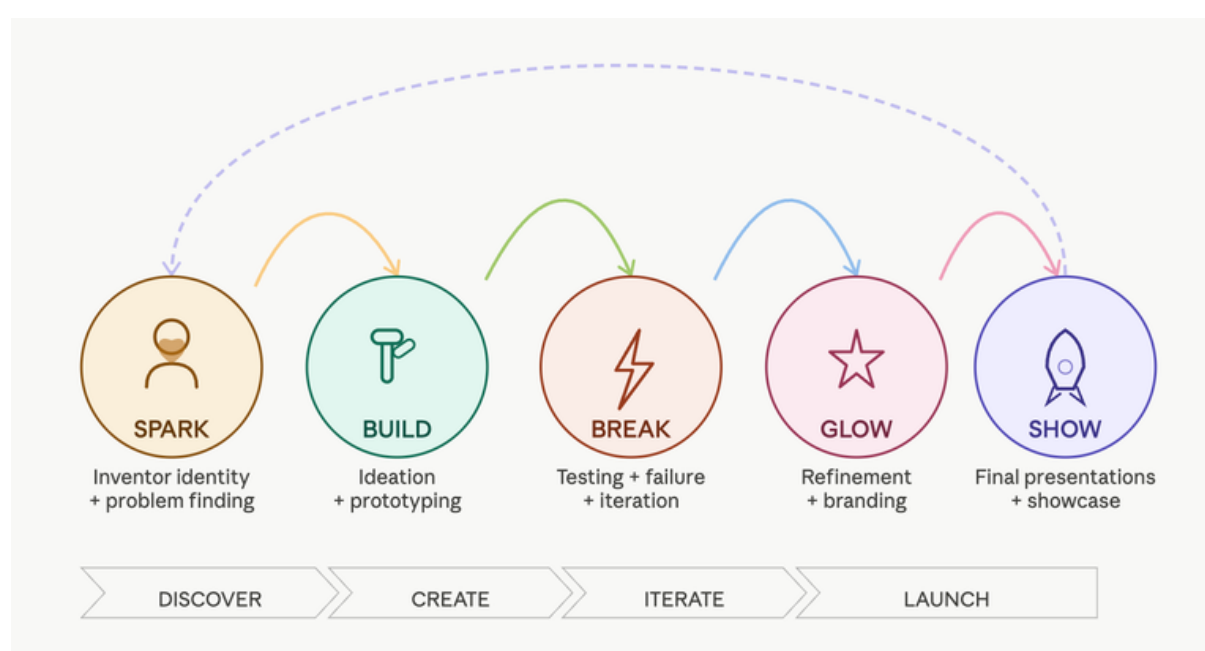
✗ "You have to wait until you're older."

☛ Not true. Kids and teens invent things all the time. You don't need permission, a degree, or a certain age. You just need an idea and the courage to start.



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TOP TIPS FOR TURNING IDEAS INTO INVENTIONS



Top Tip: You don't need a perfect plan to start inventing, you just need a process. Inventors don't guess their way through ideas. They follow a cycle that helps them move from "this is annoying" to "this actually works." Here's the cycle inventHERS use to bring ideas to life:

1. SPARK

What's annoying, frustrating, or unfair?

- Your backpack is too heavy
- Your charger always breaks
- Something at school just doesn't work well

That's your starting point.

2. BUILD

Ask yourself:

- What could make this easier?
- What if this worked differently?
- What would I change?

Sketch it. Talk it out. Try something. Don't worry if it sounds a little wild. That's usually a good sign.

3. BREAK

Now test it. Does it work perfectly the first time? Nope. Something might fall apart. Something might not work at all. That's not failure, that's how inventors figure out what to fix.

4. GLOW

Make it better.

- What worked?
- What didn't?
- What can you improve?

Tweak it. Adjust it. Try again. This is where your idea starts to actually shine.

5. SHOW

Share it.

- Tell a friend
- Show your class
- Put it out into the world

Because ideas don't make an impact sitting in a notebook. They make an impact when people see them.

You don't need permission. You just need to begin, and the rest will come with each step you take.

30 DAYS OF IDEAS

One small step every day. One big idea by the end.



Day 1: Notice something annoying in your day.

Day 2: Write down 3 problems you wish someone would fix.

Day 3: Ask a friend what annoys them most.

Day 4: Pick ONE problem you actually care about.

Day 5: Sketch your first idea, even if it looks messy.

Day 6: Add labels to your sketch explaining how it works.

Day 7: Think about who your invention would help.

Day 8: Find an object that inspires your idea.

Day 9: Draw a second version with one improvement.

Day 10: Ask someone for feedback on your idea.

Day 11: Write down the best suggestion you received.

Day 12: Research if something similar already exists.

Day 13: List what would make YOUR version different.

Day 14: Create a catchy name for your invention.

Day 15: Build a tiny prototype using simple materials.

Day 16: Test your prototype.

Day 17: Write down what worked well.

Day 18: Write down what completely failed.

Day 19: Change ONE thing to improve it.

Day 20: Test it again.

Day 21: Ask: "Would people actually use this?"

Day 22: Design a logo or symbol for your invention.

Day 23: Create a slogan for your invention.

Day 24: Explain your invention in one sentence.

Day 25: Explain your invention in 30 seconds.

Day 26: Draw what your invention could look like in the future.

Day 27: Think about how your invention could help the world.

Day 28: Share your idea with someone new.

Day 29: Celebrate how far your idea has come.

Day 30: Present your invention proudly because ideas deserve to be seen.

"Inventors don't wait for perfect ideas. They start, test, improve, and keep going."

Aries, the Risk Taker. You've got bold ideas and big energy right now. Instead of waiting for the "perfect" moment, just start building. Your best inventions could come from trying something completely unexpected.

Taurus, the Practical Builder. You love ideas that actually make life easier. This month, pay attention to everyday problems around you—especially the little ones everyone else ignores. That's where your next great idea might be hiding.

Virgo, the Problem Solver. You notice details other people miss. While everyone else says "that's fine," you're already figuring out how to improve it. This month is perfect for fixing, tweaking, and upgrading your ideas.

Leo, the Big Dreamer. You've got presentation energy this month. Share your ideas, pitch your invention, or show someone what you're working on. People can't support ideas they never get to see.

Cancer, the Heart First Inventor. You notice how people feel, which makes you great at designing ideas that truly help others. Don't underestimate your empathy—it might be your invention superpower.

Pisces, the Creative Visionary. Your creativity is overflowing this month. Sketch it, write it down, build it out—before the idea floats away. Your imagination could lead to something incredible.

Aquarius, the Future Thinker. You think differently, and that's your strength. The inventions that excite you most are probably the ones nobody else has thought of yet. Lean into your weird ideas.

Sagittarius, the Wild Thinker. Your imagination is huge right now, which means your ideas may sound a little impossible at first. Good. Some of the best inventions start as "crazy" ideas.

Capricorn, the Determined Inventor. You're in serious builder mode. While others lose focus, you keep going. This month, challenge yourself to move from planning into actually testing your idea.

Gemini, the Idea Machine. Your brain is moving fast, and the ideas keep coming. The challenge? Finishing one before jumping to the next. Pick one invention idea this month and see how far you can take it.

Libra, the Collaborator. You work best when bouncing ideas off other people. Team up with a friend, ask for feedback, or brainstorm together. Your next big breakthrough could come from a conversation.

HOROSCOPES

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ADVICE COLUMN
Real Feedback From Girls in Our Program

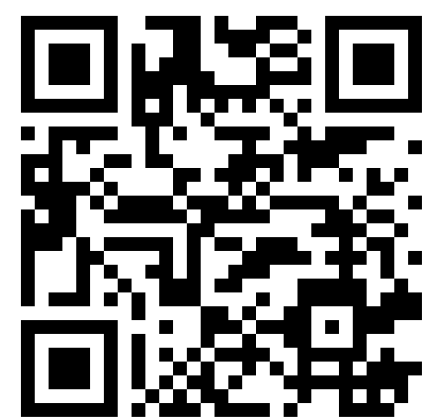


Nishini says:

"Think about problems in your community, and then start thinking about solutions; oftentimes the best inventions arise as solutions to problems near you or people you know. Also, when you start the engineering process, I would recommend scouring every resource available to you— from teachers to cold-emailing professors & graduate students, don't be afraid to reach out!"

-Nishini Fernando, Inventor of BabyBeatz 3.0-

SUBMIT YOUR INVENTION IDEAS HERE:



WHAT'S HOLDING YOU BACK?

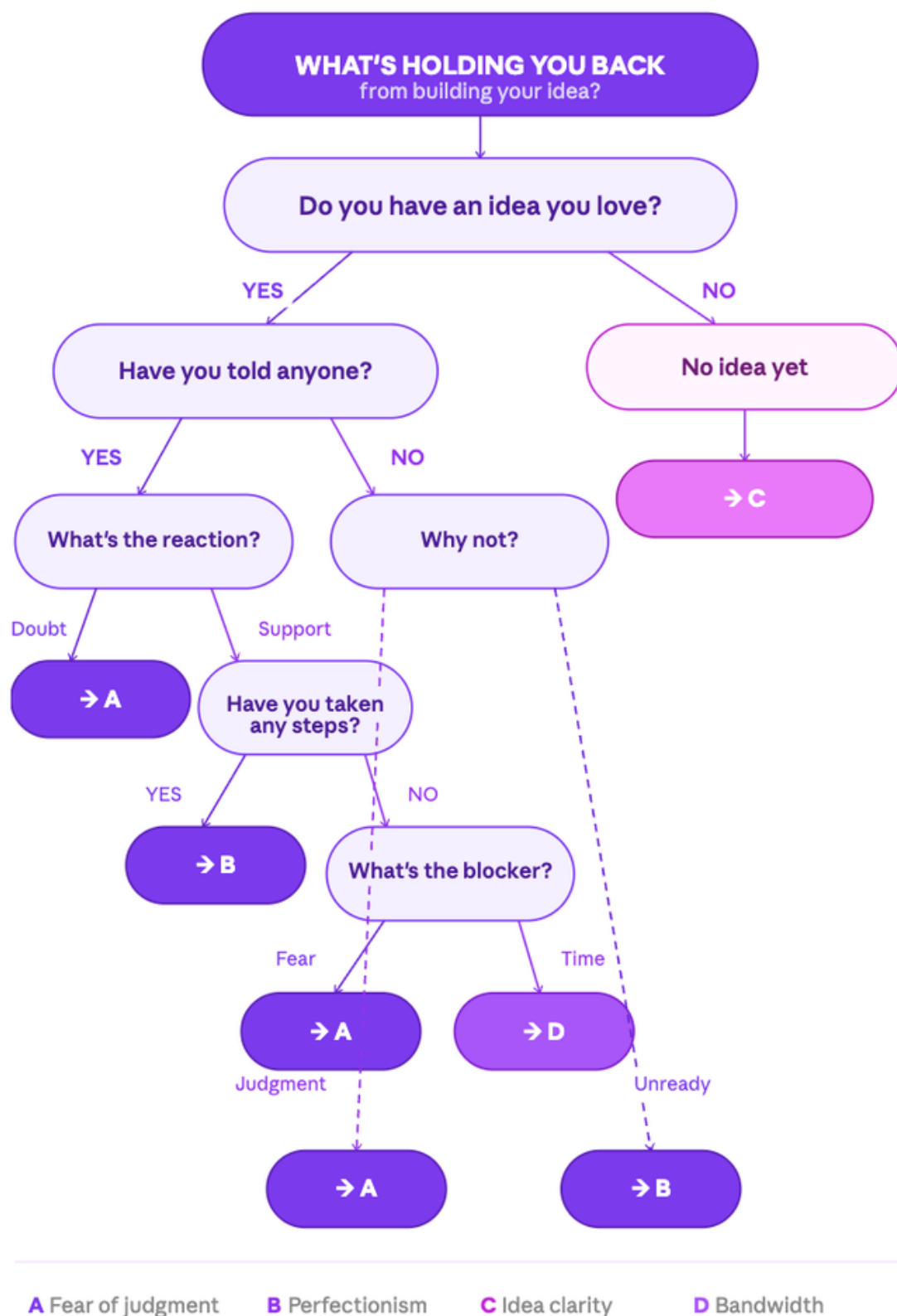
ANSWERS

A: FEAR OF JUDGEMENT - Your idea is real and worth sharing. Fear of what others think is the #1 silent killer of invention. The room that dismisses you today is the room that applauds you at launch. Start with one trusted person.

B: PERFECTIONISM TRAP You're waiting until it's perfect, but perfect never ships. Your "80% ready" is someone else's breakthrough. Progress beats polish at the idea stage. Take one messy step this week.

C: IDEA CLARITY Not having an idea yet isn't a block, it's an invitation. The best inventions come from lived frustration. What annoys you every week? That friction is your starting point.

D: BANDWIDTH You have the drive but not the hours. You don't need more time, you need a smaller first step. One hour a week, protected. That's how most inventHERS started.



TRY THIS AT HOME

You built it. You believed in it. You pitched it and heard nothing but silence.

Rejection isn't the end of your inventor story. It's the first draft of it. Every no holds data that your next pitch needs.

The inventHERS Pitch Back Toolkit is built for the moment after the door closes, so you know exactly what to do next.

WHAT TO DO WHEN YOU PITCH AND GET REJECTED

Ask for specific feedback within 48 hours.

Was this even the right room for your idea?

Cry. Workout. Do whatever you need. Give yourself 24 hours.

Map the real objection - budget, fit, fear?

Pitch to someone new in the next 30 days.

Get the FREE Pitch Back Toolkit



Rejection debrief template: A 5-question framework to extract gold from every no. Your next pitch will be stronger than ever!

Objection decoder: Learn to read between the lines of "not right now" and "not a fit". They mean very different things.

30-day rebound plan: A simple action map to get back in the room with confidence, not desperation.

Pitch room audit checklist: Was the rejection about your idea or the audience? Find out before you change the wrong thing.

inventHERS[®] SPECIAL FEATURE

Real Stories From Girls in Our Program



Mahi Patel was still in fifth grade at Chiles Elementary in Tampa, when she built an AI-powered app capable of detecting lung cancer from CT scans. Driven by a desire to make diagnosis faster, cheaper, and more accurate, she trained a custom algorithm to read medical imaging and predict whether a patient had the disease. Her software brought the lung cancer misdiagnosis rate down from 28 percent to just five percent. Her advice to young inventors: start with a real problem, don't wait until you think you're ready, and always ask how your idea could reach even further - because Mahi is already thinking about how her technology could help detect other cancers too.

Mahi Patel, Award Winning Inventor at 9 years old