



## Invention Convention Alumni Spotlight Starring: Morgan Gibbs

Morgan Gibbs was in the 7<sup>th</sup> grade when she participated in the 2014 Central Ohio Invention Convention and won the “Kid’s Choice” award for her invention *OverArmor*. Morgan identified a problem amidst the tragedy of violence within our schools and solved it with her invention. Since competing in Invention Convention in May 2014, she has won the top prize in her school’s Science fair and was the *State Merit Finalist for Ohio*, in the

*Discovery Education 3M Young Scientist Challenge*. Morgan’s continued success within STEAM based programs and pursuit of STEAM educational opportunities is outstanding. We can’t wait to see what you do next! Thank you for sharing your story Morgan.

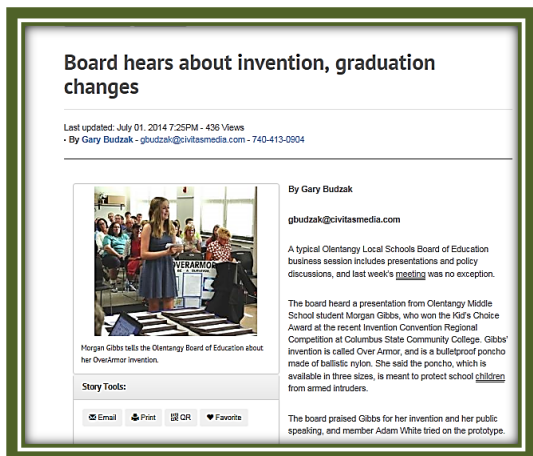
### Check out Dr. Claire’s Interview with Morgan

**Dr.Claire: What did you invent and what problem did it solve?**

**Morgan:** I invented *OverArmor*, which is a bulletproof poncho that folds into a pouch, which attaches onto the back or bottom of a student’s chair that can be removed during a crisis (i.e. an intruder entering the school with the intention to harm or kill).

**Dr. Claire: Dr. Claire: How/where did you find your problem to solve?**

**Morgan:** “Rachel’s Challenge” was brought to my school to spread a message of anti-bullying. Rachel was one of the victims of the tragedy of the Columbine High School shooting. Her story inspired me to create *OverArmor*, so that no other tragedies would take the lives of innocent students. I created *OverArmor* so kids could go to school and parents could send their children to school knowing that there was a greater chance of them being safe.



**Dr. Claire: How did being part of Invention Convention impact your life?**

**Morgan:** This program has greatly impacted my life. The Invention Convention has given me many amazing opportunities, and has helped me to build my character and increase my confidence. It has given me the courage to be a creative problem-solver in real-life situations, and has provided amazing experiences in skills such as public speaking that I never would have received otherwise. The Invention Convention is truly a window into the real world, and I recommend it to everyone.

**Dr. Claire: Could you please share some highlights in your life since being part of Invention Convention? Accomplishments, awards, recognition, opportunities you were encouraged to try as a result of being part of Invention Convention.**

**Morgan:** Since entering the Invention Convention and winning the *Kid’s Choice Award*, I have won the top prize at my school-wide science fair. I then won *State Merit Finalist for Ohio* (Top in Ohio) in the *Discovery Education 3M Young Scientist Challenge*. I later gave a presentation to my school district’s board and then filmed a TV interview with Shelley Crenshaw and Ivanhoe Broadcasting on a segment about young women doing amazing things. I became a part of my school’s 8th-grade STEM program and I was also offered multiple opportunities from the Invention Convention to become a student ambassador, speak at assemblies or meetings, and more.



**Dr. Claire: Could you explain what 3M Science award is and who competes and what the process was like for you?**

**Morgan:** "The Young Scientist Challenge" is the nation's premier science competition for grades 5-8. This one-of-a-kind video competition has sparked the imaginations of hundreds of thousands of students and enhanced science exploration, innovation and communication across the United States. The process of making an invention, creating a video explaining my invention, entering, and finding out that I had won was amazing, and I encourage all Invention Convention pursuers to check this competition out as well.

**Dr. Claire: What are you doing/working on in life today?**

**Morgan:** Right now I am involved in many activities, such as student council, drama club, *Rachel's Challenge*, show choir, orchestra, choir, piano, dance, and *Power of the Pen*, among others. I am also a teen advocate and a WEB Leader. I spend most of my time acting and singing in shows around Columbus.

**Dr. Claire: Are you still problem solving or inventing?**

**Morgan:** In my school's STEM program, we regularly engage in all sorts of problem-solving projects. For example, we built Pumpkin Chunkin' catapults and launched pumpkins on Halloween, which was a lot of fun. I also plan on entering the Invention Convention and Young Scientist Challenge again!

**Dr. Claire: Do you plan to pursue a STEAM-related career? Did Invention Convention influence or inspire toward this career path?**

**Morgan:** I plan on majoring in some sort of medical science or becoming a doctor. Invention Convention has influenced my goals because they helped me to get a bigger grasp on STEAM and allowed me to realize that STEAM is something that I'd like to be involved with in the future.

**Dr. Claire: Do you have any specific plans for the future you would like to share?**

**Morgan:** I plan on majoring in some kind of medical science (micro-biology, biomedical engineer, etc.) or becoming a doctor, and also getting a degree in journalism, theater, and Spanish.

**Dr. Claire: Can you share how you felt on convention day and after being part of the convention?**

**Morgan:** I felt very ecstatic and happy on convention day. The judges are all really kind, and Dr. Claire and Captain Gadget have a way of spicing things up and making it fun for everyone. After being a part of the convention, my only thoughts were that I wanted to go back!

**Dr. Claire: What words of advice/encouragement do you have for the young inventors today?**

**Morgan:** Even the craziest ideas can be good ones! Don't give up on an idea if it doesn't work right away. Part of being a great inventor is working through all of your problems and never giving up.

**Dr. Claire: Describe yourself in 3 words.**

**Morgan:** Fun, intellectual, happy.

**Dr. Claire: What's your favorite thing to do in your free time?**

**Morgan:** My favorite things to do in my free time (I can't choose just one!) are writing, singing, innovating, reading, and acting.

