

Online School Spotlight



Inventum International Online School: Empowering learners through emerging technologies

Inventum International Online School is committed to preparing its learners for a world shaped by rapid technological change. While many powerful technologies—such as AI, quantum computing and augmented reality—are transforming daily life, young people rarely have structured opportunities to explore them at school. Inventum has addressed this gap by offering learners access to more than **50 emerging technologies modules**, designed to build both subject knowledge and future-ready skills.



Learners typically complete **3–5 modules per year**, gaining a broad understanding of how technologies work, how they are used today, and how they might shape society in the future. Every module follows a consistent structure covering:

- an introduction to the technology
- current and emerging applications
- ethical considerations and societal impact

Alongside their Cambridge subjects, learners build a deeper awareness of the innovations shaping modern life and the responsibilities that come with them. Inventum has found that this balanced approach enables students to engage enthusiastically with new technologies while maintaining strong commitment to their academic studies.

Developing skills beyond the traditional curriculum

A key feature of the programme is its emphasis on applying learning to real-world challenges. Each module includes a substantial assignment in which learners design a creative solution to a social or global issue. Assessment is used not as an exam-style test but as a tool to develop critical thinking, ethical awareness, innovation and communication skills.

Between September and December 2025, students focused on **virtual and augmented reality**, **artificial intelligence**, and **bionics**. The projects below highlight the depth of thought and creativity learners bring to their work.

Online School Spotlight



AI for good: ethical solutions to real problems

Two standout examples include:

- **Smart cafeteria system:** a learner designed an AI-driven solution to reduce food waste in school canteens by identifying waste patterns and helping staff make informed ordering decisions. The system considers ethical data use by limiting image capture to serving trays and using manual counts to measure traffic.
- **Wildfire early warning system:** another student proposed an integrated AI and sensor-based platform to monitor fragile ecosystems, predict fire risks and alert local communities in remote areas.

Although conceptual, these projects demonstrate learners' ability to integrate technical understanding with responsible, socially minded design.

The image shows two screenshots of a website for a 'Smart Cafeteria System'. The top screenshot is labeled 'Page 04' and the bottom one is labeled 'Page 05'. Both screenshots feature a dark purple background with a 3D rendering of a blue cube on a stack of books, a blue pyramid, and a blue sphere. The top screenshot displays the title 'Smart Cafeteria System' and a section titled 'WHAT IT DOES:' with a list of benefits: 'Predicts which foods are likely to be wasted', 'Suggests menu adjustments', and 'Helps schools save money & reduce waste'. It also mentions 'Tech Used: Machine Learning (Optional: Computer Vision)'. The bottom screenshot shows a close-up of two robots, one white and one blue, with the title 'Key Data Inputs' and a list of inputs: 'Daily menu', 'Food served', 'Food left over', 'Number of students eating', and 'Food popularity trends'. A note at the bottom states 'Privacy First: No names or personal info collected.'

THYNK UNLIMITED. HOME ABOUT CONTENT OTHERS Page 04

Smart Cafeteria System

WHAT IT DOES:

- Predicts which foods are likely to be wasted
- Suggests menu adjustments
- Helps schools save money & reduce waste

Tech Used: Machine Learning (Optional: Computer Vision)

THYNK UNLIMITED. HOME ABOUT CONTENT OTHERS Page 05

Key Data Inputs

- Daily menu
- Food served
- Food left over
- Number of students eating
- Food popularity trends

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Online School Spotlight



Designing a conceptual bionic device

In the Bionics module, learners adopted the persona of an entrepreneur and engineer, designing a new bionic device and pitching it to potential investors. The task developed creativity, market awareness and persuasive communication skills.

One notable project, **AmpStrent**, explored the emerging market of exoskeletons. The learner's concept proposed a lightweight, energy-generating design aimed at supporting first responders, industrial workers and military personnel. By considering both materials engineering and practical applications, the pitch showcased the student's ability to combine scientific understanding with innovative thinking.

Virtual and augmented reality for global citizenship

Projects in the VR/AR module often focus on social issues or global citizenship. One powerful example was **The Scale of Humanity**, an immersive VR experience designed to help users visualise economic inequality. The environment allows users to interact with a representation of one billion dollars—seeing its impact when allocated to housing, infrastructure or education. The project aims not to create guilt, but to encourage empathy and awareness, transforming abstract statistics into human-centred understanding.

Inventum's approach demonstrates how online learning can open new avenues for creativity, curiosity and global awareness. By equipping learners with both technological insight and ethical understanding, the school is preparing young people not only for their academic futures, but for life in an increasingly complex world.

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