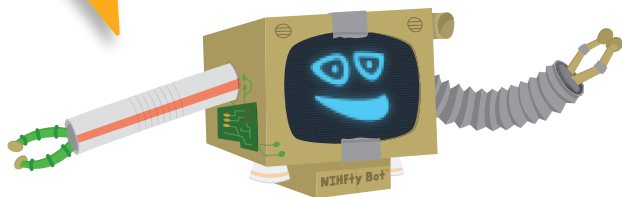


THE CAMP INVENTION DAILY DAY 1



Camp Invention®

Hey, I'm NIHFty Bot™!
Welcome to camp!



WELCOME TO THE FIRST DAY OF CAMP INVENTION®

Each day, your child is entering an environment where their ideas matter and anything is possible! This is a safe, fun and creative space designed for curious kids to discover and explore the incredible world of invention. Look closely throughout the week – we're sure you'll see your child's ideas transforming into reality!

HERE'S WHAT'S HAPPENING AT CAMP

During **In the Game™**, campers get their big ideas rolling on their way to becoming innovative all-stars. They examine the materials used to create different sports balls, and then they assemble their very own Game Board.



During **Operation: HydroDrop™**, campers team up to take apart a light-up robotic lab to explore what's inside. Then they receive their own bot and Lab Scene to transform into a Lab-on-Wheels to hold water samples and more.

In **Let's Glow™**, campers enter the biophysics lab, where they begin their investigation of light. They build a Glow Box and incorporate reflective details as the first layer of their display.



In **Prototyping Studio™**, campers star as game show contestants, first challenged with creating a prototype of a tool using everyday materials. They also assemble a toolbox to carry the items they'll receive after each round of prototyping.

CONNECTION QUESTIONS

1. What did you discover today?
2. What was a challenge you faced today? How did you overcome it?
3. Which activities did you enjoy the most?

OUR CAMP INVENTION FAMILY IS GOING ON A BRAND-NEW ADVENTURE

We're so glad you're a part of the Camp Invention family! We can't wait to guide your young innovator through this exciting experience as they dream big, unlock their creative potential and make unforgettable memories with friends.

We believe learning should be fun and learning environments should be supportive. Here at camp, your child will be encouraged to explore, experiment and share their ideas as they team up with other campers to take on open-ended challenges where there are no "right" or "wrong" answers. If they can imagine it, they can bring it to life at Camp Invention!

Each day, your child will engage in hands-on STEM adventures crafted in collaboration with National Inventors Hall of Fame® Inductees – amazing role models who inspire the innovator in us all. To support your child's creative journey at camp and beyond:



Use "I wonder..." statements to spark their curiosity



Encourage unique solutions that stretch their imagination



Cheer them on as they build confidence and persistence

We can't wait to see what your camper achieves!

"I believe all children are inventors."

– Michael J. Oister, CEO, National Inventors Hall of Fame

SAFETY

Your child's safety is very important to us. When dropping off and picking up your child, you must accompany them into the _____ to sign them in and out each day.

CONTACT INFORMATION

THANK YOU TO OUR SPONSORS

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THE CAMP INVENTION DAILY DAY 2



Camp Invention®

HERE'S WHAT'S HAPPENING AT CAMP

During **In the Game™**, campers discover how sports ball design can affect game play. They customize their Game Board so their ball stands out to the players and fans for a high-energy experience.

During **Operation: HydroDrop™**, campers are challenged to build a water-efficient tiny home and greywater system for crops, earning their Agriculture Certification sticker to place on their Lab-on-Wheels.

In **Let's Glow™**, campers wire a double-sided circuit board, exploring white light and then ultraviolet light. They also investigate some of the ways in which nature is illuminated through bioluminescence.

In **Prototyping Studio™**, campers are challenged to create a Do Anything Box. Then, they are encouraged to use a brainstorming tool to stretch their ideas and modify one aspect of their invention.

MAKING CONNECTIONS

Throughout the week, campers are motivated to investigate nature for inspiration as they design one-of-a-kind inventions.

This **excitement for innovation** can continue at home! Go on a walk with your child and encourage them to look and listen for inspiration that can spark ideas for one of their creations.

Might the shape of a building, the pattern on a leaf or the movement around them inform their next design?



CONNECTION QUESTIONS

1. What did you find challenging today? How did you handle it?
2. What kinds of materials have you been using to create your inventions?
3. What materials do you like creating with the most?

YOUR CAMPER IS BUILDING THE I CAN INVENT MINDSET

As your camper has fun and unlocks their creativity at camp, they're also building a powerful mindset that puts lessons from world-changing inventors into action! Each Camp Invention® experience helps your child develop and strengthen the essential skills and traits that make up the I Can Invent® Mindset, helping them thrive, now and in the future.



IN THE GAME

Putting physics into action, we explore **STEM** by examining how sports balls are designed, and then we play with our custom Game Boards. We learn the importance of **intellectual property** as we develop a name and logo for our one-of-a-kind games, then practice **entrepreneurship** by building a brand and identifying target audiences for our new products.

OPERATION: HYDRODROP

We tap into our **creative problem solving** by drawing upon our own ideas to identify solutions to real-world water challenges. We study **STEM** through reverse engineering our Lab-on-Wheels, studying water quality and exploring marine technology, and we build **confidence** by realizing we can affect real change with our thoughts and actions.

LET'S GLOW

With the creation of the Glow Box, we build **persistence** by wiring intricate circuits to make LEDs glow. We unlock **design thinking** by constructing the box and making colorful, customized layers, then discover **STEM** concepts like gene editing and the science behind light as we experiment with materials that shine.

PROTOTYPING STUDIO

Through engaging in hands-on challenges, we discover what **innovation** can look like in our own lives. We build **confidence** by bringing our ideas from our heads to our hands and out into the real world, then we apply **design thinking** and **collaboration** to make thoughtful inventions that help people.

THE CAMP INVENTION DAILY DAY 3



Camp Invention®

HERE'S WHAT'S HAPPENING AT CAMP

In **Let's Glow™**, campers make exciting connections about the visible light spectrum and refraction, and they explore colors and shadows by adding two brilliant layers to their Glow Box design.



During **In the Game™**, campers learn the importance of pressure by experimenting with pounds per square inch, or PSI, and make their dreams come to life by sketching and building a unique sports ball.



In **Prototyping Studio™**, during their next round of rapid prototyping, campers are challenged to create a kitchen tool, and they discover that tools can be found anywhere in their home.



During **Operation: HydroDrop™**, campers explore the conditions created by floods and droughts, prototyping solutions and earning their Flood and Drought Certification sticker for their Lab-on-Wheels.



CONNECTION QUESTIONS

1. What do you find most fun about solving challenges?
2. What discovery surprised you the most?
3. What are you looking forward to when you return?



National Inventors
Hall of Fame®
EDUCATION PROGRAMS

For more information, visit invent.org/camp
or call 800-968-4332.

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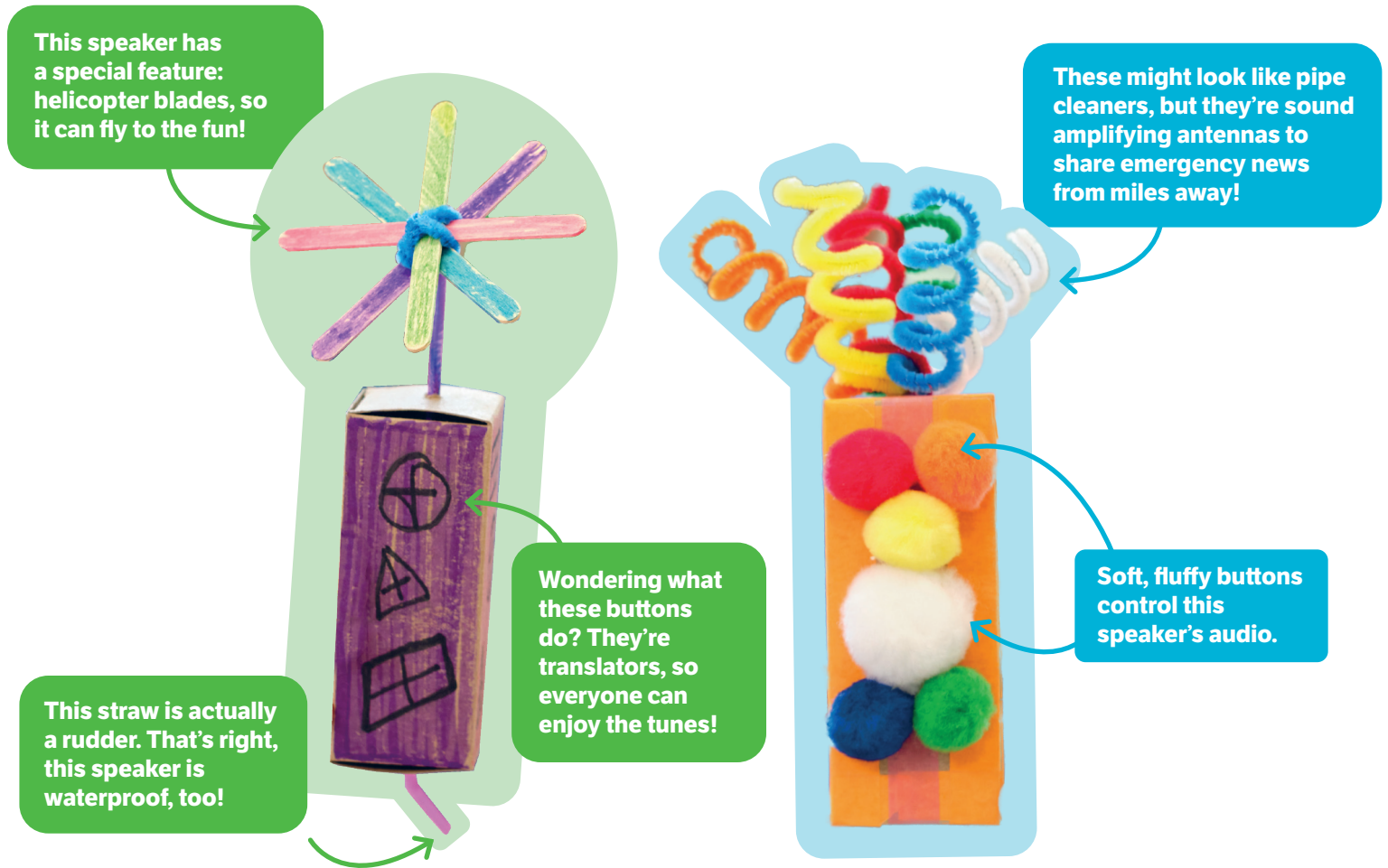
UNITED STATES
PATENT AND TRADEMARK OFFICE®

DID YOU KNOW?

Your camper will bring home imaginative prototypes! A prototype is a model of an invention, and that means your child's creations represent the ideas they've worked hard to bring into the world. When you look closely, you'll find impressive features.

Prototyping is an important part of the Camp Invention[®] experience because it's exactly what real-world inventors do. Our National Inventors Hall of Fame[®] Inductees have taught us that building invention prototypes allows them to bring their ideas to life, just like our campers.

Take a look at these **futuristic speaker prototypes** and you'll see what we mean!



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THE CAMP INVENTION DAILY DAY 4



Camp Invention®

HERE'S WHAT'S HAPPENING AT CAMP

During **Prototyping Studio™**, campers create a water feature and explore the importance of testing prototypes while keeping notes and sketches of their modifications.



During **Operation: HydroDrop™**, campers discover water quality through a color-changing filtration experiment and design water-cleaning inventions that earn them their Clean Water Certification sticker.



During **In the Game™**, campers sketch and build their own sports equipment, then create a brand and design a logo for their inventions, including their Game Board, sports ball and equipment.



In **Let's Glow™**, campers take on the role of scientists as they prepare petri dishes and glowing test tubes to investigate genetics. They also add a final ultraviolet-reactive layer to their Glow Box.

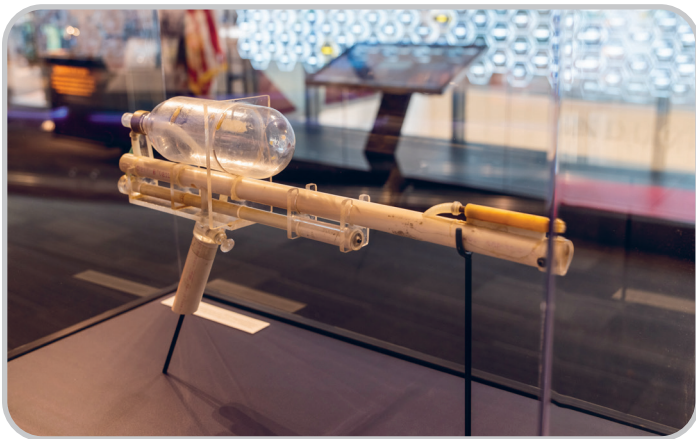


CONNECTION QUESTIONS

1. When did you feel most proud of yourself today?
2. Which team member do you like working with the most? Why?
3. What's the coolest thing you saw someone create today?

SHAPING IDEAS INTO REALITY

Just like the prototypes your camper is bringing home, National Inventors Hall of Fame® Inductee Lonnie Johnson created a model of his iconic invention, the Super Soaker®, as part of his own invention process!



CONNECT WITH WORLD-CLASS INNOVATORS

Scan each QR code to watch their stories come to life!



2024 Inductee **Lanny Smoot**, a Walt Disney Imagineer, invented theatrical technologies and special effects that have been infused throughout interactive rides and attractions across Disney's theme parks, resort hotels and cruise ships.

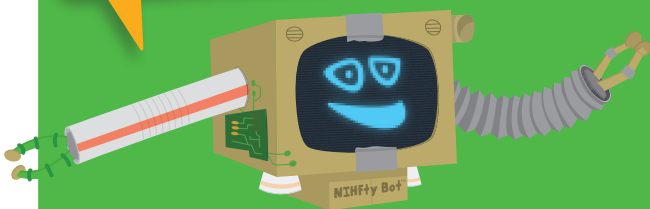


2023 Inductees **Emmanuelle Charpentier**, a microbiologist, and **Jennifer Doudna**, a biochemist, invented CRISPR-Cas9 gene editing, an adaptable technology for editing DNA more precisely and efficiently.



2022 Inductee **Lonnie Johnson**, an engineer and entrepreneur, invented the Super Soaker, the legendary toy that has generated over \$1 billion in sales in its lifetime.

DID YOU KNOW?



All our Inductees and their influential inventions are celebrated at the National Inventors Hall of Fame Museum, located inside the United States Patent and Trademark Office in Alexandria, Virginia.

THE CAMP INVENTION DAILY DAY 5



Camp Invention®

It's hard to believe Camp Invention® is coming to an end, but we're so happy you and your child were a part of the fun! We hope your camper had an amazing time inventing, creating and collaborating with friends! Even though today is the final day of camp, the skills learned and memories made are sure to last.

TIME TO CELEBRATE A WEEK OF INVENTING

During **In the Game™**, campers are inducted into the Game of Fame with a chance to give an acceptance speech and share their inventions at the ceremony, then play one another's games to practice good sportsmanship.

During **Operation: HydroDrop™**, campers explore water-based ecosystems and design inventions to help protect them. They pitch their inventions and earn their final Blue Carbon Certification sticker to place on their Lab-on-Wheels.

In **Let's Glow™**, campers add finishing touches to their Glow Boxes and celebrate their collective achievements by arranging them together in a radiant display inspired by the Gallery of Icons™ display at the National Inventors Hall of Fame Museum.

In **Prototyping Studio™**, campers build a game prototype and protect it with a patent. They discover the ultimate space to invent is wherever they are, and take home their tools and toolbox to continue their invention journey.

STAY IN TOUCH!

We're always sharing the latest STEM-based discoveries, hands-on activities and Camp Invention photos to our social channels, so be sure to follow us today!

 facebook.com/CampInvention

 invent.org/blog

 youtube.com/NationalInventorsHallofFame_NIHF

 [@CampInvention](https://twitter.com/CampInvention)



CONNECTION QUESTIONS

1. What was the most exciting part of Camp Invention?
2. What do you hope to do at Camp Invention next year?
3. How will you keep the fun of Camp Invention going at home?

The Innovator's Promise

I promise to do my best to:

- Use my imagination.
- Be brave and try new ideas.
- Look for challenges and opportunities.
- Push past barriers.
- Know that my ideas have value.
- Know that I am trusted.

UNTIL NEXT TIME

We hope you feel empowered to help your child keep using the skills they developed this week. As you encourage creative problem solving, collaboration and innovation at home, you can find inspiration in The Innovator's Promise and look forward to being a part of Camp Invention next summer.

You are a **FORCE**
of **INNOVATION!**

KEEP CREATING AT HOME!

You're now a part of the Camp Invention family, where the fun and learning are endless! Although your week of camp has come to an end, we want to help your young innovator keep thinking big. Check out our blog at invent.org/blog to discover at-home, hands-on STEM activities that are perfect for curious kids and growing minds.



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NOTES FROM THE DIRECTOR