

# CAMP INVENTION WONDER CURRICULA HIGHLIGHTS



In **MIMICBOT**, students transform their very own robot into a one-of-a-kind stuffie, and use their creativity, inspiration from nature and the power of intellectual property to protect their creation from an idea-stealing Copy Cat. Along the way they explore the science of genetics and biomimicry!

- **PHENOMENA EXAMPLE:** Students experiment with an animatronic mimicking bot and take a deeper look at nature's use of mimicry
- **SEL CONCEPTS:** Social awareness, empathy
- **LITERACY CONCEPTS:** Diagramming and writing about invention, reading and writing in Inventor Log, comprehension and collaboration, STEM vocabulary
- **WHAT THEY TAKE HOME:** Personalized animatronic MimicBot and any accessories, nature-inspired Copy Cat trap (if not team-built)



Participants design their own **POP-UP VENTURE** and discover how to attract customers, make strong financial decisions and develop marketing strategies. Throughout the week, they get creative and incorporate green energy into their pop-up design and invent a unique way to distribute their products.

- **PHENOMENA EXAMPLE:** Students observe how to close the loop in a circuit to make an LED light up
- **SEL CONCEPTS:** Self-awareness, social awareness and responsible decision making
- **MATH CONCEPTS:** Counting and cardinality, measurement and data
- **LITERACY CONCEPTS:** Reading and writing in Inventor Log, presentation of knowledge and ideas, 21st-century vocabulary
- **WHAT THEY TAKE HOME:** Customized pop-up shop, pop-up bank card



## Invention Celebration™



In **INVENTION CELEBRATION**, students take on the role of event planners as they prepare for a grand celebration! They exercise their creativity and flexibility muscles by designing the lights, sounds and mood for the party. Children engineer light-up party hats, build a musical instrument and explore the science of color to make bubble art banners.

- **PHENOMENA EXAMPLE:** Students naturally experiment with sound vibrations as they work with their instruments and make natural physics connections as they play party games
- **SEL CONCEPTS:** Color psychology and mood, event planning, personalization and empathy
- **MATH CONCEPTS:** Counting and cardinality
- **LITERACY CONCEPTS:** Reading and writing in Inventor Log, comprehension and collaboration, presentation of knowledge and ideas, 21st-century vocabulary
- **WHAT THEY TAKE HOME:** Party Assistant prototype, party invitation, personalized party hat, DIY musical instrument, bubble art banner, photo prop



## Catching Air™



**CATCHING AIR** takes students on a ride through physics, engineering, invention and the art of design as they build their own mini skate park — complete with ramps, bowls, rails and jumps! They personalize their boards and gain momentum by practicing tricks in creativity and invention, including how to get back up from a fall.

- **PHENOMENA EXAMPLE:** Students explore gravity and force through practicing skateboard tricks
- **SEL CONCEPTS:** Healthy risk taking, resilience, self-awareness, teaming and collaboration
- **MATH CONCEPTS:** Geometry, measuring
- **LITERACY CONCEPTS:** Reading and writing in Inventor Log, presentation of knowledge, ideas and reading comprehension, 21st-century vocabulary
- **WHAT THEY TAKE HOME:** Two mini skateboards, customized and personalized skate park, skateboarding slug figure, finger boarding shoe