



Camp Invention®

ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME® EDUCATION PROGRAM

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Learn more about Camp Invention [here](#).



HANDS-ON STEM SUMMER CAMP

Our nationally recognized K-6 summer enrichment program, Camp Invention®, has brought authentic invention education to children across the country for more than 30 years. Each year, a brand-new curriculum is developed and tested to deliver hands-on experiences that encourage divergent thinking. Camp Invention is backed by independent research and designed to spark imaginations through open-ended engagement in creative problem solving.

“

I loved the environment that the program created.
The days went by quickly and
I ENJOYED EVERY MINUTE OF THEM!

”

STACEY U., INSTRUCTOR

INNOVATIVE EXPERIENCES

- Real-world challenges lead children to practice empathy and build confidence and persistence while becoming solution seekers
- Authentic STEM experiences foster critical thinking, communication, collaboration and creativity
- High-energy activities and opportunities keep children active and engaged
- Job-embedded professional development helps educators cultivate an innovative mindset

TURNKEY IMPLEMENTATION

- All-inclusive program curriculum and materials
- All materials shipped in classroom sets from our warehouse to your program location
- Personalized support and resources ensure a positive experience
- Step-by-step curriculum guide and online resources reduce prep time

FLEXIBLE & IMMERSIVE CURRICULUM

- Four all-new, themed modules with hands-on activities
- Curriculum differentiated for primary and intermediate levels
- Aligned to state, Common Core and Next Generation Science Standards as well as CASEL Social and Emotional Learning (SEL) Competencies

Learn more about Camp Invention [here](#).

SIMPLIFY SUMMER PLANNING



OUR 2023 PROGRAM MEETS YOUR DISTRICT'S NEEDS THROUGH:

- A customizable program to fit a variety of summer schedules
- All materials delivered in classroom sets
- A customized curriculum, supplements and pacing guides
- Works best for in-person learning environments

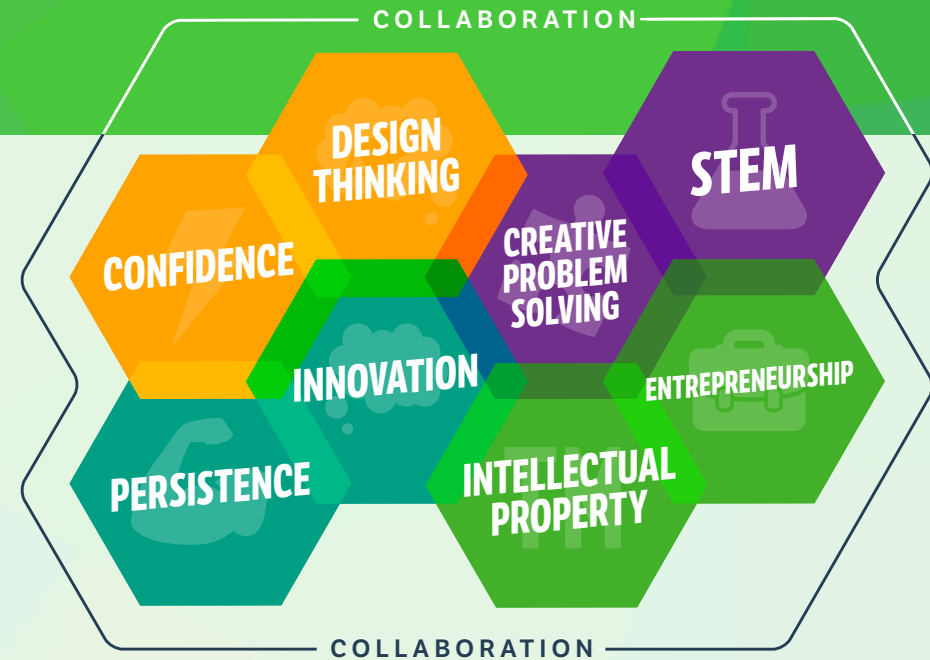
SAMPLE IMPLEMENTATION OPTIONS

1 Week	Full Day 6 hours per day
2 Weeks	Half Day 3 hours per day
4-5 Weeks	60-90 minutes per day

THE INNOVATION MINDSET

All NIHF education programs are built on the belief that every child can invent. Through open-ended, hands-on exploration, children build an Innovation Mindset™ — a growth mindset infused with lessons from world-changing inventors — that enables and empowers them in all areas of their lives.

The Innovation Mindset is made up of nine essential skills and traits that are strengthened every time a child applies them. Each Camp Invention module highlights different aspects of this mindset, guiding children to unlock their full potential and discover the power of their own creativity.



2023 CAMP INVENTION MODULES



CATCHING AIR™

Take a ride through physics, invention and design engineering as children personalize mini skateboards, then build a skate park complete with ramps, bowls and rails to try out tricks that will inspire their stick-to-itiveness.

- ◆ Persistence
- ◆ Design Thinking
- ◆ Collaboration



INVENTION CELEBRATION™

To create an epic celebration, children become event planners who engineer light-up party hats, explore the science of sound by building musical instruments and invent a Party Assistant to help bring their plans to life.

- ◆ STEM
- ◆ Confidence
- ◆ Intellectual Property



MIMICBOT™

Explore the science of genetics and biomimicry as children transform their MimicBot into a one-of-a-kind animatronic stuffie while learning about the power of intellectual property to protect their creation from the idea-stealing Copy Cat.

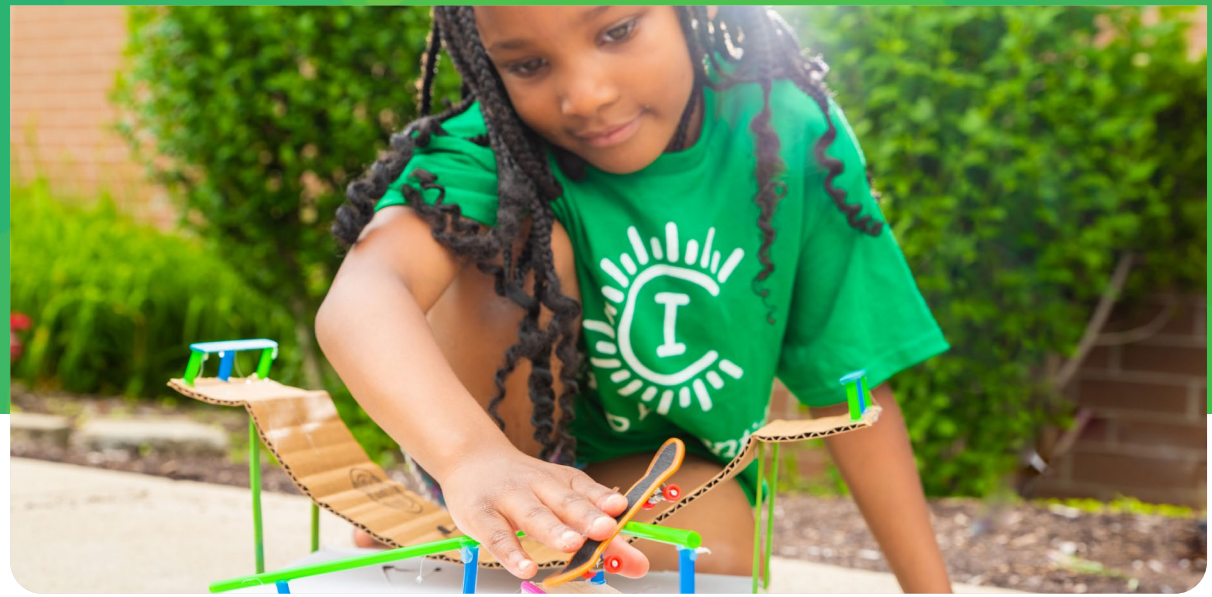
- ◆ Intellectual Property
- ◆ Innovation
- ◆ STEM



POP-UP VENTURE™

Ideas pop up as children launch their own pop-up business, make strong financial decisions, and use entrepreneurship skills and creative strategies to attract customers with the ultimate block party.

- ◆ Entrepreneurship
- ◆ Creative Problem Solving
- ◆ Confidence



KEY SKILLS AND CONCEPTS

Design Engineering

Self-Awareness

Simple Machines

Teamwork & Collaboration

CATCHING AIR MODULE OVERVIEW

Catching Air takes students on a ride through physics, engineering 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.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



PERSISTENCE

Exercising persistence while practicing skate tricks.



DESIGN THINKING

Experimenting with designing and creating skate park features.



COLLABORATION

Creating extra-long ramps by combining tracks and working as a team.



KEY SKILLS AND CONCEPTS

Circuitry

Self-Management

Sound & Vibrations

Relationship Skills

INVENTION CELEBRATION MODULE OVERVIEW

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.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Experimenting with completing circuitry.



Gaining confidence while celebrating accomplishments, big or small.



Learning about copyrights after creating an original song.



KEY SKILLS AND CONCEPTS

Genetic Diversity

Self-Confidence

Social Awareness

Intellectual Property

MIMICBOT MODULE OVERVIEW

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!

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:

INTELLECTUAL
PROPERTY

Understanding how patents can protect novel and useful inventions.

INNOVATION

Achieving innovation by adapting the design of their MimicBot.

STEM

Exploring genetics, biomimicry, circuits and robotics.



KEY SKILLS AND CONCEPTS

Entrepreneurship

Responsible Decision-Making

Economics

Measurement & Data

POP-UP VENTURE MODULE OVERVIEW

Students 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 to incorporate green energy into their pop-up design and invent a unique way to distribute their products.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Learning how to create marketing plans and exploring methods of distribution.



Determining solutions for unexpected problems that pop up, such as inclement weather.



Building confidence as they make decisions to create their own business.



KEY SKILLS AND CONCEPTS

Gross Motor Skills

Fine Motor Skills

Teamwork

Creative Thinking

CAMP INVENTION GAMES OVERVIEW

Camp Invention Games supplements our four core modules by giving children the opportunity to engage in more teamwork, out-of-the-box thinking and physical fun through energetic and enriching activities. Games can be used during the daily lunch break or implemented during Base Camp, where children begin and end each day.

CURRICULUM HIGHLIGHTS

CAMP INVENTION GAMES EMPHASIZES THESE INNOVATION MINDSET HABITS:



Gaining confidence and building agility through both collaboration and competition.



Applying creative problem solving to devise strategies in games using unusual objects and new rules.



Building persistence to overcome fun challenges, from balloon tosses to relay races.

Learn more about Camp Invention [here](#).

SAMPLE SCHEDULES FOR HALF-DAY PROGRAMS

Camp Invention offers flexible implementation that can supplement district-led programs. Our Education Specialists will work with you to build a customized schedule that fits your specific needs.

Full Day Schedule Based On One Week	TIME	DAILY
	9:00-9:15	Check-In
	9:15-10:25	District Led (Math)
	10:25-10:30	Sanitize Hands
	10:30-11:35	Pop-Up Venture
	11:35-12:00	Lunch
	12:00-1:00	District Led (ELA)
	1:00-1:45	Catching Air
	1:45-2:30	Invention Celebration
	2:30-3:15	MimicBot
	3:15-3:20	Dismissal

Half Day Schedule Based on Four Weeks				
TIME	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR
9:00-9:15	Check-In	Check-In	Check-In	Check-In
9:15-10:30	Catching Air	Invention Celebration	MimicBot	Pop-Up Venture
10:30-10:35	Sanitize Hands	Sanitize Hands	Sanitize Hands	Sanitize Hands
10:35-12:00	District Led (ELA, Math)	District Led (ELA, Math)	District Led (ELA, Math)	District Led (ELA, Math)

WHAT'S INCLUDED

		Camp Invention Provides	District or Host Site Provides
Program Preparation	Promotional Tools (digital flyers, posters and social media content are provided)	✓	✓
	Exceptional support provided by Regional Representatives	✓	✓
Implementation Support	Materials, curricula and Instructor Guide for 32.5 hours of programming	✓	✓
	Materials delivered to the program location in classroom sets	✓	✓
	Samples of daily schedules and prerecorded videos	✓	✓
	Camp Invention T-shirt for participants and Program Team Members	✓	✓
Site Coordination	Classroom or physical space	✓	✓
	Program Team Member recruitment	✓	✓
	Program Team compensation	✓	✓
	Distribution of promotional materials	✓	✓
	Participant registration	✓	✓

Learn more about Camp Invention [here](#).

CAMP INVENTION LICENSED PRICING OPTIONS

Our education programs qualify for ARP, Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding. We will work with districts' budgeting needs.

GROUP LICENSED PRICING

Pricing	Participants
\$5,250	Up to 35
\$6,000	Up to 40
\$7,500	Up to 50
\$9,000	Up to 60
\$10,500	Up to 70
\$12,000	Up to 80
\$13,500	Up to 90
\$15,800	Up to 110
\$17,200	Up to 120

PER-PARTICIPANT PRICING

Pricing	Participants
\$160/Participant	15-69
\$155/Participant	70-109
\$148/Participant	110+

APPENDIX

BE A PART OF SOMETHING BIG!

We partner with over 2,800 districts and schools in all 50 states, Puerto Rico and D.C. The list below is not inclusive and is always growing.

Juneau School District Juneau, AK	Cahokia Unit School District #187 Cahokia, IL	Saratoga Springs City School District Saratoga Springs, NY
Enterprise City Schools Enterprise, AL	Indianapolis Public Schools Indianapolis, IN	Akron Public Schools Akron, OH
Fayetteville Public Schools Fayetteville, AR	Jefferson County Public Schools Louisville, KY	Cincinnati Public Schools Cincinnati, OH
Scottsdale Unified School District Scottsdale, AZ	St. Louis Public Schools St. Louis, MO	Cleveland Metropolitan School District Cleveland, OH
Tucson Unified School District Tucson, AZ	Baltimore County Public Schools Towson, MD	Harrisburg School District, SD Delaware, OH
Los Angeles Unified School District Los Angeles, CA	Flint Community School District Flint, MI	Portland Public Schools Portland, OR
San Juan Unified School District San Jose, CA	Troy School District Troy, MI	Central Dauphin School District Harrisburg, PA
Fresno Unified School District San Jose, CA	Rochester Public Schools Rochester, MN	Charleston County School District Charleston, SC
Capistrano Unified School District San Juan Capistrano, CA	Liberty 53 School District Kansas City, MO	Metropolitan Nashville Public Schools Nashville, TN
Denver Public Schools Denver, CO	Vicksburg Warren School District Vicksburg, MS	Allen Independent School District Allen, TX
Cherry Creek School District No. 5 Greenwood Village, CO	Missoula County Public Schools Missoula, MT	Austin Independent School District Austin, TX
St. Vrain Valley School District Longmont, CO	Charlotte-Mecklenburg Schools Charlotte, NC	Dallas Independent School District Dallas, TX
Westport Public Schools Westport, CT	Wake County Public School System Raleigh, NC	Killeen ISD Killeen, TX
Red Clay Consolidated School District Wilmington, DE	Dickinson Public Schools Dickinson, ND	Park City School District Park City, UT
Orange County Public Schools Orlando, FL	Bridgewater-Raritan Regional School District Bridgewater, NJ	Alexandria City Public Schools Alexandria, VA
The School District of Palm Beach County West Palm Beach, FL	Omaha Public Schools Omaha, NE	Loudoun County Public Schools Ashburn, VA
Hillsborough County Public Schools Tampa, FL	Newark Public Schools Newark, NJ	Orange County Public Schools Orange, VA
Gwinnett County Public Schools Suwanee, GA	New York City Schools New York, NY	Lake Washington School District Redmond, WA
Assets School Honolulu, HI	Clark County School District Las Vegas, NV	Seattle Public Schools Seattle, WA
Boise School District Boise, ID		Middleton-Cross Plains Area School District Middleton, WI

INVENT.ORG/CAMP

PROVEN BENEFITS OF Camp Invention®

Two decades ago, Camp Invention® began formally measuring its impact. During this time, multiple independent evaluations have confirmed both the short- and long-term benefits of our Camp Invention program.

EDUCATOR CHALLENGE

CAMP INVENTION SOLUTION

INVENTION MINDSET	Girls need equal opportunities in invention and STEM.	<ul style="list-style-type: none"> While girls are less likely than boys to correlate STEM and their identity as an inventive person, they might approach invention from another perspective, such as design or creativity. These perspectives are central to Camp Invention, which is designed to promote a stronger connection between invention and STEM.¹ Patent holders are successful, earning four times the average American household income. If girls were exposed to female inventors at the same rate as boys are to male inventors, the gender gap in innovation would shrink by half. NIH® Inductees make up a diverse group of inventors who serve as career role models.²
SUPPORTIVE ENVIRONMENTS	All children need safe, supportive learning environments.	<ul style="list-style-type: none"> After one week of Camp Invention, Black, Indigenous and People of Color (BIPOC) students were shown to have a stronger correlation between engineering and an inventive mindset. BIPOC students were also more likely than their white counterparts to strongly self-identify as "inventors" after one week of camp.³ Our research on Black student identity in invention education found that while all students had positive associations with creating and making and less positive associations with playing and presenting, BIPOC students were far more likely to attribute their discomfort to social anxiety. In response, Camp Invention is developing greater cultural competency in each program to ensure socially safe environments.⁴
EQUAL OPPORTUNITIES	Children need equitable opportunities to become successful.	<ul style="list-style-type: none"> Exposure to inventors and invention during childhood can increase the likelihood that a child will become an innovator. The Camp Invention program provides this exposure through our National Inventors Hall of Fame® (NIHF) Inductee integration.⁵ Peer-reviewed research shows that Camp Invention supports the cultivation of an inventive mindset as children explore their self-perception as inventors and innovators.



¹ J. S. Kim, D. Ardelt, A. S. Meltzer, and B. Kim. Inventor Education as a Solution to Children's Identity Exploration. *Journal of STEM Education*. Vol. 1, Issue 1 (Spring 2015).

² www.nih.gov

³ A. S. Kim, R. Chaney, K. J. Brown, A. P. Patten, and J. Van Emmon. Who Becomes an Inventor or Innovator? The Importance of Self-Perception to Innovation Opportunity Programs (2017).



invent.org | 800.968.4332

DISTRICT LIST

View our district partners across the country.

EVALUATION SUMMARY

Learn more about the proven benefits of participating in Camp Invention.

Learn more about Camp Invention here.

BE INNOVATIVE – BRING CAMP INVENTION TO YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

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National Inventors
Hall of Fame®

Inspiring Future Innovators®

In partnership with



UNITED STATES
PATENT AND TRADEMARK OFFICE ®

The National Inventors Hall of Fame provides STEM education programs for young innovators from PreK through grade 12.