



Camp Invention®

# ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME® EDUCATION PROGRAM



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# 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

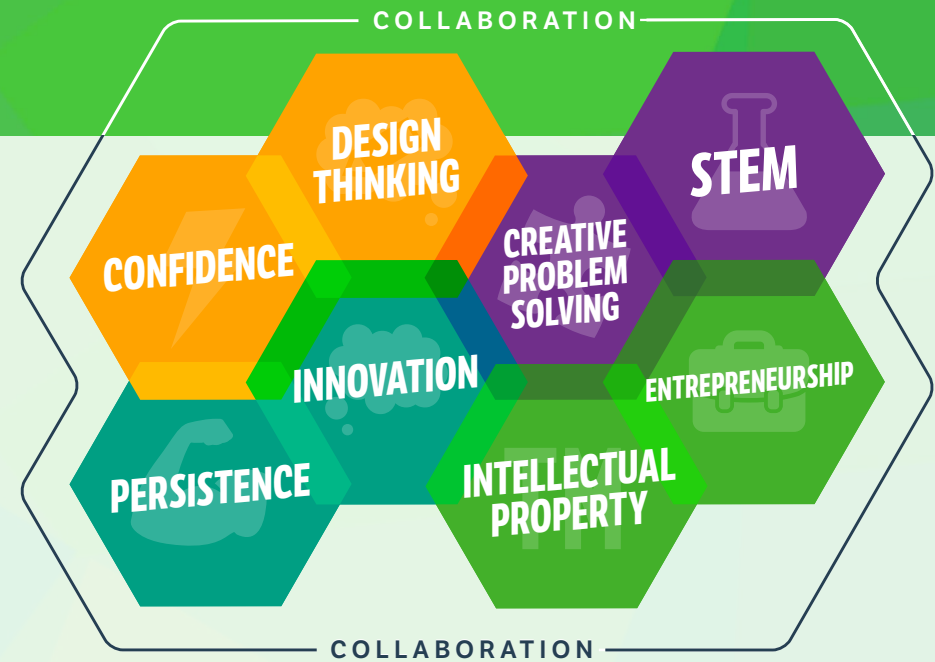
- Four all-new, themed modules with hands-on activities
- Curriculum differentiated for primary and intermediate levels
- Aligned to state, Common Core and Next Generation Science Standards as well as CASEL Social and Emotional Learning (SEL) Competencies

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

# 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

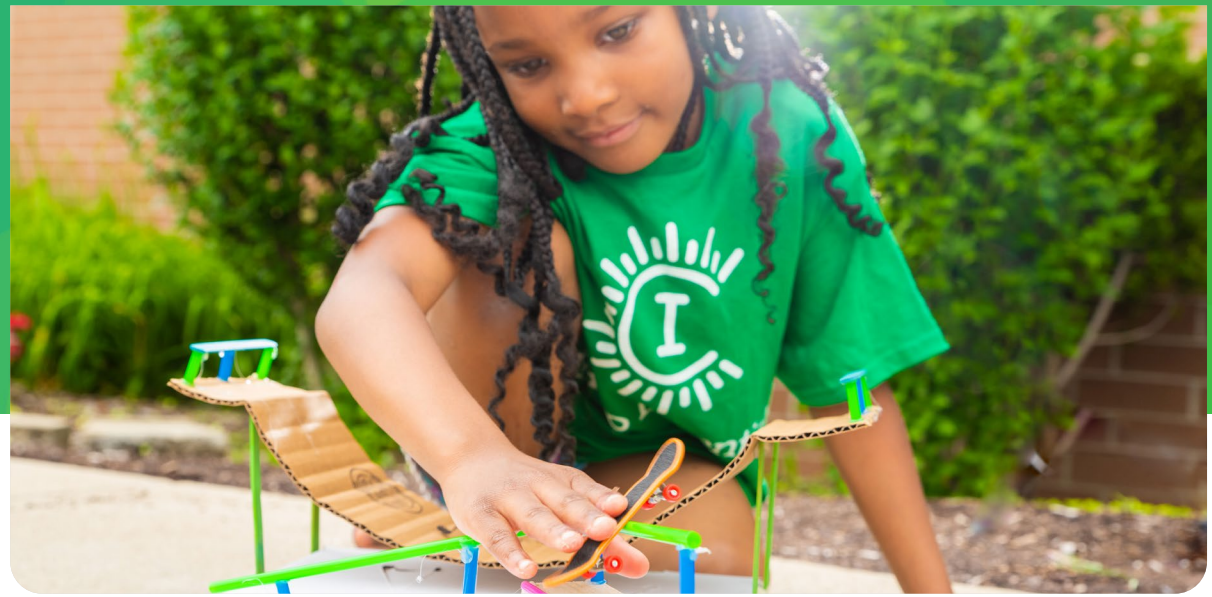


### POP-UP VENTURE™

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

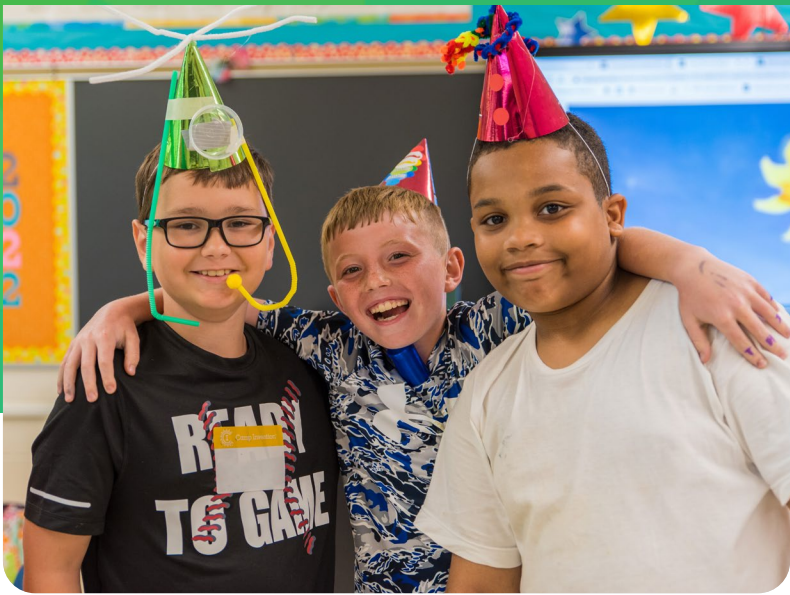
Exercising persistence while practicing skate tricks.

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.





## 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.



# A TYPICAL DAY AT CAMP INVENTION

A TYPICAL DAY<sup>1</sup> AT CAMP INVENTION MAY FOLLOW THE SCHEDULE BELOW:

9 A.M.

## MORNING BASE CAMP

Campers engage in team-building activities to prepare for the day.



## EXTENDED DAY

Campers participating in Extended Day<sup>2</sup> enjoy activities that build on the momentum of the core program.



7:30 A.M.

11:40 A.M.

## LUNCH BREAK

Half the campers enjoy lunch while the others go outside for Camp Invention Games, and then they switch.



## PROGRAM MODULES

Campers stretch their imagination with STEM challenges in the first two modules of the day.



9:15 A.M.

3:15 P.M.

## AFTERNOON BASE CAMP

Campers wind down with problem-solving games before signing out.



## PROGRAM MODULES

Campers engage in more hands-on STEM and design thinking challenges as they dive into the two afternoon modules.



1:05 P.M.



## EXTENDED DAY

Campers participating in Extended Day<sup>2</sup> are picked up after engaging in more fun, hands-on activities.

5:30 P.M.

1. Activities are grouped by grade level, allowing children of all ages to build confidence as creators and innovators.

2. Extended Day is offered as a parent opt-in for an additional registration fee. Participants not registered for Extended Day will arrive at 9 a.m. and sign out at 3:30 p.m.





Camp Invention®

# EXTENDED DAY



## Program Overview:

- Working families want our help! Extended Day is designed to meet their needs with a convenient schedule and easy-to-implement activities. Camp Invention plus Extended Day includes:
- Extended Program Hours — The program typically runs from 7:30 a.m. to 5:30 p.m.
- All-New Activity Guide — A stand-alone set of hands-on activities and materials builds upon the momentum of the core modules.
- Flexible Curriculum — A combination of building, sketching, themed design engineering challenges and recess-style games is provided. This allows for customization to support the needs of each program

## How It Works:

Camp Invention provides Extended Day materials and program team stipends. The Facilitator will receive a \$400 stipend and each Assistant will receive a \$50 stipend for the week.

The host site will provide the Extended Day program team, as well as the classroom space. The program team includes one Extended Day Facilitator and additional Extended Day Assistants, determined by enrollment.

**"I found that parents needed before and after care to accommodate their work schedules. Extended Day allowed campers to attend that wouldn't have had the opportunity and parents were grateful!"**

*Erin Karolewski | Camp Director, Tuscarawas Valley Local Schools*

## Extended Day Program Team Chart:

<b>Extended Day Participants*</b>	<b>Facilitator</b>	<b>AM Assistant</b>	<b>PM Assistant</b>
Up to 10	1	1	1
11 - 20	1	2	2
21 - 30	1	3	3
31 - 40	1	4	4
41 - 50	1	5	5

The cost for the Extended Day program is \$100 per participant.\*\*

## How Many More Students Can You Impact?

- According to a recent independent survey, **67% of parents** would not send their child to a camp that matches their child's interests if it conflicts with their work schedule.<sup>1</sup>
- **43% of parents** want or need camp hours beyond the traditional time of 9:00 a.m. to 3:30 p.m.<sup>1</sup>
- Data shows that Camp Invention programs offering Extended Day have gained **an average of eight more campers** than locations without extended hours.

**invent.org**  
**800-968-4332**  
**nihfatmyschool@invent.org**

<sup>1</sup>Meeting Street Marketing, Camp Invention Parent Research Study (August 2019).

\*LITs are not factored into the participant levels.

\*\*Extended Day is an additional cost to the Camp Invention program and does not include building use fees.

Learn more  
about  
Extended Day



Inspiring Future Innovators®

In partnership with





# WHAT'S INCLUDED

		Camp Invention Provides	District or Host Site Provides
Program Preparation	Program Team orientations	✓	✓
	Promotional Tools (flyers, posters, social media and digital 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	✓	✓
	Daily schedules and instructional videos to supplement the curriculum and support session implementation	✓	✓
	Immersive videos and digital assets to create an innovative atmosphere	✓	✓
	Central Registration System	✓	✓
	Camp Invention T-shirt for campers, leaders and Instructors	✓	✓
Site Coordination	Classroom or physical space	✓	✓
	Instructor recruitment	✓	✓
	Distribution of promotional materials	✓	✓

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





## EMBEDDED PROFESSIONAL DEVELOPMENT

### SUPPORTING EDUCATORS WITH TRANSFERABLE STRATEGIES

Camp Invention includes embedded professional development, preparing educators with hands-on learning strategies they can easily transfer from this STEM program to their day-to-day classroom.

Through hands-on experience, we provide educators with the tools and best practices they need to instill essential 21st-century skills, promote empathy and teamwork, and help students build an innovative mindset.

According to a recent post-camp survey of Directors and Instructors who were involved in Camp Invention:

- 97% will take an experiential, **hands-on** approach to learning
- 99% have enhanced their knowledge of **STEM application**
- 96% will **integrate** different disciplines and subject areas
- 96% will use **open-ended inquiry** as an instruction technique
- 98% will create **problem-solving** challenges for their students
- 98% will foster **risk taking** in their classrooms

*Data collected from 2021 Camp Invention Instructor and Director Surveys*

## INSTRUCTOR TESTIMONIALS

“ I think Camp Invention is just as important for the teachers as the students. This is a **GREAT OPPORTUNITY FOR TEACHERS TO LEARN ABOUT INQUIRY** in a well mapped out and fun environment. Leading this summer program gives teachers the **HANDS-ON EXPERIENCE** to incorporate inquiry into their classroom during the school year and provides the exact supports for teaching in a truly 21st-century model.

”

NICOLE F., AKRON, OHIO

“ Camp Invention is a wonderful, hands-on experience for children. As a teacher, I **CONSISTENTLY LEARN NEW TECHNIQUES TO ENGAGE STUDENTS** in learning and gaining deeper knowledge of the material.

”

DEBBIE Y., COLUMBIA, SOUTH CAROLINA

“ **I GET SO MANY IDEAS OF WAYS TO LEVEL UP MY OWN TEACHING AND GET STUDENTS MORE ENGAGED IN THINKING.** I love how much creating kids are able to engage in during the week. They learn quickly to try new ideas, and collaborate in ways I don't usually see using traditional lessons.

”

BETHANY V., DALLAS, GEORGIA





## PRICING

With our traditional parent-paid model, the district or host site provides the space needed for the camp and secures the qualified local educators who serve as Program Team Members. The program cost is covered by each participant, and there is no added fee to host the program.

- \$260 per participant<sup>1</sup>
- \$360 per participant including Extended Day
- Registration discounts available for Program Team Members and families

*1. Per-participant registration and Extended Day costs may vary to cover building use and other district fees.*

*If parent funding is not an option, our education programs also 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.*

*2. Discounts may vary.*

## HOW IT WORKS

### PARTNER WITH NIHF

- **NIHF:** Regional Representative provides exemplary support throughout the experience
- **HOST SITE:** Confirm program location and dates
- **HOST SITE:** Confirm program Director
- **NIHF:** Registration opens

### KICK OFF CAMP PROMOTIONS

- **NIHF:** First flyer is provided including seasonal participant discount<sup>2</sup>
- **NIHF:** Ship Welcome Box to the Director
- **NIHF:** Host Director promotional orientation
- **DIRECTOR:** Secure Program Team Members

### AMPLIFY CAMP PROMOTIONS

- **NIHF:** Second flyer is provided including seasonal participant discount
- **PROGRAM TEAM:** Spread the word about Camp Invention using the provided resources including social media write-ups, newsletters and digital ads
- **DIRECTOR:** Communicate all Program Team discounts

### PREPARE FOR CAMP WEEK

- **NIHF:** Host Director logistics orientation
- **NIHF:** Schedule program materials and curricula for delivery
- **DIRECTOR:** Confirm Program Team based on enrollment
- **DIRECTOR:** Summer is here! Launch your Camp Invention program!



# 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.

Juniata School District Juniata, 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 Harrisburg, SD
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	Truy School District Truy, 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
Capitola Unified School District San Juan Capistrano, CA	Liberty 63 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
Quinebaug County Public Schools Swarano, GA	New York City Schools New York, NY	Lake Washington School District Redmond, WA
Assets School Hockley, HE	Clark County School District Las Vegas, NV	Seattle Public Schools Seattle, WA
Boileau School District Bozou, ID		Middletown-Cross Plains Area School District Middletown, WI

INVENT.ORG/CAMP

## DISTRICT LIST

View our district partners across the country.

## 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
<b>INVENTOR INTEREST</b>	Girls need equal opportunities in invention and STEM.	<ul style="list-style-type: none"> <li>While girls are less likely than boys to consider STEM and their identity as an inventor 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.<sup>1</sup></li> <li>Patent holders are successful, earning four times the average American household income. Girls were exposed to female inventors at the same rate as boys, and male inventors, the gender gap in invention would shrink by half. NHP® indicates make up a diverse group of inventors who serve as career role models.<sup>2</sup></li> </ul>
<b>SUPPORTIVE ENVIRONMENTS</b>	All children need safe, supportive learning environments.	<ul style="list-style-type: none"> <li>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 "inventor" after one week of camp.<sup>3</sup></li> <li>Our research on Black student identity in invention education found that while all students had positive associations with creating and making and/or positive associations with pitching and presenting, BIPOC students were far more likely to attribute their discomfort to social anxiety in response to Camp Invention's developing greater cultural competency in each program to ensure socially safe environments.<sup>4</sup></li> </ul>
<b>EQUAL OPPORTUNITIES</b>	Children need equitable opportunities to become successful.	<ul style="list-style-type: none"> <li>Exposure to inventors and invention during childhood can increase the likelihood that a child will become an inventor. The Camp Invention program provides this exposure through our National Inventors Hall of Fame (NIHF) Inductee Integration.<sup>5</sup></li> <li>Peer-reviewed research shows that Camp Invention supports the cultivation of an inventive mindset as children explore their self-perception as inventors and innovators.</li> </ul>





1. G. L. Galloway, M. S. Williams, & S. K. S. Wong. 2018. The role of gender in STEM education. *Journal of STEM Education*, 19(4), 4-12. <https://doi.org/10.1080/15213019.2018.15213019>  
2. A. Bell, S. Cheng, S. Jordan, M. Finkbeiner, and J. Van Hecke. 2018. Who do you look up to? The role of gender in invention education. *Journal of STEM Education*, 19(4), 13-20. <https://doi.org/10.1080/15213019.2018.15213019>  
3. A. Bell, S. Cheng, S. Jordan, M. Finkbeiner, and J. Van Hecke. 2018. Who do you look up to? The role of gender in invention education. *Journal of STEM Education*, 19(4), 13-20. <https://doi.org/10.1080/15213019.2018.15213019>  
4. A. Bell, S. Cheng, S. Jordan, M. Finkbeiner, and J. Van Hecke. 2018. Who do you look up to? The role of gender in invention education. *Journal of STEM Education*, 19(4), 13-20. <https://doi.org/10.1080/15213019.2018.15213019>  
5. National Inventors Hall of Fame. [inventors.org](https://www.inventors.org/) | 800.958.4332

## EVALUATION SUMMARY

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



## Camp Invention®

### CURRICULUM EXCERPT

## CURRICULUM EXCERPT

View a sample of our curriculum to see how we provide detailed guidance for easy-to-implement program experiences.



## Camp Invention®

### INVENTOR LOG EXAMPLE

## INVENTOR LOG EXAMPLE

View an example of the Inventor Logs that provide campers with step-by-step guidance and space for writing and sketching ideas.



# BE INNOVATIVE – BRING CAMP INVENTION TO YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

[invent.org](http://invent.org) | 800-968-4332 | [nihfatmyschool@invent.org](mailto:nihfatmyschool@invent.org)



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.