



Camp Invention®

HANDS-ON STEM SUMMER CAMP FOR GRADES K-6



INSPIRE CREATIVE EXPLORATION

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.



Inspiring Future Innovators®

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 eight hours of hands-on activities in each
- Curriculum differentiated for primary and intermediate levels
- Aligned to state, Common Core and Next Generation Science Standards

Name:
Position:
Cell:
Email:



Camp Invention®

DISCOVER

FOUR ALL-NEW ADVENTURES IN
HANDS-ON INVENTION EDUCATION



- As travelers on the ultimate road trip, campers put their **navigation skills** to the test as they study traditional travel maps and explore the use of **artificial intelligence** in GPS.
- Campers explore **electromagnetic waves** as they assemble their very own receiver and transmitter and are given secret messages in **Morse code**.
- Campers use **creative problem solving** and build **persistence** by inventing their way out of numerous bumps in the road that threaten their course.
- Campers explore the science behind **optical illusions** in art, movies, theater and animation, finding inspiration from real-life theme park technology and the inventors behind it.
- While exploring **special effects** in the entertainment industry, campers find inspiration for their own moving props using **pneumatics**.
- Campers are challenged to create their own **Spin-o-scope™** to show the illusion of motion, blending the realms of science and art.
- Campers build their very own functional **claw machines** complete with one-of-a-kind prizes as they dive into the world of **physics and mechanics**.
- Campers discover the biology of claws, talons and pincers and mimic how animals use their external parts to help them survive, grow and meet their needs.
- After exploring **entrepreneurial principles** and crafting marketing strategies, campers pitch their arcade ideas to hook investors and secure funding for their claw arcades.
- Campers embark on an eco-expedition to investigate penguins and the **geography** and **climate** of their home in Antarctica.
- With the help of a Snow-ver – a rover equipped with a **robotic research penguin** that can roll and glide across snowy and icy surfaces—campers enter penguin colonies undetected.
- Campers unleash **design thinking** to create flippers and launchers that propel their own **plush penguin** across the South Pole and beyond, delivering penguin and planet-saving messages.

Discover how Camp Invention can transform learning in your district through innovative, hands-on STEM experiences for K–6 students. This evidence-based approach aligns to standards and typically runs for one week but can be adapted to meet district needs.

