



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.



LEARN MORE TODAY AT [INVENT.ORG/EDUCATORS/CAMP-INVENTION](https://www.invent.org/educators/camp-invention)

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