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
- Job-embedded professional development helps educators cultivate an innovative mindset

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
- High-energy activities and opportunities keep children active and engaged

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

I CAN INVENT MINDSET

All National Inventors Hall of Fame education programs are built on the belief that every child can invent. Through open-ended, hands-on exploration, children build the I Can Invent® Mindset — a growth mindset infused with lessons from world-changing inventors — that enables and empowers them in all areas of their lives.

In collaboration with our National Inventors Hall of Fame Inductees, we have identified nine essential skills and traits that unlock creative potential. 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.

2025 CAMP INVENTION MODULES

IN CONTROL™

As travelers on the ultimate road trip, children test their **navigation skills** using traditional maps and GPS, inventing their way out of bumps in the road and **discovering** that the journey is just as much fun as the destination.

ILLUSION WORKSHOP™

Immersed in the mesmerizing world of special effects, children discover the science behind **optical illusions**, then invent their own spinning animation device and moving props. Campers create their own Spin-o-scope™ to show the illusion of motion, blending the realms of science and art.

CLAW ARCADE™

Using creativity and **engineering skills**, children experiment with **physics** to construct a functional claw machine as they draw inspiration from nature's claws, talons and pincers, then create awesome prizes to pick up.

PENGUIN LAUNCH™

Embarking on an epic eco-expedition, children investigate penguins and the **geography** of Antarctica, tapping into **design thinking** to construct planet-saving prototypes with the help of a robotic assistant.

I CAN INVENT MINDSET FOCUS AREAS

- **STEM**
- **Creative Problem Solving**
- **Persistence**

- **STEM**
- **Persistence**
- **Innovation**

- **Entrepreneurship**
- **Intellectual Property**
- **STEM**

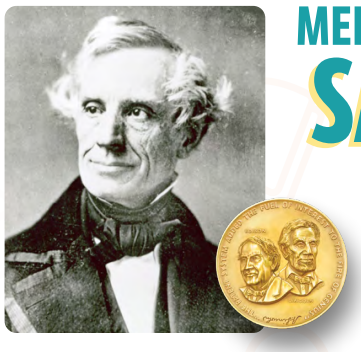
- **Confidence**
- **Persistence**
- **STEM**

MODULE OVERVIEW
IN CONTROL

Students take control of their innovative journey by testing their navigation skills as they study travel maps and discover the use of artificial intelligence (AI) in everyday road trip items like GPS. They assemble their own receiver and custom Control Panel and exercise their communication skills as they make exploration decisions.

WHAT THEY TAKE HOME:

Custom cardboard Control Panel with radio transmitter and receiver, “AI Assistant” dashboard bobblehead



MEET A HALL OF FAMER
SAMUEL MORSE

This module was inspired in part by National Inventors Hall of Fame Inductee Samuel Morse, who invented Morse code.

KEY SKILLS & CONCEPTS

- Electrical Engineering
- Artificial Intelligence
- Circuitry
- Navigation
- Physics

I CAN INVENT MINDSET FOCUS AREAS

STEM

Exploring STEM concepts by assembling a transmitter and receiver.

CREATIVE PROBLEM SOLVING

Practicing creative problem-solving and decision-making skills while receiving challenges at each stop along the way.

PERSISTENCE

Staying persistent while inventing solutions to unexpected road trip detours.

KEY SKILLS & CONCEPTS

- Neuroscience
- Biopsychology
- Electrical Engineering
- Optics
- Physics

I CAN INVENT MINDSET FOCUS AREAS

STEM

Discovering STEM concepts through exploring the phenomena of illusions.

PERSISTENCE

Practicing persistence while building and wiring a Spin-o-scope.

INNOVATION

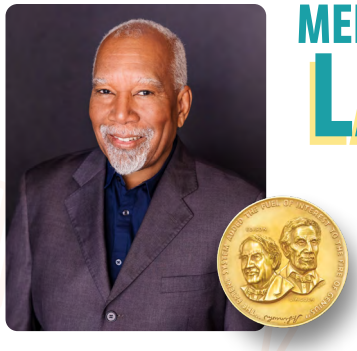
Discovering innovations of National Inventors Hall of Fame Inductees through hands-on activities.

MODULE OVERVIEW
ILLUSION WORKSHOP

Students are introduced to captivating optical illusions, discovering the mechanics of how the mind and eye perceive surroundings. Then, they blend science and art to create their own spinning animation device and moving props, becoming special effects experts and designing new entertainment experiences of the future.

WHAT THEY TAKE HOME:

Custom built Spin-o-scope™, personalized pneumatic prop



MEET A HALL OF FAMER
LANNY SMOOT

This module was inspired in part by National Inventors Hall of Fame Inductee and Walt Disney Imagineer Lanny Smoot, inventor of Theatrical Technologies and Special Effects.

MODULE OVERVIEW
CLAW ARCADE

Students use hands-on physics and engineering concepts to make a DIY claw machine inspired by the claws of the natural world, from lobster claws to eagle talons to crab pincers. Once they build their clawsome cardboard machine, they create one-of-a-kind prizes and explore entrepreneurship principles as they hook investors on their arcade experiences.

WHAT THEY TAKE HOME:

Custom cardboard DIY claw machine, mini NIHFty Bot™ plush keychain, pompom creature, light-up spiky ball

MEET A HALL OF FAMER
PATRICIA BATH

This module was inspired in part by National Inventors Hall of Fame Inductee Patricia Bath, inventor of Laserphaco Cataract Surgery.

KEY SKILLS & CONCEPTS

- Materials Science
- Biology
- Design Engineering
- Mechanics
- Physics

I CAN INVENT MINDSET FOCUS AREAS

ENTREPRENEURSHIP

Developing entrepreneurship skills by creating a pitch to hook investors.

INTELLECTUAL PROPERTY

Discovering intellectual property skills by creating a logo and designing a billboard.

STEM

Discovering STEM concepts like physics and mechanics by design engineering a claw machine.

KEY SKILLS & CONCEPTS

- Environmental Science
- Biology
- Electronics and Robotics
- Magnetism
- Physics

I CAN INVENT MINDSET FOCUS AREAS

STEM

Engaging in hands-on exploration of physics and materials science through STEM.

ENTREPRENEURSHIP

Building entrepreneurship skills by creating a brand and looking at target audience.

INTELLECTUAL PROPERTY

Gaining intellectual property literacy by designing a logo.

MODULE OVERVIEW
PENGUIN LAUNCH

Students embark on an eco-expedition to investigate penguins in their Antarctic habitat, entering penguin colonies with the help of a Snow-ver – a rover equipped with a robotic research penguin that can roll and glide across icy surfaces. Then, they unleash design thinking as they create flippers and launchers to propel their own plush magnetic penguin.

WHAT THEY TAKE HOME:

Plush penguin with magnetic feet and flippers

MEET A HALL OF FAMER
JACQUELINE QUINN

This module was inspired in part by National Inventors Hall of Fame Inductee Jacqueline Quinn, inventor of Emulsified Zero-Valent Iron (EZVI).

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.

PERSISTENCE

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

CREATIVE PROBLEM SOLVING

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

CONFIDENCE

Gaining confidence and building agility through both collaboration and competition.

I CAN INVENT MINDSET FOCUS AREAS

A TYPICAL DAY AT CAMP INVENTION

A TYPICAL DAY[1] AT CAMP INVENTION MAY FOLLOW THE SCHEDULE BELOW:

EXTENDED DAY

Campers participating in Extended Day[2] enjoy activities that build on the momentum of the core program.

7:30 A.M.

9 A.M.

MORNING BASE CAMP

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

PROGRAM MODULES

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

9:15 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 engage in more hands-on STEM and design thinking challenges as they dive into the two afternoon modules.

1:05 P.M.

3:15 P.M.

AFTERNOON BASE CAMP

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

EXTENDED DAY

Campers participating in Extended Day[2] 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.
- Activity Guide — A standalone 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 K. | Camp Director, Tuscarawas Valley Local Schools, Zoarville, OH

Extended Day Program Team Chart:

*Extended Day Participants**	*Facilitator*	*A.M. Assistant*	*P.M. Assistant*
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.[1]
- **43% of parents** want or need camp hours beyond the traditional time of 9 a.m. to 3:30 p.m.[1]
- Data shows that Camp Invention programs offering Extended Day have gained **an average of eight more campers** than locations without extended hours.

[1]Meeting Street Marketing, Camp Invention Parent Research Study (August 2019).

**LITs are not factored into the participant levels.*

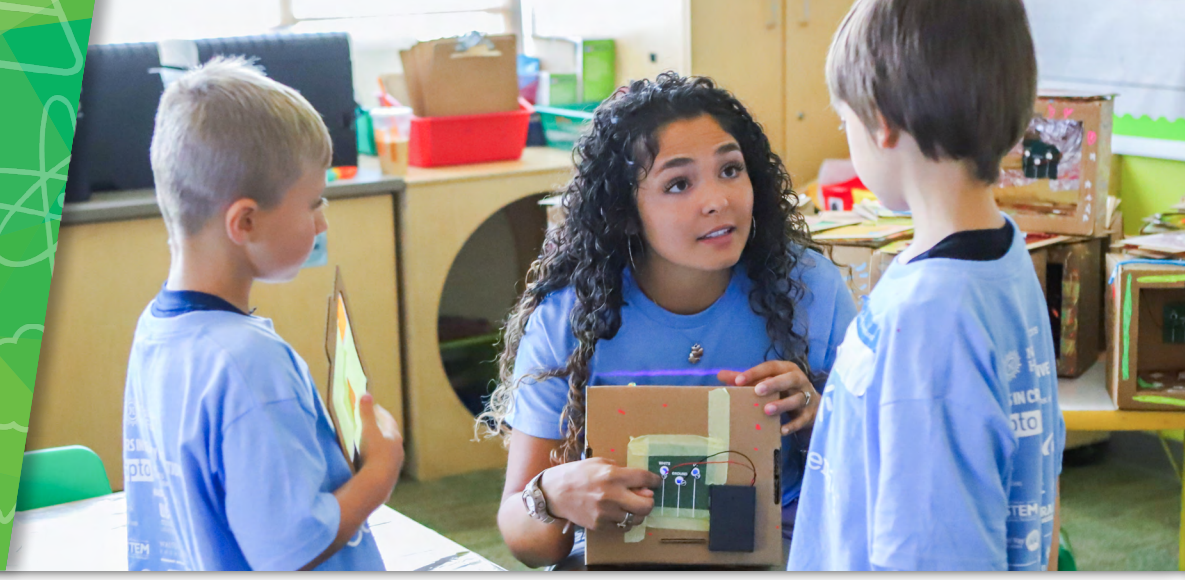
***Extended Day is an additional cost to the Camp Invention program and does not include building use fees.*

LEARN MORE ABOUT EXTENDED DAY

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		✓

Camp Invention®



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

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 the I Can Invent® Mindset.

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

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

Data collected from 2023 Camp Invention Instructor and Director Surveys

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.

- **$275 per participant[1]**
- **$375 per participant including Extended Day**
- **Registration discounts available for Program Team Members and families**
  - **Registration discounts for Program Team Members' immediate children**
  - **Seasonal, sibling and multi-week discounts available**
  - **Convenient payment plans**

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 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.

National Inventors Hall of Fame® | *Inspiring Future Innovators®*

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[2]
- **NIHF:** Ship Welcome Box to the Director
- **NIHF:** Host Director promotional orientation
- **DIRECTOR:** Secure Program Team Members

AMPLIFY CAMP PROMOTIONS

- **NIHF:** Additional flyers are 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!

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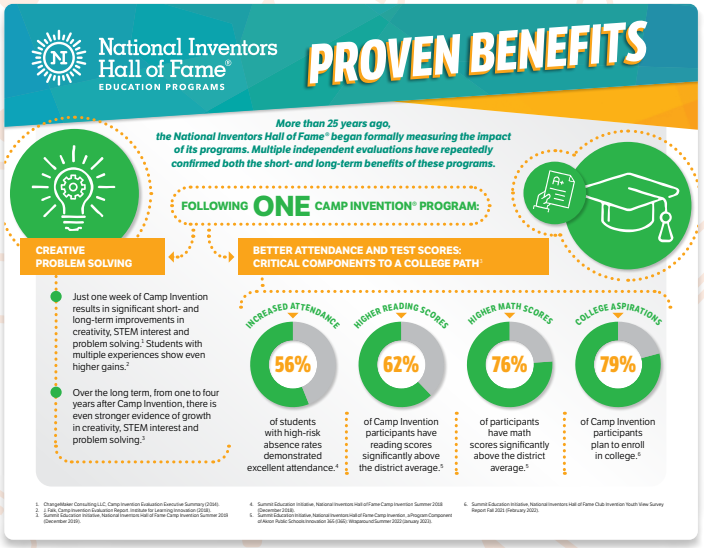
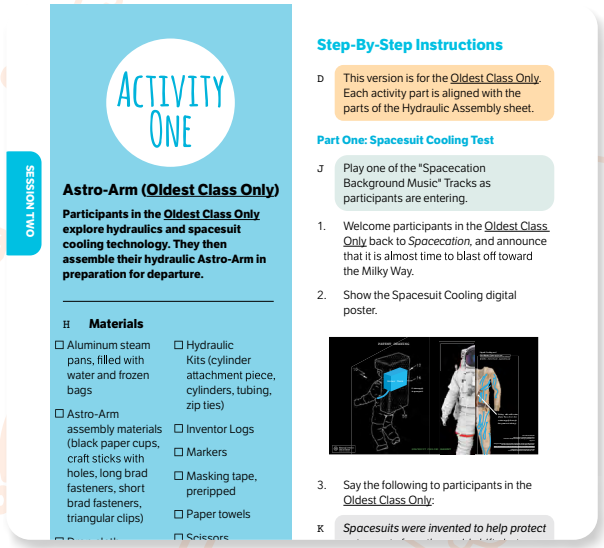
APPENDIX



EVALUATION SUMMARY

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



CURRICULUM EXCERPT

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

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 | 800-968-4332 | inventioneducation@invent.org

National Inventors Hall of Fame®

Inspiring Future Innovators®

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