



# Club invention<sup>®</sup>

A program of Invent Now<sup>®</sup>

## UNLEASHING CREATIVE GENIUS... ONE CHILD AT A TIME

This summer, invest in the skills that will help your child achieve his or her full potential throughout the school year. Nonprofit Invent Now's premier program, Club Invention, is a weeklong adventure in science creativity. Led by qualified educators, this exciting program is being hosted nationwide this summer for children **entering grades one through six**. The Club Invention program is a unique opportunity for your child to experience hands-on learning through FUN activities that will stay with them for years to come.

## REGISTER WITH A FRIEND

to each receive  
**\$25 OFF\*** the  
base price!

\*Registrations must take place at the same time.  
Discount **NOT** available online or with any other discount.

### The SPARK Program!

- **The Curious Cypher Club™**  
*Build a clubhouse and crack mysterious codes to solve the mystery!*
- **Bounce! An Atomic Journey™**  
*Investigate the science behind bouncy balls and create one to take home!*
- **WILD: Wondrous Innovations and Living Designs™**  
*Explore the world's most innovative animals on a WILD animal adventure!*
- **Game On: Power Play™**  
*Explore new games and add your own twist to create high-energy challenges!*
- **I Can Invent: Edison's Workshop™**  
*Transform gears and gadgets from a broken appliance into a new machine!*

### The CREATE Program!

- **Problem Solving on Planet ZAK®**  
*Use creativity to survive a crash-landing on an alien planet!*
- **Saving Sludge City™**  
*"Green up" a contaminated wasteland and rebuild an eco-friendly city!*
- **Imagination Point: Ride Physics™**  
*Investigate daredevil rides and construct your own model roller coaster!*
- **Game On: Power Play™**  
*Explore new games and add your own twist to create high-energy challenges!*
- **I Can Invent: Edison's Workshop™**  
*Transform gears and gadgets from a broken appliance into a new machine!*

### The INNOVATE Program!

- **Hatched™**  
*Save the avatars by rebuilding a virtual world that has disappeared.*
- **Power'd™**  
*Bring a motorized creature to life in a secret lab!*
- **SMArt: Science, Math & Art™**  
*Explore patterns and art to discover math without numbers!*
- **Game On: Power Play™**  
*Explore new games and add your own twist to create high-energy challenges!*
- **I Can Invent: Edison's Workshop™**  
*Transform gears and gadgets from a broken appliance into a new machine!*

### The DISCOVER Program!

- **Viking Treasure Trek: The Quest Begins™**  
*Navigate the oceans and investigate clues to locate long-lost Viking treasure!*
- **Comic Book Science: FlyJack and Jill™**  
*Discover the science behind super powers and create your own comic book!*
- **Land Sled X-Treme™**  
*Engineer the ultimate land sled to compete in an X-Treme obstacle course!*
- **Game On: Power Play™**  
*Explore new games and add your own twist to create high-energy challenges!*
- **I Can Invent: Edison's Workshop™**  
*Transform gears and gadgets from a broken appliance into a new machine!*



IN PARTNERSHIP WITH:  
UNITED STATES PATENT AND TRADEMARK OFFICE

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800.968.4332



WWW.CLUBINVENTIONNE.ORG

## 2011 CAMP INVENTION REGISTRATION FORM

Program Location \_\_\_\_\_

Program Dates \_\_\_\_/\_\_\_\_/\_\_\_\_ through \_\_\_\_/\_\_\_\_/\_\_\_\_

Program Code \_\_\_\_\_ Promo Code \_\_\_\_\_

Parent's Name \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

E-mail Address \_\_\_\_\_

Day Phone \_\_\_\_\_ Evening Phone \_\_\_\_\_

Child's Name	Alumnus?	Gender	Date of Birth	Fall 2011 Grade Level
	Yes / No	M / F		

School Child Attends \_\_\_\_\_

Special Needs \_\_\_\_\_

Does your child require an EpiPen® syringe?  Yes  No

Availability is limited. Program location is subject to change. Each registrant will receive a free Club Invention T-shirt. \$50 of each registration for the 2011 Club Invention program is nonrefundable. Refunds are available up to three weeks prior to the start date of the program. Promotional registration discounts are valid only for registrations received and/or postmarked by the applicable date and cannot be used with any other discount.

**Yes, I am registering with a friend as outlined below...**

**\*Bring-A-Friend discount is valid only for registrations submitted at the same time and NOT available to online registrants.** To take advantage of this discount, simply check the box above and submit each of your registrations in the same envelope via U.S. mail or at the same time via telephone or fax.

Yes, I want to help economically disadvantaged children participate in the Club Invention experience. Please accept my donation of \$\_\_\_\_\_, which I understand is tax-deductible to the extent allowed by law.

Check # \_\_\_\_\_ (payable to Club Invention; please do not send cash)

Credit Card Number \_\_\_\_\_

Expiration Date \_\_\_\_/\_\_\_\_/\_\_\_\_ Cardholder Name \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_/\_\_\_\_/\_\_\_\_

Return registration form (one for each attending child) and payment in full to: Club Invention, 3701 Highland Park NW, North Canton, OH 44720

Register online at [www.campinvention.org](http://www.campinvention.org) or via telephone at 800.968.4332 or fax your registration form to 330.849.8528