



A TYPICAL DAY AT CAMP INVENTION®

What happens at Camp Invention?
Collaboration, fun and engagement from sign in to sign out.



Sign In

Children are signed in by their parents, join up with their age group and then meet their Leadership Intern at Base Camp (the room where they'll start and finish each day). Campers will participate in a fun activity, such as building a cardboard castle.



Innovation Force®

Campers team up with the Innovation Force®, a group of National Inventors Hall of Fame® Inductees who have been transformed into superheroes, to design, build and market an invention.



Snack Time

Innovation and creativity work up quite the appetite!



Deep Sea Mystery™

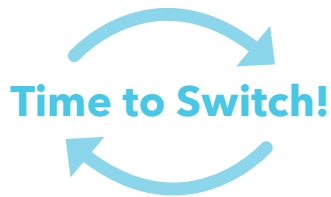
Campers embark on a research adventure at sea. They dig up fossils, invent island-survival tools and underwater equipment, and explore navigation techniques using constellations.





Lunch Break

Half of our campers gather for lunch, while the other half enjoy high-energy activities.



Farm Tech™

Children are put in charge of their own farm as they learn the basics of running a business. With the assistance of a programmable robot, Bot-ANN-E, campers learn fundamental coding techniques to maximize the profits in their piggy banks.



DIY Orbot™

Children explore frequency, circuit boards, motors and gears as they use real tools to reverse engineer and then personalize a remote-controlled DIY Orbot.



Back to Base Camp

Leadership Interns lead children back to Base Camp to participate in activities designed to overcome challenges and encourage teamwork. This is an important part of the invention process that can be used every day.



Sign Out

Children are ready to be picked up, signed out and asked about a day of learning like no other!