



Camp Invention®

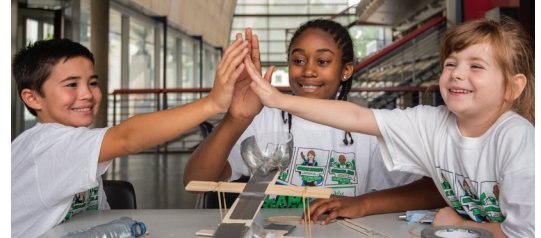
A TYPICAL DAY AT CAMP INVENTION

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



Extended Day Sign In*

Children participating in Extended Day arrive and engage in a combination of building, sketching, themed design engineering challenges and recess-style games that build upon the momentum of the core modules.



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.



Camp Invention Flight Lab™

Children explore the principles of flight with the help of their very own robots they take home. Innovation takes off as children engage in hands-on, high-flying challenges and inspiring experiments.



Snack Time

Innovation and creativity work up quite the appetite!



Design Thinking Project™

Children gain confidence as they express their unique ideas and learn the value of their creativity. By applying an inventor-informed Design Thinking Process, children are empowered to take their ideas to market and protect their intellectual property.

*If offering extended day.





Lunch Break

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



Rescue Squad™

Children team up to protect the Earth's ecosystems! As they're introduced to real-world challenges in habitats across the country, children build prototypes, explore energy conservation, eliminate pollution and help wildlife.



Camp Invention Champions™

Children discover the game-changing inventors behind their favorite sports. By applying creative problem-solving skills and using inspiration from these great inventors, they develop their own games, equipment and sports facilities.



Back to Base Camp

Leadership Interns lead children back to Base Camp to end their day and gather their belongings. Campers participate in culminating group 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 fun like no other!



Extended Day Sign Out*

Children participating in Extended Day are picked up after engaging in more fun, hands-on activities.

*If offering extended day.