



Camp
Invention®

**INNOVATION
FORCE®**

LIMITED EDITION

INNOVATION EXPLORATION KIT™, I CAN INVENT® SERIES



READ PRIOR TO USING THE PRODUCT.

SAFETY AND HYGIENE



**WARNING: CHOKING HAZARD—SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.**

- All activities require adult supervision.
- Ages 5+.
- Read and follow all instructions.
- For safety and hygiene purposes, please be sure all children wash their hands after each activity.
- Do not allow children to put materials in or near anyone's eyes, mouths, and ears.
- Do not play with or place plastic bags near the face or mouth.



**TO ACCESS YOUR INNOVATION
FORCE EXPERIENCE, VISIT**
invent.org/Innovation-Force-Limited

ACTIVATE YOUR SUPERPOWERS

*READ ABOUT THE INNOVATION FORCE AND DESIGN
A SUPERHERO DISGUISE. USE THE MATERIALS
IN THIS KIT TO COMPLETE CHALLENGES AS OUR
NEWEST MEMBER OF THE INNOVATION FORCE!*



JOIN THE INNOVATION FORCE!

THE INNOVATION FORCE HAS RECRUITED YOU TO BE A MEMBER OF THE TEAM. THEY NEED YOUR CREATIVITY TO COMPLETE EXCITING CHALLENGES!

Read about the Innovation Force in the Supercharged Comic Book.

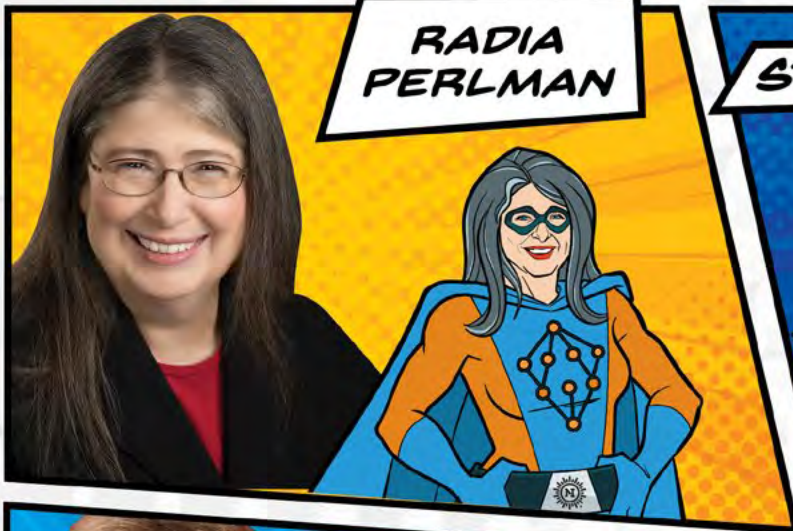
MUSIC, VIDEOS,
AND POSTERS
CAN BE FOUND
ONLINE AT

invent.org/Innovation-Force-Limited



Materials

- Cape
- Cardboard Connectors
- Mask
- Slime
- Supercharged Comic Book
- Worksheets



**RADIA
PERLMAN**



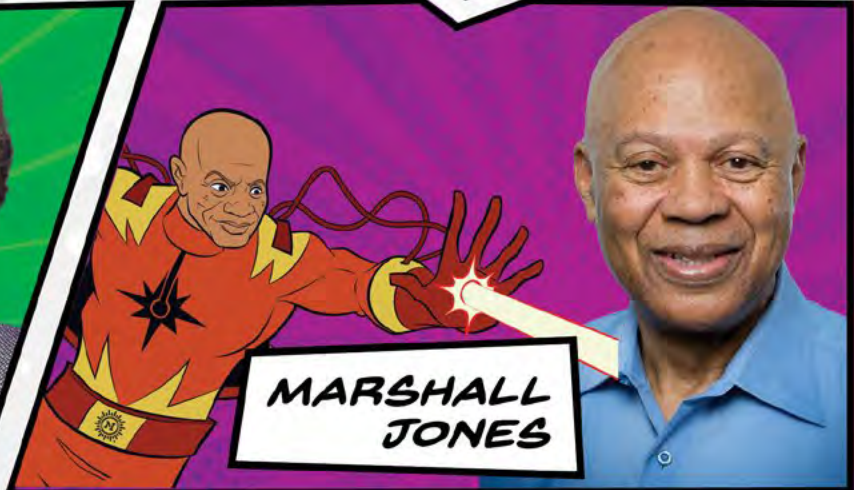
STAN HONEY



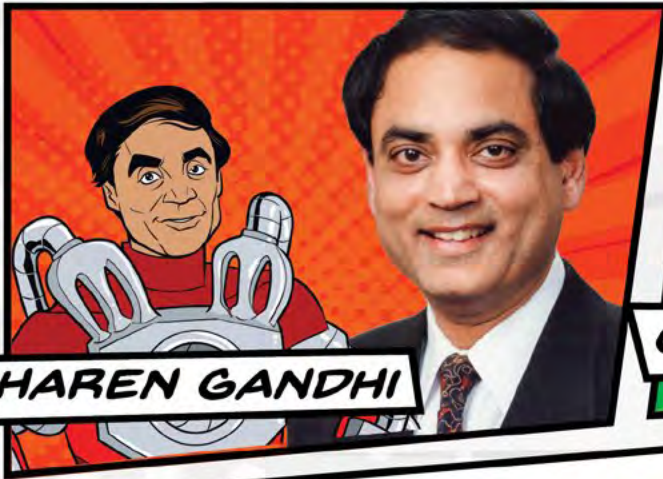
STEVE SASSON



FRAN LIGLER

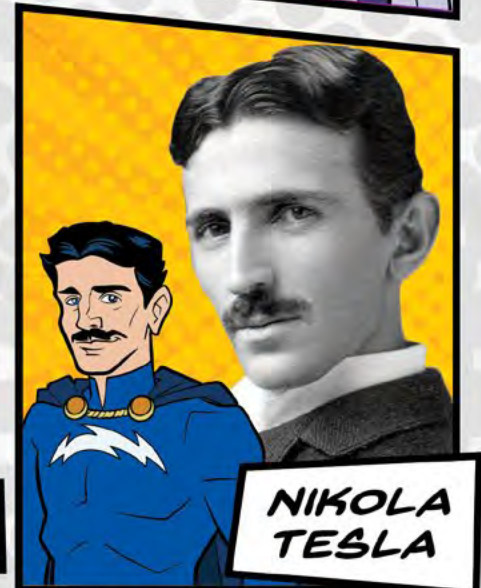
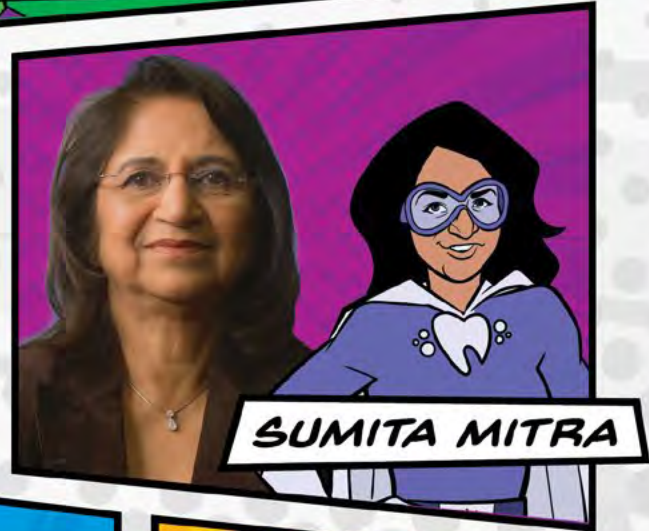


**MARSHALL
JONES**



MEET THE TEAM!

LEARN MORE ABOUT THE
NATIONAL INVENTORS HALL OF
FAME® (NIHF) INDUCTEES AT
INVENT.ORG/INDUCTEES



SKETCH A DISGUISE

CREATE AN INNOVATIVE DISGUISE TO PROTECT YOUR IDENTITY AS YOU HELP THE INNOVATION FORCE WITH THEIR CHALLENGES.



HOW DO YOUR FAVORITE SUPERHEROES DISGUISE THEMSELVES?

HOW MIGHT YOU CREATE A DISGUISE FOR DIFFERENT PARTS OF YOUR BODY?

HOW CAN YOUR DISGUISE HELP YOU WITH YOUR SUPERPOWERS?

WHAT MIGHT YOU WEAR WHEN YOU ARE IN SUPERHERO FORM TO HIDE YOUR TRUE IDENTITY?

1. Write down some pros and cons of disguises, like capes getting stuck in doors, on a piece of paper. Check out the [SUPERCHARGED COMIC BOOK](#) and [SUPERHERO DISGUISE INSPIRATION POSTERS](#) for ideas.



2. Sketch your disguise on a piece of paper.

Play "[SUPERHERO MUSIC 1](#)" as you design.

OUT-OF-THIS-WORLD DESIGN

DESIGN A DISGUISE THAT IS OUT OF THIS WORLD! YOUR SUPERHERO SKETCH SHOULD INSPIRE YOUR DESIGN.

1. Use the cape, mask, and craft items from around your home to design your disguise.

2. For an added challenge, dream up an alter ego for your superhero. Decide if the alter ego has a job, goes to school, or has any favorite sports or fascinating hobbies. Use your imagination to create all the details!

WHAT JOBS MIGHT REQUIRE PEOPLE TO WEAR SPECIAL CLOTHING OR PROTECTION?

HOW MIGHT MATERIALS BE USED AS PROTECTION AND A DISGUISE?

HOW MIGHT YOUR SUPERPOWERS HELP YOU DURING THE DAY? AT NIGHT?

3. PUT ON YOUR DISGUISE AND GET READY TO INVENT!

SUPER SLIME TIME

DESIGN A DEVICE TO PICK UP TOXIC SLUDGE.

1. Check with an adult before using slime!
Place a piece of scrap paper, like newspaper, on your work surface to protect it.

3. Use tape and recyclables, like clean yogurt containers and scrap cardboard, to make a prototype (model). Connect cardboard pieces together using the L-shaped cardboard connectors.



2. Grab a piece of paper. Sketch your ideas for a device to pick up toxic sludge (slime). Check out the **SUPERHERO GADGET INSPIRATION** poster for ideas and play **"SUPERHERO MUSIC 2"** as you design.



4. Place the slime on the scrap paper and test your device by trying to pick it up. Observe what's working and what can be improved, and then modify your device.

5. Watch the **"TESLA CONGRATULATIONS"** VIDEO and celebrate your invention superpowers!



MORE TO EXPLORE

Many inventors and design companies use the process of prototyping to quickly show their ideas without overthinking the details.

INVENTORS OFTEN USE EVERYDAY MATERIALS TO MAKE PROTOTYPES.

NIHF Inductee Jackie Quinn, the inventor of EZVI—an environmental clean-up technology—used cups and drinking straws from her workplace cafeteria at NASA to prototype her invention.

Some people think that inventions just happen, but inventors often spend years thinking through and testing their ideas. Sometimes, inventors need the help of other experts, improved technology, and even time to think and revise their ideas. The more you practice, the better an inventor and maker you will become!

JACKIE QUINN

Learn more about Jackie Quinn at invent.org/inductees/jacqueline-quinn.

FOR MORE HANDS-ON STEM ACTIVITIES

VISIT [INVENT.ORG/AT-HOME-LEARNING-RESOURCES](https://www.invent.org/at-home-learning-resources)



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Hall of Fame®



Camp Invention®

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Learn more at **[invent.org](https://www.invent.org)**

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