



Camp  
Invention®

# INNOVATION FORCE®

## STARTER KIT

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.
- Demonstrate how to properly hold and use scissors. Do not run with scissors.
- 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.
- Ventilate the room when using markers.
- Batteries are only to be used under adult supervision.
- Never short-circuit the battery terminals.
- Remove the batteries during long periods of non-use. Battery leakage and corrosion can cause damage.
- Dispose of batteries safely. Do not dispose of batteries in fire. The batteries may explode or leak.
- Button and coin batteries can be harmful if swallowed. Please take precautions to make sure they are not placed near the children's mouths.
- Do not allow button or coin batteries to touch when not in use.



**TO ACCESS YOUR INNOVATION  
FORCE EXPERIENCE, VISIT**

[invent.org/i-can-invent/Innovation-Force](https://invent.org/i-can-invent/Innovation-Force)

**Password: slime**

# ACTIVATE YOUR SUPERPOWERS

*START YOUR I CAN INVENT® EXPERIENCE  
BY DESIGNING AN INNOVATIVE SUPERHERO DISGUISE.  
USE THE MATERIALS IN THIS KIT TO COMPLETE  
CHALLENGES AS OUR NEWEST MEMBER OF THE  
INNOVATION FORCE!*

**Is creativity one of your superpowers?**  
Activate it by coloring in your cardboard box!



MUSIC, VIDEOS,  
AND POSTERS  
CAN BE FOUND  
ONLINE AT

[invent.org/i-can-invent/  
Innovation-Force](http://invent.org/i-can-invent/Innovation-Force)



# Materials

Bright Ideas Kit  
Camp Invention hacky sack  
Camp Invention sliding puzzle  
Camp Invention T-shirt  
Cape  
Inventor Log\*  
Kaleidoscope  
Mask  
Masking tape\*  
Packing paper  
Pencil\*  
Putty  
Safety glasses\*  
Scissors\*  
Slime  
Supercharged Comic Book

\*Save these materials for continued use with other  
Innovation Exploration Kits.

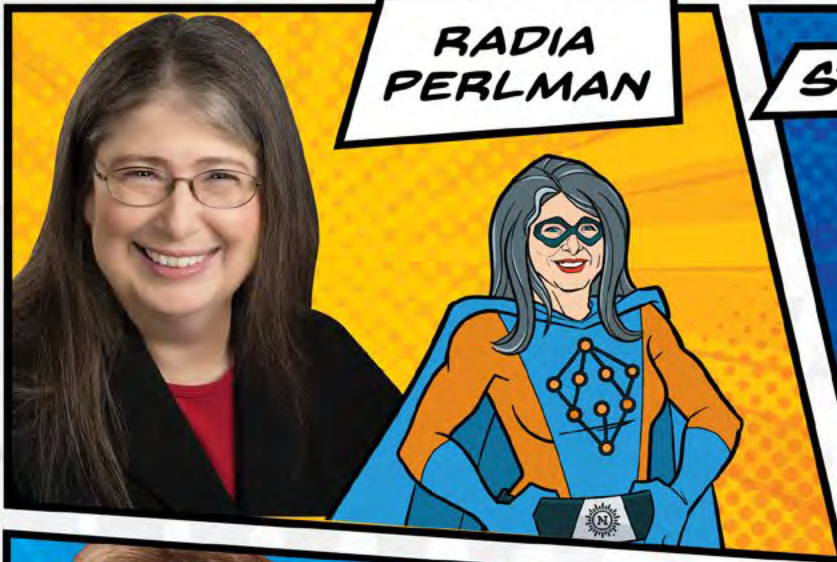


# JOIN THE INNOVATION FORCE!

**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.

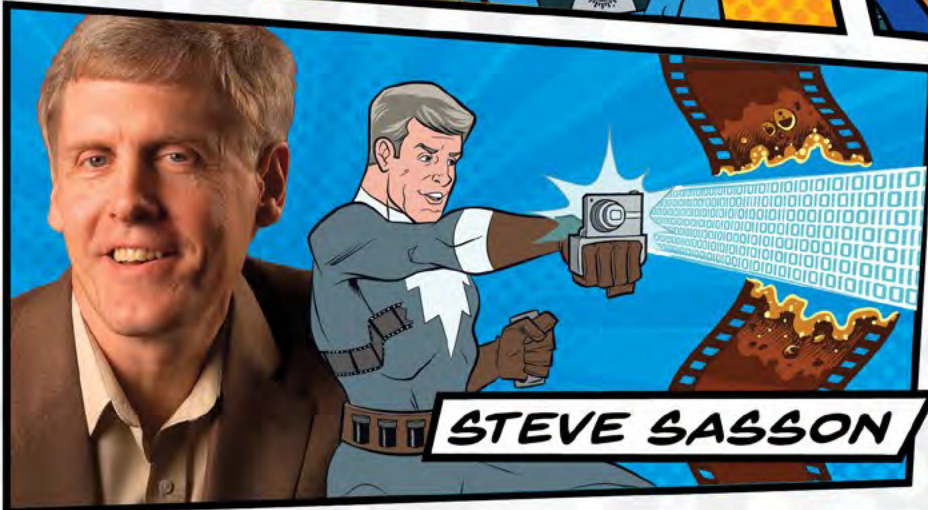
**RADIA PERLMAN**



**STAN HONEY**



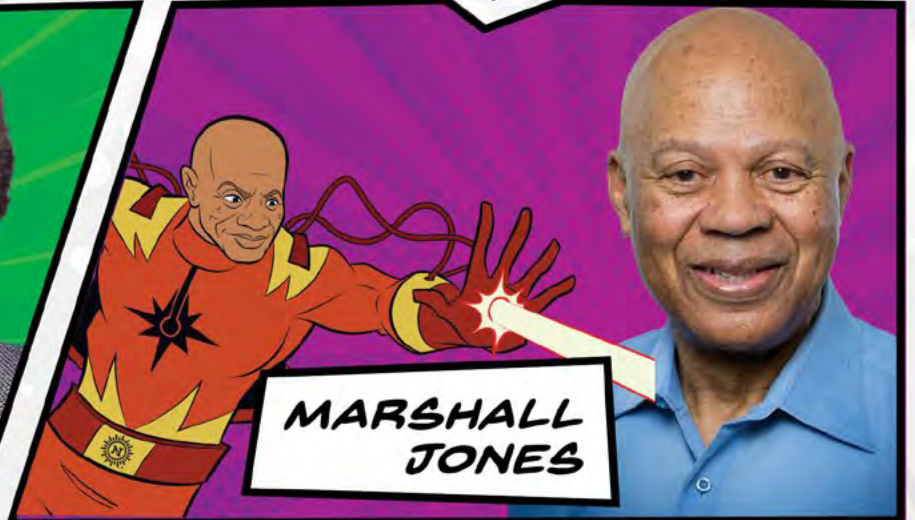
**STEVE SASSON**

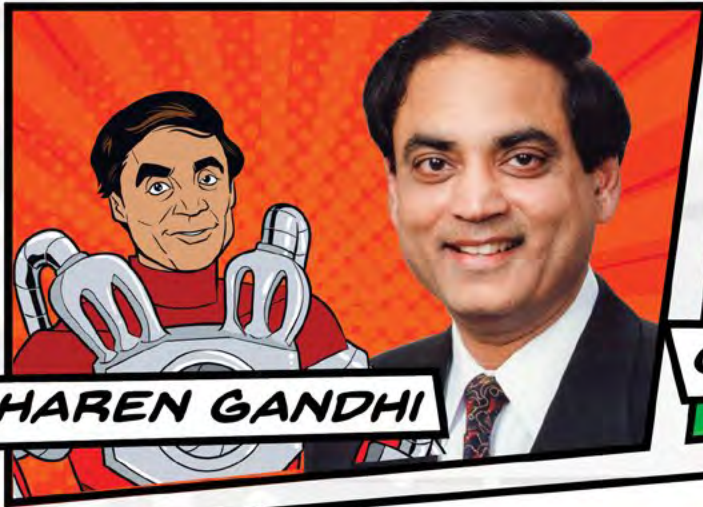


**FRAN LIGLER**



**MARSHALL JONES**





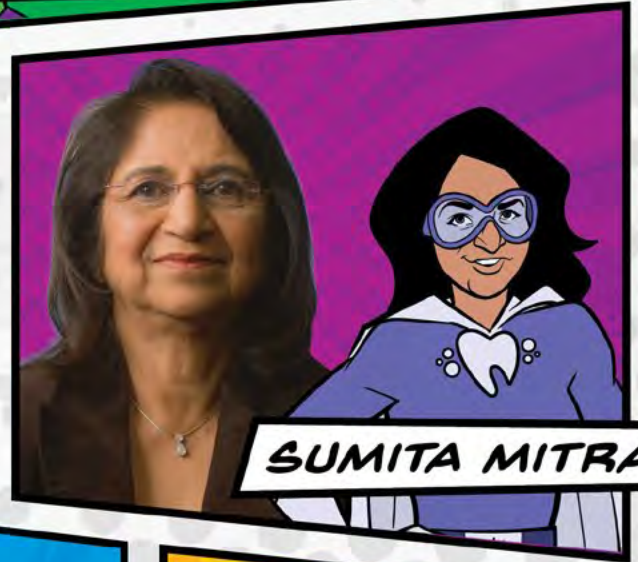
**HAREN GANDHI**



**GEORGE ALCORN**

# MEET THE TEAM!

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



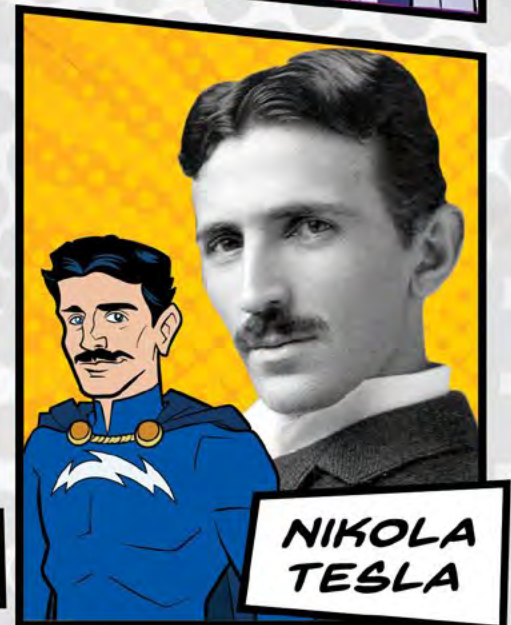
**SUMITA MITRA**



**ERIC R. FOSSUM**



**JAAP HAARTSEN**



**NIKOLA  
TESLA**

# 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, in your Inventor Log. Check out the **SUPERCHARGED COMIC BOOK** and **SUPERHERO DISGUISE INSPIRATION POSTERS** for ideas.



## Inventor Log

INVENTOR:

LOCATION / DATE:



2. Sketch your disguise in your Inventor Log.

Play **"SUPERHERO MUSIC 1"** as you design.



# OUT-OF-THIS-WORLD DESIGN

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

**1.** Use the cape, mask, Camp Invention T-shirt, hacky sack, kaleidoscope, sliding puzzle, Bright Ideas Kit, and masking tape 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

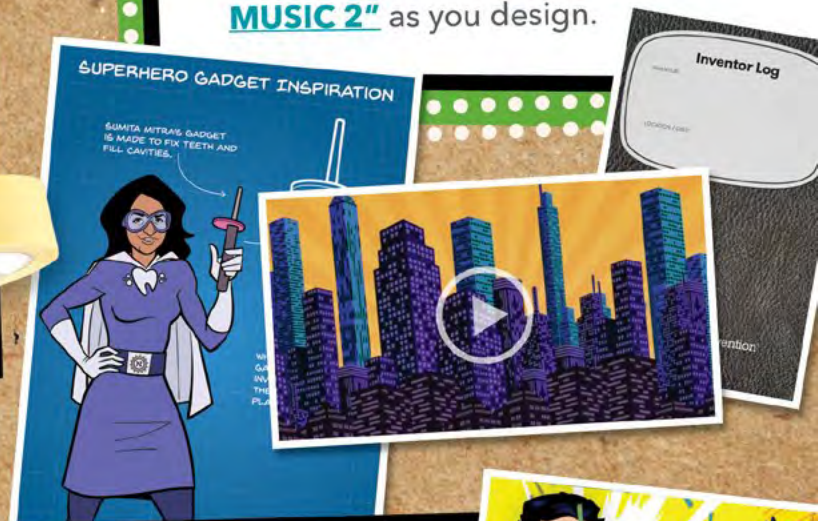
DESIGN A DEVICE TO PICK UP TOXIC SLUDGE

**1.** Check with an adult before using slime! Place the brown packing paper from your materials box on your work surface to protect it.

**3.** Use tape and recyclables, like clean yogurt containers and scrap cardboard, to make a prototype (model).



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



**4.** Place the slime and putty on the brown packing paper and test your device by trying to pick them 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. Look for and color the Jackie Quinn superhero on your materials box.

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](https://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)



National Inventors  
Hall of Fame®



Camp Invention®

**Camp Invention® is an educational program from the National Inventors Hall of Fame.**

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

978-1-61823-107-9

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