IMMERSIVE INVENTION EDUCATION

The Club Invention® At Home program incorporates a wide range of subject areas through purposeful, hands-on exploration. Children gain insight and inspiration while finding opportunities to take risks and develop new ideas. These experiences empower children to thrive as creative problem solvers in their own lives and in the world around them. The virtual program components provide educators a turnkey system to bring these experiences to life from a distance.

"As a coach, I was provided everything I needed to successfully execute this online experience with excellence. The time was designed to engage students and develop innovative thinking."

JENNIFER S., EDUCATOR

INNOVATIVE EXPERIENCES

- Research-based curriculum allows educators to lead with confidence
- Open-ended exploration promotes creativity and builds 21st-century skills
- Children are empowered to use their imagination and make their thinking visible as they explore STEM concepts

FLEXIBLE CURRICULUM

- The Club Invention At Home program includes four unique, hands-on units
- Each unit provides four hours of programming; initial purchase will include a base unit with an additional four hours of programming
- Units can be bundled or purchased individually
- Flexible pricing options; license using district or school funds, or offer as a parent-paid opportunity
- Aligned to Common Core and Next Generation Science Standards for grades K-6

TURNKEY IMPLEMENTATION

- Each unit delivers a complete activity kit and step-by-step guide for each student, filled with all the creative materials they will need
- Educator script and easy-to-follow interactive video included with each unit
- Dedicated National Inventors Hall of Fame® (NIHF) support
**Pricing**

<table>
<thead>
<tr>
<th></th>
<th>Licensed Price Per Participant</th>
<th>Parent Paid Price Per Participant</th>
<th>Stipend* 12-19 Participants</th>
<th>Stipend* 20-25 Participants</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Unit</strong>&lt;br&gt;Includes Innovation Force Base Unit</td>
<td>$70</td>
<td>$75</td>
<td>$200</td>
<td>$250</td>
</tr>
<tr>
<td><strong>Additional Unit</strong></td>
<td>$120</td>
<td>$135</td>
<td>$300</td>
<td>$375</td>
</tr>
<tr>
<td><strong>Additional 2 Units</strong></td>
<td>$170</td>
<td>$195</td>
<td>$400</td>
<td>$500</td>
</tr>
<tr>
<td><strong>Additional 3 Units</strong></td>
<td>$220</td>
<td>$255</td>
<td>$500</td>
<td>$625</td>
</tr>
</tbody>
</table>

*Educator stipend applies to parent-paid pricing model only. Additional charges may apply if units are shipped separately.
THE INNOVATION MINDSET

Each National Inventors Hall of Fame® (NIHF) education program is built on the belief that every child can invent. Through open-ended, hands-on exploration, children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – that enables and empowers them in any area of life.

The Innovation Mindset is made up of these nine essential skills and traits that are strengthened every time a child applies them. Each Club Invention At Home unit highlights different aspects of this mindset, and by participating in all four core units, as well as the base unit, children unlock their full potential and discover the magic of their own creativity.

CLUB INVENTION AT HOME UNITS

BOT ANN-E™
Students learn to code as they program robots to navigate scenes they create, from futuristic farms to city streets.
- Creative Problem Solving
- Entrepreneurship
- Confidence

OPTIBOT™
After customizing their self-driving robots, students watch them complete obstacle courses they’ve designed.
- Design Thinking
- Persistence
- Innovation

DIY ORBOT™
To complete a series of exciting challenges, students design, test and modify their remote-controlled robots.
- Innovation
- Creative Problem Solving
- Intellectual Property

ROBOTIC PET VET™
Students perform surgery on a robotic dog, taking it apart to compare its mechanics to a real dog’s anatomy.
- STEM
- Confidence
- Persistence
Bot Ann-e™:

Children think like innovators as they:

- Receive a high-tech agricultural robot named Bot ANN-E, and all the tools they need to complete fun challenges.
- Follow step-by-step instructions to code their robot to plant seeds.
- Design imaginative landscapes and program Bot ANN-E to navigate them.

Materials

- AAA batteries
- Beads (red and white)
- Bot ANN-E robot
- Bot ANN-E sheet
- Cardboard connectors
- Copy paper
- Cord lock
- Farm animal figure
- Federico Faggin figure
- Safety saw
- Step-by-step activity guide
- String
OPTIBOT™

Children prepare to navigate the future as they:

• Receive self-driving robots and everything they need to make tracks the robots can follow.

• Build creativity and persistence by personalizing, modifying and testing their Optibots.

• Explore how sensors are used in automated systems like the ones in self-driving cars.

MATERIALS

<table>
<thead>
<tr>
<th>Adhesive gems</th>
<th>Finger flashlights</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black permanent marker</td>
<td>Inventor Log</td>
</tr>
<tr>
<td>Clay</td>
<td>Masking tape</td>
</tr>
<tr>
<td>Colored permanent markers</td>
<td>Ocean stickers</td>
</tr>
<tr>
<td>Copy paper</td>
<td>Optibots</td>
</tr>
<tr>
<td>Exploring With Optibot sheet</td>
<td>Paper cups</td>
</tr>
<tr>
<td></td>
<td>Pencil</td>
</tr>
<tr>
<td></td>
<td>Spec sheets</td>
</tr>
<tr>
<td></td>
<td>Step-by-step activity guide</td>
</tr>
</tbody>
</table>
DIY ORBOT™

Children take on exciting challenges as they:

• Receive all the materials they need to customize and operate remote-controlled robots.
• Build perseverance by completing a series of tasks with their robots.
• Explore lessons in reverse engineering and the invention process.

MATERIALS

- AAA batteries
- Button batteries
- Certification stickers
- Copy paper
- Craft sticks
- DIY Orbot face stickers
- DIY Orbots with remotes
- Foam blocks
- Googly eyes
- Inventor Log
- Masking tape
- Pencils
- Pipe cleaners
- Safety glasses
- Scissors
- Screwdriver
- Step-by-step activity guide
- Table tennis ball
ROBOTIC PET VET™

Robotics and veterinary science combine as children:

• Receive two robotic dogs – one to take apart and diagnose, and one to personalize.

• Unbox all their hands-on materials and build a dog park using simple machines.

• Follow step-by-step instructions to investigate dog anatomy and perform surgery.

MATERIALS

AA batteries
Adhesive fur
Adhesive gems
Craft sticks
Fur templates

Foam blocks
Masking tape
Inventor Log
Operation table sheet
Pencil

Robotic dog
Safety glasses
Scissors
Screwdrivers
Step-by-step activity guide
INNOVATION FORCE® BASE UNIT*

Children unlock their creative superpowers as they:

• Design and create their own superhero persona and disguise to join the Innovation Force – a team of heroic inventors.

• Explore design engineering.

• Get immersed in the Supercharged Comic Book story starring our NIHF Hall of Famers.

*The Innovation Force Base Unit is included and shipped along with the first unit and provides materials that will be used in additional units.

MATERIALS

<table>
<thead>
<tr>
<th>Cape</th>
<th>Masking tape</th>
<th>Silly putty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comic book</td>
<td>Pencil</td>
<td>Slime</td>
</tr>
<tr>
<td>Inventor Log</td>
<td>Safety glasses</td>
<td>Step-by-step activity guide</td>
</tr>
<tr>
<td>Mask</td>
<td>Scissors</td>
<td></td>
</tr>
</tbody>
</table>
CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

800-968-4332
NIHFatmyschool@invent.org
invent.org

The National Inventors Hall of Fame provides STEM education programs for young innovators from PreK through grade 12.