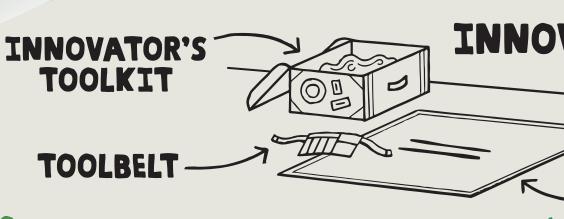
INVENTOR'S CHECKLIST

GET TO KNOW YOUR TOOLS.

Start your Camp Invention[®] experience right away by setting up your INNOVATOR WORKSHOP. Find your Toolbelt and Maker Mat, along with the other materials in the bags. Feel free to check out all the fun materials. Just use the checklist below to be sure you get them all back in the right bags so you will be ready to invent!

How did you set up your workshop? Share with us on our Camp Invention Facebook page; <u>facebook.com/CampInvention</u>.



Spacecation™	S NIHF's The Attic™		() Marble Arcade™	Rob
CONTENTS: Aluminum foil Bendy straws Black light Black paper cup Brads* Cardboard circle Chart paper Chart paper Craft sticks with holes Deli container Glow-in-the-dark pony beads Glow powder Glow powder Grow animal Hook-and-loop dots* Magnet* Mag	CONTENTS: AA battery Acrylic sheet Air-drying clay Bendy straws Black washable marker Clay Coffee filter Cotton swab Craft sticks Foam sheet Craft sticks Sear box* Markers Motor Paint Paper straws Pencil Permanent adhesive squares	 Pipette* Plastic cup Removable adhesive squares Rubber band Scissors Small cardboard square Small paper squares Tape Wheel Yellow foam piece* 	CONTENTS: Adhesive squares Bendy straws Bobbin* Cardboard brackets* Cardboard tracks* Cardboard tracks	CONTENT Adhesive Assorted Bendy si Cardboa Clay Flower Glow ma Jellyfish Leaves Mini gra Pencil Pipe clea Plastic c Plastic c Scissors Stretchy Tank Tank clir
 Polymer snow* Pom-poms Scissors Small box Small paper cups Spoon Tape Triangular clips 	<pre>KHook-and-loop dots Comparison KHook-and-loop dots Compar</pre>	Marble Arcade Board	 Small box Tape YOU'LL ALSO NEED: Marble Arcade Inventor Log 	 Tape Wax stic YOU'LL AL Robotic & Sticker

INNOVATOR WORKSHOP



otic Aquatics[™]

Cardboard

Plastic Stand

pot

S:

- e square d beads
- traws
- ard pot*

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SO NEED:

Aquatics Inventor Log r Sheet

K STEAM Cards

CONTENTS:

- 🗌 Maker Mat
- □ Plush NIHFty Bot^{™*}
- Toolbelt

YOU'LL ALSO NEED:

□ NIHFty Explores STEAM Cards

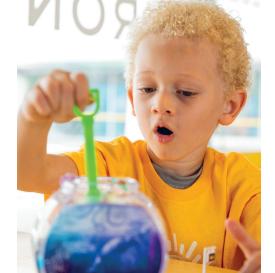


Materials subject to change.

Welcome to the Camp Invention family!







Congratulations on helping your innovator make the leap from what is to what might be. Through this experience, your child will build skills in STEM and cultivate an I Can Invent® Mindset.

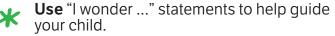
We've learned directly from Our Nation's Greatest Innovators[™] — National Inventors Hall of Fame[®] Inductees that invention skills can be taught and learned. We also know that empowering children with these skills and connecting them with inspirational innovators can be life- and world-changing.

"I believe all children are inventors."

Our Hall of Famers also have taught us that you don't need elaborate materials to invent. What you do need is your imagination. Everything in this package will become something greater in the eyes of your young innovator, even the box itself!

We encourage your whole family to join this journey, discover each other's problem-solving styles, and build your STEM and maker skills.

Camp Invention experiences are open-ended, with no "right" or "wrong" answers. Here are some tips that can help you foster your child's I Can Invent Mindset:



Encourage creative solutions that stretch their imagination.

Provide support as they build their invention confidence.

– Michael J. Oister CEO, National Inventors Hall of Fame



Be sure to refer to the Camp Invention Welcome page at invent.org/explore to find everything you need for a great experience.

Also, be on the lookout for emails from Camp Invention and your Camp Invention Coach. These messages will include details on your daily schedule, links to join virtual collaboration sessions, access to digital materials and more.

Yours in invention,

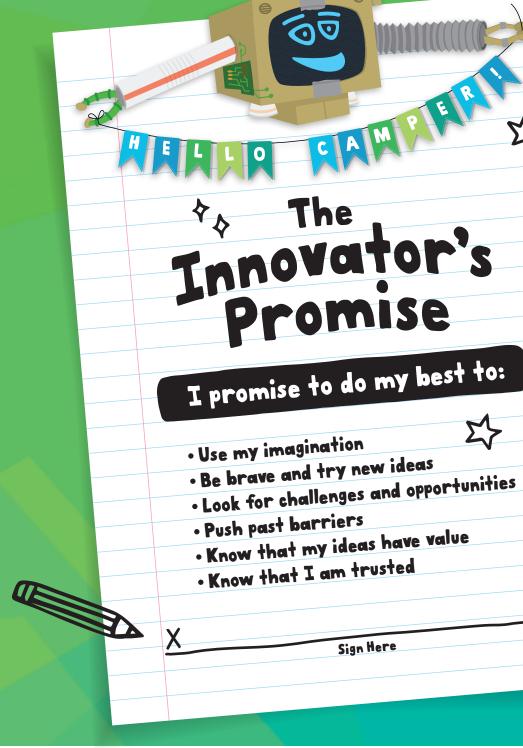
The National Inventors Hall of Fame Team



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Welcome to your Camp Invention experience!

We can't wait to help you dive into your new **Innovator's Toolkit**, but first, you need to let yourself think like an inventor. How? Make the Innovator's Promise!



Camp Invention