



Camp Invention®



Partner with the only nationally recognized, kindergarten through sixth grade, nonprofit summer enrichment program, Camp Invention®, inspired by National Inventors Hall of Fame® (NIHF) Inductees – our world-changing inventors. Recent research found that early exposure to inventors can increase the chances for a child to innovate one day themselves! At Camp Invention, children are empowered to have big ideas while they take on challenges that inspire them to question, brainstorm and collaborate with teammates and build amazing invention prototypes.

Highlights

- Exposes children to world-changing inventors in a relatable and fun way by engaging them with a superhero storyline.
- Presents children with real-world, hands-on challenges that emphasize STEM proficiencies, creative problem solving, collaboration and entrepreneurship through innovation.
- Provides teachers with new ways to incorporate STEM skills into their classrooms.
- Introduces new, cutting-edge curriculum each year to ensure that our new and returning participants have an engaging and memorable experience.
- Leads children through the process of invention, and teaches them that failure is a necessary point on the path to success.

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What I like most about Camp Invention is that it fosters learning for all involved. While K-6 campers use problem-solving skills, ingenuity, creative and critical thinking skills, Leaders-in-Training and Leadership Interns develop and hone their leadership skills. I love seeing the innovative and inventive creations campers produce and genuinely enjoy watching the older students step in as leaders and teachers throughout the week of camp.

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*Heather Falotico, Director,
Sparta Middle School, New Jersey*

Program Flexibility

Camp Invention is comprised of 32.5 hours of programming with flexible scheduling options to meet your unique requirements. Additionally, our program is aligned with educational standards designed to meet the needs of primary and intermediate students. Our support team provides your teachers with ongoing assistance and coaching every step of the way, ensuring your students will learn valuable life lessons that contribute to college and career readiness. We primarily use a parent-paid model – meaning parents pay the tuition. If parent funding is not an option, all of our educational programs also qualify for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding. Upon completion, Camp Invention team members receive a letter of recognition from the United States Patent and Trademark Office and a certificate representing 3 CEUs.*

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The activities and the skills that they learn at Camp Invention really transfer to the outside world. They're encouraged to come up with ideas, brainstorm, hypothesize and make mistakes – it's all part of the learning process!

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*Tania Gonzalez, Director, Jacksonville
Commons Elementary School, North Carolina*

www.invent.org • 800.968.4332
NIHFatmyschool@invent.org

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Overview



National Inventors
Hall of Fame®

Inspiring future innovators®

In partnership with



UNITED STATES
PATENT AND TRADEMARK OFFICE

*Acceptance of CEUs is subject to your state or district continuing education requirements.

1. Bell, A., Chetty, R., Jaravel, X., Petkova, N., & Van Reenen, J. (December 2017). *Who becomes an inventor in America? The importance of exposure to innovation.* DOI: 10.3386/w24062.

2019 CAMP INVENTION PROGRAM: **SUPERCHARGED™**



The Innovation Force™

Children team up with members of Innovation Force™, a group of NIHF Inductees who have been transformed into comic book superheroes! By thwarting the evil Plagiarizer, a supervillain out to steal the world's ideas, children create a device to retrieve the stolen ideas and, in the process, learn about the importance of intellectual property and the patent system.

Participants will:

- Engage with inventors in a relatable and exciting way.
- Design, build and market an invention to aid the Innovation Force and their noble cause.
- Learn the basics of intellectual property and the importance of protecting one's ideas.



Deep Sea Mystery™

Children embark on a research adventure at sea to dig up fossils, but soon find themselves stranded on an island. Using lessons and advice from NIHF Inductees Sumita Mitra and Stan Honey, children invent island-survival tools and underwater equipment used to better study marine life.

Participants will:

- Explore navigation techniques using the constellations by creating a Little Dipper Lamp Projector to take home, which helps find the North Star.
- Use group work to build confidence and collaboration skills as campers work in teams to solve real-world problems.
- Build and design miniature boats that must float and carry pieces of cargo.



Farm Tech™

Children are put in charge of managing their own farm and learn the basics of running a business. With the assistance of their very own Bot-ANN-E robot, campers learn fundamental coding techniques to maximize their time and profits. NIHF Inductee Marvin Caruthers joins the fun and introduces students to DNA syntheses, and children perform their own mock DNA experiment to check the health of their newly purchased cattle.

Participants will:

- Play the role of a farmer and tackle the real-world economic challenges of running a farm and business.
- Program a robot to conduct the practical tasks of running a farm and explore the power and efficiency of automated tasks.
- Explore DNA and learn how doctors and scientists determine the health of people and animals.



DIY Orbot™

Children explore frequency, circuit boards, motors and gears as they use real tools to reverse engineer a remote-controlled DIY Orbot™. Throughout the week, campers will adapt their DIY Orbot to perform increasingly challenging tasks from sports to art.

Participants will:

- Work together in teams to overcome each day's unique challenge, culminating in the creation of a large obstacle course.
- Learn basic engineering skills by taking apart their robot to better understand its inner workings.
- Use engineering design principles to adapt their robot to each day's new activity.