



Licensed Director Guide



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THANK YOU

Thank you for your decision to implement the Camp Invention program. Each year Camp Invention partners with over 2,800 schools and districts nationwide and Puerto Rico. Your school or district has licensed our content for use. By licensing this program, you can implement it in a way that best applies to your scheduling needs. We will provide you with information and resources to help you be successful. This guide provides background on our organization and curricula, as well as recommendations on many operational aspects of our program.

CAMP INVENTION PROGRAMMING

Camp Invention has a strong reputation of being a fun way to experience hands-on learning. We employ leaders in the education field who discover unique ways for our participants to learn Science, Technology, Engineering and Math (STEM) concepts in an engaging, informal setting.

We promote an environment where there is no wrong answer – everyone works together to develop and prototype their creative ideas! Designed for children entering kindergarten through sixth grade, Camp Invention serves as a creative outlet, allowing everyone involved to finish the program with a new outlook on learning.

Camp Invention allows children to make the connection between STEM subjects and the 21st century skills they need in an evolving world. We empower children to take these skills, such as creative problem-solving and teamwork and become truly innovative thinkers. Flexibility, systems thinking, and self-directed learning are also emphasized to build an experience that plays a vital role in a child's cognitive development.

CAMP INVENTION EMPLOYS FIVE KEY LEARNING STRATEGIES:

- Building on prior knowledge/experiences
- Creativity
- Hands-on learning opportunities
- Having a fun, informal learning environment
- Problem-solving

CAMP INVENTION ALSO INCLUDES THE FOLLOWING OBJECTIVES:

- Creating an immersive, hands-on learning experience
- Encouraging risk-taking and the search for solutions
- Providing an open and safe environment
- Participants will bring home cognitive and emotional gains as well as build on their confidence
- To meet these objectives, the Camp Invention curricula employ immersion, brainstorming and create/recreate opportunities

INTELLECTUAL PROPERTY

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All curricula and guides must be shredded at the end of the program. No activities can be done outside of the week in which the program runs. Contact the National Inventors Hall of Fame home office immediately if you suspect that any of the documents have been tampered with or that a school may be using National Inventors Hall of Fame curricula in another manner.

SPONSOR TRADEMARK PROTECTION

Camp Invention has many generous sponsors who receive recognition for their donations. Their logos are trademark protected and cannot be duplicated without consent. Please do not contact any sponsors, except those you have secured.

HOW DOES CAMP INVENTION DIFFER FROM OTHER SUMMER PROGRAMS?

Camp Invention inspires children to be confident in their natural ability to dream and create. Our programs are designed to reflect the spirit of innovation inspired by the Inductees of the National Inventors Hall of Fame. In turn, what we do at Camp Invention may someday impact all our lives. Together we are building the future, one dreamer at a time, and count on you to encourage creativity and inspire curiosity.

No matter what a child's interests are, they will find Camp Invention to be an incredible experience filled with exploring, discovering and creating. Throughout the week, children are immersed in exciting experiments, puzzling investigations and hands-on engineering challenges.

Independent evaluation findings show that Camp Invention is effective in boosting the creative thinking skills of young students. These findings only help confirm we are unlike any other summer camp.

As the world changes around us, so do our concepts. We find it important to keep our educational programming current with the times. Camp Invention is truly where big ideas become the next big thing.

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PROGRAM CURRICULA

Camp Invention curricula is designed to combine learning with fun! It incorporates science, creative problem-solving, mathematics, history, literature and the arts. Every Camp Invention program comprises four or five modules through which participants rotate each day.

Camp Invention is a departure from what occurs in a traditional classroom. Your Instructors are integral to the effective implementation of the curricula into fun, hands-on activities. In each module, "Instructor Background Information" is included to familiarize Instructors with the concepts being taught. Noise and excitement levels run high in every module, and tolerance for both is necessary to ensure the best possible experience for both participants and Instructors.

Each curriculum module is designed to be Instructor-friendly and includes instructions, questions to guide children, background information and discussion topics for each activity.

PROGRAM SPECIFICS

RECOMMENDED SPACE REQUIREMENTS

Camp Invention requires five to nine classrooms, ideally all in one area of the building. The following criteria should be used when choosing the location and rooms:

- Rooms should be near each other and near the restrooms.
- Each room should be able to accommodate approximately 24 children. (Some modules may need electricity, water, etc.)
- A large, open indoor area that will accommodate the entire group during lunch and Base Camp activities is needed. (A school cafeteria, with tables set up for each group, is ideal.)
- A room with adequate seating for lunch is necessary if the Base Camp area cannot be used. It is best if a refrigerator is available.
- An easily-accessible outdoor area for physical activities is ideal. While a large play area is the best, an all-purpose area or gymnasium will suffice.

PROGRAM TEAM ORIENTATION

We are happy to provide you with examples of how typical Camp Invention programs are staffed. Camp Invention is run by certified Instructors, a Site Coordinator, High School Leadership Interns and, depending on enrollment, an Assistant Site Coordinator. We refer to this group as the program team.

Please contact your Regional Representative for a sample program team levels chart.

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MATERIALS

Materials arrive packed and labeled for each module. To ensure that there is enough time to replace anything that may be missing, each Instructor should verify that the correct amount and types of materials are provided at least one week before the program runs. Approximately 15-30 boxes of materials will be delivered per program. If items are missing, please contact your Regional Representative immediately.

Camp Invention does not provide materials for the optional or additional activities suggested in the curricula. Some of the modules have materials that need to be purchased locally or brought from the Instructor's or Site Coordinator's home. Please review the Buy, Borrow, Recycle lists included with your materials.

Note: We recommend that Site Coordinators meet with the Instructors at least one week prior to the program to discuss and inventory materials that have arrived for each unit in case items are missing. It is essential to make arrangements with your Regional Representative to have your materials shipped to arrive at least three weeks before the program begins. Please note that at times, custodians will lock the doors early, so your materials delivery should be scheduled accordingly.

RECYCLABLE MATERIALS

Recyclable materials are important to the curricula. These items should be collected and kept in one general area deemed the Inventor Supply Room. This is usually in a centrally located area near the Base Camp area. Every participant should have access to all of these materials. You might consider asking participants to clean and collect these recycled items or conduct a district wide "Recycle Drive." Below is a traditional list of suggested recyclable materials for all programs:

ACCEPTABLE EXAMPLES:

- | | | |
|--|---|---|
| ✓ Small/medium boxes, paper towel tubes | ✓ Miscellaneous paper (construction, magazines, newspapers, etc.) | ✓ Unwanted toys (building blocks, car/train tracks, game parts, pinwheels, plastic figurines, toy vehicles) |
| ✓ Cannisters, containers, cups, lids | ✓ Balls, sporting goods (no golf clubs or bats) | ✓ Unwanted discs, tapes and cases |
| ✓ Craft supplies (beads, buttons, fabric, strings) | ✓ Pulleys, springs, strainers, washers | |
| ✓ Bubble wrap, foam trays, rubber bands | | |

UNACCEPTABLE ITEMS: Any items used to store food/beverages due to allergies, batteries, cords, glass, glitter, hangers, liquids, medicine containers, packing peanuts, paint, wire

To ensure participants' safety, Directors should not allow any materials with glass, sharp objects or chemical products. Anything that has the potential to be a safety hazard should be sent back home with the parents and guardians or, if there's an immediate safety issue, it should be properly discarded.

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Upcycles should be gone through first thing in the morning on the first day of the program to ensure that there are no unacceptable items.

BORROWED MATERIALS

The borrowed items listed on the materials list are items that will need to be borrowed by module Instructors. Site Coordinators should meet with their Instructors before the start date of the program to make sure that they have all of these items for their modules.

RUNNING THE PROGRAM

Your Camp Invention experience will be enriching, yet busy. The following recommendations have been assembled in an effort to help your program be as organized and efficient as possible.

PROGRAM SCHEDULES

It is important to develop a schedule for Camp Invention. This varies by the amount of hours per day it is running at your site. Typically, students are in groups and the groups rotate to the rooms where the different modules are held. Your Regional Representative can provide you with a sample schedule for guidance.

T-SHIRTS

Camp Invention provides one T-shirt for each child and program team member. These shirts arrive with the materials shipment. An assortment of sizes are ordered, ranging from youth small to adult large. Program team T-shirts should be distributed before the program begins. Site Coordinators may follow the guidelines listed below when distributing participant T-shirts on the first day of the program:

- Sort T-shirts by size
- Line participants up by height
- Hold the T-shirts up to each participant to get the best fit with the T-shirts available
- Allow the participants to switch if they express an interest in doing so

Children should take their T-shirts home with them. They are not required to wear the T-shirts, but they should be encouraged to wear them on the last day of the program.

PARTICIPANT NEWSLETTERS

Should you choose to use them, the Participant Newsletters are a great way to communicate the program's activities to parents and guardians. Newsletters are pre-written and contain a brief summary of the program with guiding questions for parents and guardians, as well as activities for children to do at home. Please work with your Regional Representative to obtain these pre-written newsletters.

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BASE CAMP AREA

To engage students as they are arriving each day, and at the end of each day, we provide Base Camp activities and a Base Camp Guide. This is intended to keep your students creating and inventing during drop off and pick up, or any other time you feel appropriate. Please refer to the Base Camp Guide included in your materials for more specific information.