

HERE'S WHAT TO BRING

- Your child will need a packed **lunch, drink and snack** each day, clearly marked with his or her name (unless your specific location is notified otherwise).
- If your child needs **medication** during the program, please complete the right side of this document and turn it in on the first day.
- Send your child on a household scavenger hunt to collect as many clean **Upcycle Items** as possible! These are used for prototyping throughout the week. (Please don't bring anything of personal value, as Upcycles are shared between all participants during the program and cannot be returned or assigned to a specific child.)

Why Upcycle? Inventing and solving challenges can come in many forms of inspiration. To provide affordable medical equipment in poverty-stricken areas, Collegiate Inventors Competition finalists, NeoVent, used a yogurt container and duct tape to prototype their lifesaving infant respirator!

UPCYCLE EXAMPLES

- Small/medium boxes, paper towel tubes
- Craft supplies (beads, buttons, fabric, strings)
- Bubble wrap, foam trays, rubber bands
- Miscellaneous paper (construction, magazines, newspapers, etc.)
- Pulleys, springs, strainers, washers
- Unwanted discs, tapes and cases

Please don't bring: Any items used to store food/beverages, batteries, cords, glass, glitter, hangers, liquids, medicine containers, packing peanuts, paint, wire.

WHAT TO EXPECT

Children use their creativity, imagination and inventive thinking skills to solve problems, always building on what they learned the day before. Through hands-on fun, science is made exciting and accessible while children work together as a team. Though activities vary depending on the program selected, each one is designed to educate, inspire and challenge your child to think outside the box. Children will bring home cognitive and emotional gains, as well as new experiences that will build their confidence for future endeavors. Additional **Take-Home** items include:

- Personalized Prototypes using Upcycle Items
- Patent Drawings Handout and Design Sketches
- Inventor Log
- Camp Invention T-Shirt

IF YOUR CHILD NEEDS MEDICATION

For **prescription medication**, please bring this completed **MEDICAL AUTHORIZATION** section on the first day. **Continue below for OTC or other needs.**

MEDICAL AUTHORIZATION: All medication must be delivered in the original container it was dispensed and administered by a pre-authorized individual designated by the parent/guardian. You have arranged and hereby authorize the administration of prescribed medication, times and dosage for your child as follows:

Child Name: _____

Issuing Physician Name: _____

Phone _____

Issuing Physician Signature: _____

Date _____

Authorized Person to Administer Medication: _____

Parent/Guardian Signature: _____

Date _____

Instructions for allergies, OTC medications, special needs and/or accommodations if information was not provided upon registration:

Child Name: _____

Please make sure medications are clearly labeled with your child's name and dosage.

For any child needs that are not self-managed and warrant special care or instructions, please call 800.968.4332 a minimum of 4 weeks prior to the start date of your program to inquire about accommodation allowances. While a request cannot be guaranteed, all accommodation inquiries will be reviewed to ensure safety and program integrity. Please keep in mind locations hosting summer/after-hours programs do not have the same personnel/tools available as during the school year.

Additional information can be found at www.invent.org/terms-and-conditions and www.invent.org/programs/faqs-for-parents.