

THE CAMP INVENTION DAILY THIRD DAY



HERE'S WHAT'S HAPPENING AT CAMP!

CAMP INVENTION CHAMPIONS™

What's a team without a mascot? Today, we literally added character and brainstormed a catchy name for our sports complex. Our draft picks all involved inventors who light up the sports world, like NIHF Inductees Shuji Nakamura and his invention of the elusive blue LED, or Edmund O. Schweitzer III, the inventor of digital protective relays that ensure the game goes on, even if the power goes out a few blocks away!

RESCUE SQUAD™

Today, we helped to shed some friendly light on a common challenge! We zipped into a public park and found the floodlights were disrupting the area's nocturnal animal inhabitants. We illuminated a solution and created energy-efficient, soft-glow lights that look like plants! A visit from a friendly nocturnal creature proved our glowing garden had successfully restored the night-light balance.

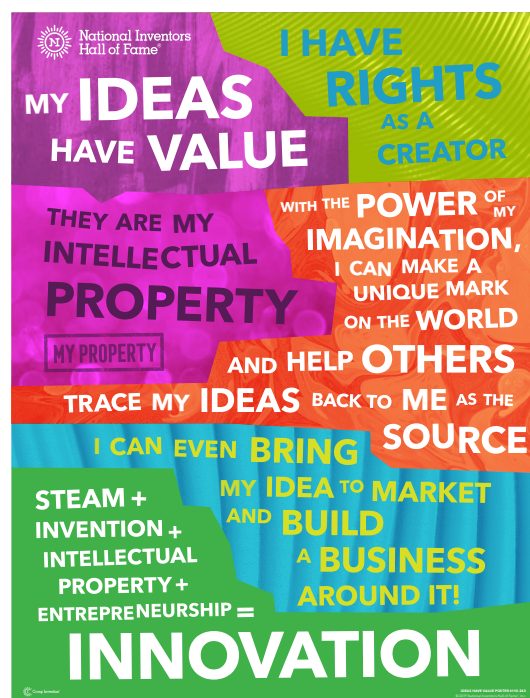
CAMP INVENTION FLIGHT LAB™

LINK sent us into the clouds for a low-visibility flight simulation. We recall bats' use of echolocation and NIHF Inductee Robert Rines's invention of high-resolution radar and sonar to navigate around unseen objects. Inspired by these abilities and technologies, we put our own navigation skills to the test around cityscape obstacles and earned our third wing.

DESIGN THINKING PROJECT™

Today we brought our brainstormed ideas to life through detailed drawings and prototypes. We used specialized design tools to create these drawings on graph paper and then created a three-dimensional prototype. We discovered how our design might evolve as we kept in mind the needs of our intended audience.

At Camp Invention®, your child is given the freedom to think of new, innovative ideas. Many of the National Inventors Hall of Fame® (NIHF) Inductees have been told their ideas are impossible. Fortunately, these inventors didn't give up and developed inventions that contribute significantly to the nation's welfare, as well as the advancement of science and the useful arts. In the Design Thinking Project™ module, children are reminded of their rights as creators. Along the way, they receive valuable insights from several Inductees to embrace creative thinking and always keep inventing.

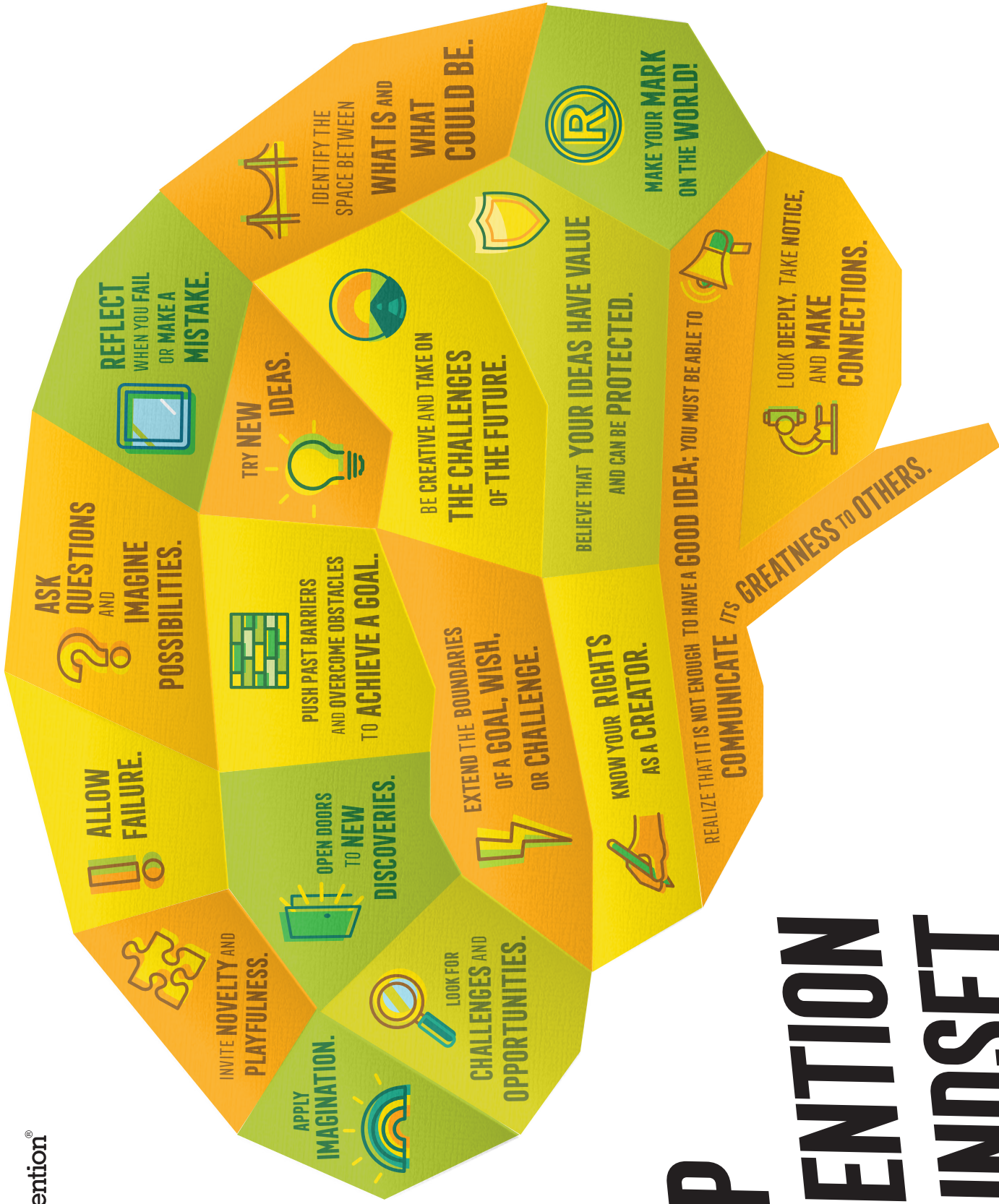


Today, your child experimented with basic circuits and is bringing home a light-up plant, which includes an LED powered by a coin battery. As safety is of the utmost importance to the Camp Invention team, please note the following safety measure to ensure your child's light-up plant can be enjoyed at its fullest and safest potential: Coin batteries can be harmful if swallowed. Please take precautions to make sure they are not placed near children's mouths.

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CONNECTION QUESTIONS

1. What is fun about solving challenges?
2. What are you looking forward to tomorrow?
3. What did you discover today that you didn't know before?



THE CAMP INVENTION MINDSET