



Club Invention[®]
AT HOME

AT-HOME STEM PROGRAMMING



FROM THE CREATORS OF CAMP INVENTION[®] – A NATIONAL INVENTORS HALL OF FAME[®] EDUCATIONAL PROGRAM



IMMERSIVE INVENTION EDUCATION

The Club Invention® At Home program incorporates a wide range of subject areas through purposeful, hands-on exploration. Children gain insight and inspiration while finding opportunities to take risks and develop new ideas. These experiences empower children to thrive as creative problem solvers in their own lives and in the world around them. The virtual program components provide educators a turnkey system to bring these experiences to life from a distance.

“
As a coach, I was **PROVIDED EVERYTHING I NEEDED** to successfully execute this online experience with excellence. The time was designed to **ENGAGE STUDENTS AND DEVELOP INNOVATIVE THINKING.**
”

JENNIFER S., EDUCATOR

INNOVATIVE EXPERIENCES

- Research-based curriculum allows educators to lead with confidence
- Open-ended exploration promotes creativity and builds 21st-century skills
- Children are empowered to use their imagination and make their thinking visible as they explore STEM concepts

FLEXIBLE CURRICULUM

- The Club Invention At Home program includes four unique, hands-on units
- Each unit provides four hours of programming; initial purchase will include a base unit with an additional four hours of programming
- Units can be bundled or purchased individually
- Flexible pricing options; license using district or school funds, or offer as a parent-paid opportunity
- Aligned to Common Core and Next Generation Science Standards for grades 1-6

TURNKEY IMPLEMENTATION

- Each unit delivers a complete activity kit and step-by-step guide for each student, filled with all the creative materials they will need
- Educator script and easy-to-follow interactive video included with each unit
- Dedicated National Inventors Hall of Fame® (NIHF) support



PRICING

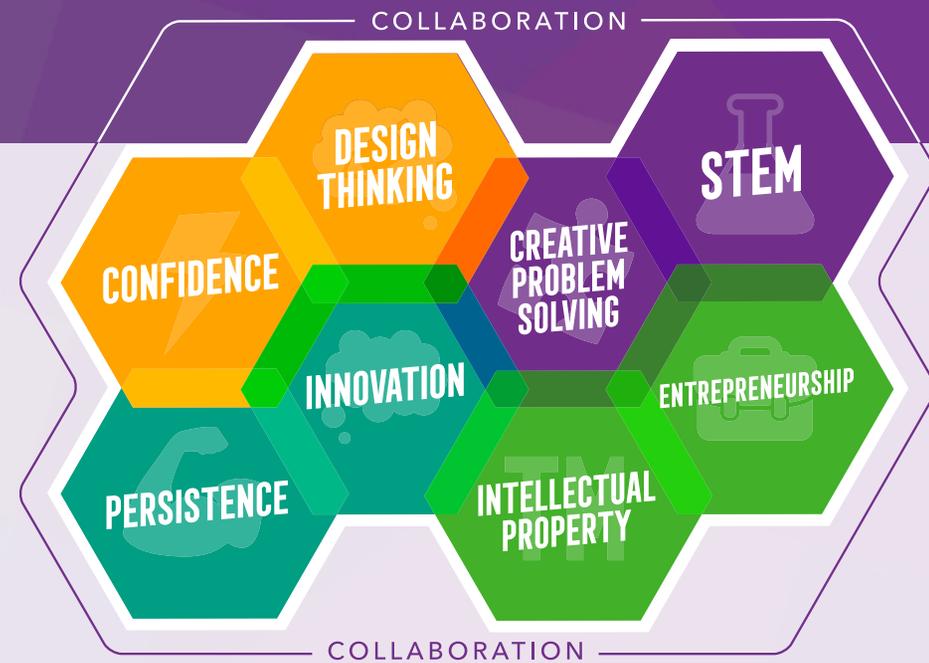
	LICENSED PRICE PER PARTICIPANT	PARENT PAID PRICE PER PARTICIPANT	STIPEND*	
			12-19 participants	20-25 participants
FIRST UNIT Includes Innovation Force Base Unit	\$70	\$75	\$200	\$250
ADDITIONAL UNIT	\$120	\$135	\$300	\$375
ADDITIONAL 2 UNITS	\$170	\$195	\$400	\$500
ADDITIONAL 3 UNITS	\$220	\$255	\$500	\$625

*Educator stipend applies to parent-paid pricing model only. Additional charges may apply if units are shipped separately.

THE INNOVATION MINDSET

Each National Inventors Hall of Fame® (NIHF) education program is built on the belief that every child can invent. Through open-ended, hands-on exploration, children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – that enables and empowers them in any area of life.

The Innovation Mindset is made up of these nine essential skills and traits that are strengthened every time a child applies them. Each Club Invention At Home unit highlights different aspects of this mindset, and by participating in all four core units, as well as the base unit, children unlock their full potential and discover the magic of their own creativity.



CLUB INVENTION AT HOME UNITS



BOT ANN-E™

Students learn to code as they program robots to navigate scenes they create, from futuristic farms to city streets.

- Creative Problem Solving
- Entrepreneurship
- Confidence



OPTIBOT™

After customizing their self-driving robots, students watch them complete obstacle courses they've designed.

- Design Thinking
- Persistence
- Innovation



DIY ORBOT™

To complete a series of exciting challenges, students design, test and modify their remote-controlled robots.

- Innovation
- Creative Problem Solving
- Intellectual Property



ROBOTIC PET VET™

Students perform surgery on a robotic dog, taking it apart to compare its mechanics to a real dog's anatomy.

- STEM
- Confidence
- Persistence



Club Invention[®]



BOT ANN-E™:

Children think like innovators as they:

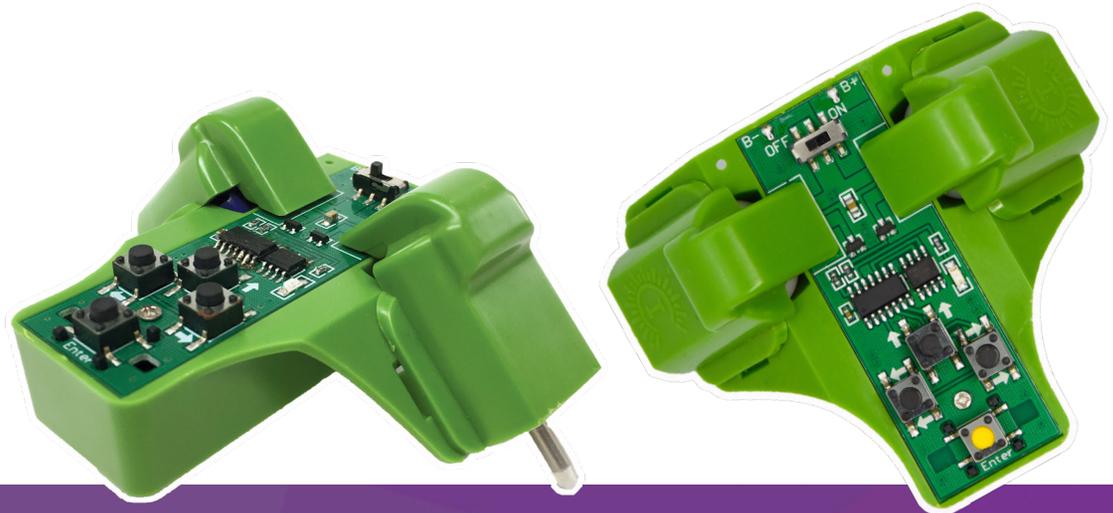
- Receive a high-tech agricultural robot named Bot ANN-E, and all the tools they need to complete fun challenges.
- Follow step-by-step instructions to code their robot to plant seeds.
- Design imaginative landscapes and program Bot ANN-E to navigate them.

MATERIALS

AAA batteries
Beads (red and white)
Bot ANN-E robot
Bot ANN-E sheet

Cardboard connectors
Copy paper
Cord lock
Farm animal figure

Federico Faggini figure
Safety saw
Step-by-step activity guide
(available in English and Spanish)
String





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OPTIBOT™

Children prepare to navigate the future as they:

- Receive self-driving robots and everything they need to make tracks the robots can follow.
- Build creativity and persistence by personalizing, modifying and testing their Optibots.
- Explore how sensors are used in automated systems like the ones in self-driving cars.



MATERIALS

Adhesive gems

Black permanent marker

Clay

Colored permanent markers

Copy paper

Exploring With Optibot sheet

Finger flashlights

Inventor Log

Masking tape

Ocean stickers

Optibots

Paper cups

Pencil

Spec sheets

Step-by-step activity guide
(available in English and Spanish)





Club Invention[®]

DIY ORBOT[™]

Children take on exciting challenges as they:

- Receive all the materials they need to customize and operate remote-controlled robots.
- Build perseverance by completing a series of tasks with their robots.
- Explore lessons in reverse engineering and the invention process.



MATERIALS

AAA batteries
Button batteries
Certification stickers
Copy paper
Craft sticks
DIY Orbot face stickers

DIY Orbots with remotes
Foam blocks
Googly eyes
Inventor Log
Masking tape
Pencils

Pipe cleaners
Safety glasses
Scissors
Screwdriver
Step-by-step activity guide
(available in English and Spanish)
Table tennis ball





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ROBOTIC PET VET™

Robotics and veterinary science combine as children:

- Receive two robotic dogs – one to take apart and diagnose, and one to personalize.
- Unbox all their hands-on materials and build a dog park using simple machines.
- Follow step-by-step instructions to investigate dog anatomy and perform surgery.



MATERIALS

AA batteries
Adhesive fur
Adhesive gems
Craft sticks
Fur templates

Foam blocks
Masking tape
Inventor Log
Operation table sheet
Pencil

Robotic dog
Safety glasses
Scissors
Screwdrivers
Step-by-step activity guide
(available in English and Spanish)





Club Invention[®]

INNOVATION FORCE™ BASE UNIT*

Children unlock their creative superpowers as they:

- Design and create their own superhero persona and disguise to join the Innovation Force - a team of heroic inventors.
- Explore design engineering.
- Get immersed in the Supercharged Comic Book story starring our NIHF Hall of Famers.

*The Innovation Force Base Unit is included and shipped along with the first unit and provides materials that will be used in additional units.



MATERIALS

Bright Ideas Kit
Cape
Comic book
Hacky sack
Inventor Log

Kaleidoscope
Mask
Masking tape
Pencil
Safety glasses

Scissors
Silly putty
Sliding puzzle
Slime
Step-by-step activity guide



CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

800-968-4332

NIHFatmyschool@invent.org

[invent.org](https://www.invent.org)



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PATENT AND TRADEMARK OFFICE

The National Inventors Hall of Fame provides STEM education programs for young innovators from PreK through grade 12.