DELIVER STEM EXPLORATION AND DIY FUN

At the National Inventors Hall of Fame® (NIHF), we understand the challenges educators and families are experiencing this school year. Our Innovation Exploration Kits™ offer a simple, affordable solution.

Delivering the hands-on invention education we have provided for 30 years, our kits include everything students need to complete engaging activities and build 21st-century skills in self-led, at-home and blended settings.

EASY IMPLEMENTATION
- Deliver a complete set of high-quality materials in each kit
- Provide step-by-step guides to help children complete each activity
- Offer access to digital assets for optional enhancements to the experience

INNOVATIVE EXPERIENCES
- Emphasize creative problem solving through real-world challenges
- Encourage STEM exploration through hands-on activities
- Introduce confidence-building lessons from the world’s greatest innovators

EQUITABLE SOLUTIONS
- Provide a full experience for each child, regardless of internet access
- Support independent exploration with no need for educator involvement
- Foster curiosity, creativity and authentic engagement among all students
THE INNOVATION MINDSET

At NIHF, we believe every child can invent. Through open-ended, hands-on exploration, our programs help children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – to enable and empower them in any area of life.

The Innovation Mindset is made up of nine essential skills and traits that are strengthened every time a child applies them. Each Innovation Exploration Kit highlights different aspects of this mindset, guiding students to unlock their potential and discover the magic of their own creativity.

INNOVATION EXPLORATION KITS

I CAN INVENT® SERIES, K-6
With real robots in each kit, students engage in our most popular hands-on activities, from coding to reverse engineering.

- Innovation
- Persistence
- Design Thinking
- STEM

ELEVATE SERIES, K-6
Four inspiring kits lead students on a journey exploring principles of flight, sports innovations, real environmental challenges and more.

- Design Thinking
- Creative Problem Solving
- Intellectual Property
- Entrepreneurship

INNOVATION FORCE® LIMITED EDITION KIT, K-6
Imaginative activities help students build confidence in their creativity as they design superhero personas, disguises and gadgets.

- Innovation
- Confidence
- Creative Problem Solving
- STEM

INVENTION PROJECT® SERIES, 6-9
Young innovators gain valuable skills as they explore entrepreneurship, design futuristic clothing, build simple robots and more.

- Confidence
- Persistence
- Entrepreneurship
- Intellectual Property
CREATIVE ACTIVITIES WITH CAMP INVENTION’S BEST BOTS

This robust series delivers the most popular activities from past Camp Invention® K-6 programs. Each one includes a different robot and provides opportunities for hands-on exploration. The experience begins with our Starter Set, and additional kits can be added for more fun and learning.

PRICING:
$175 for the bundle of all five kits
$65 for the Starter Set
$45 for each additional kit if purchased separately
INNOVATION FORCE® AND BOT ANN-E™: STARTER SET

Children dive into the I Can Invent series as they:

- Receive all the necessary supplies to create superhero disguises and gadgets, including a device that picks up toxic sludge (SLIME!).
- Unbox 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 and navigate landscapes they’ve created.

MATERIALS

<table>
<thead>
<tr>
<th>AAA batteries</th>
<th>Hacky sack</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beads (red and white)</td>
<td>Inventor Log</td>
</tr>
<tr>
<td>Bot ANN-E robot</td>
<td>Kaleidoscope</td>
</tr>
<tr>
<td>Bot ANN-E sheet</td>
<td>Markers</td>
</tr>
<tr>
<td>Bright Ideas Kit</td>
<td>Mask</td>
</tr>
<tr>
<td>Camp Invention T-shirt</td>
<td>Masking tape</td>
</tr>
<tr>
<td>Cape</td>
<td>Packing paper</td>
</tr>
<tr>
<td>Cardboard connectors</td>
<td>Pencil</td>
</tr>
<tr>
<td>Comic book</td>
<td>Putty</td>
</tr>
<tr>
<td>Copy paper</td>
<td>Safety glasses</td>
</tr>
<tr>
<td>Cord lock</td>
<td>Safety saw</td>
</tr>
<tr>
<td>Duct tape</td>
<td>Scissors</td>
</tr>
<tr>
<td>Farm animal figure</td>
<td>Sliding puzzle</td>
</tr>
<tr>
<td>Federico Faggin figure</td>
<td></td>
</tr>
</tbody>
</table>

Slime
Step-by-step activity guides
String

For more information, visit invent.org/kits
**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

For more information, visit invent.org/kits
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

For more information, visit invent.org/kits
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
- Table tennis ball

For more information, visit invent.org/kits
CURIOSITY TAKES FLIGHT WITH EXCITING CHALLENGES

Our Elevate series lets children’s imaginations soar. Students in grades K-6 are introduced to world-changing inventors, practice divergent thinking and explore a different theme in each of four kits, from flight and sports innovations to intellectual property and environmental science.

PRICING:
$115 for all four kits

ACTIVITY GUIDES:
Available in both English and Spanish
CAMP INVENTION CHAMPIONS™

Children become game-changing innovators as they:

- Receive everything they need to design and build the ultimate sports complex.
- Collect Inventor Trading Cards to discover the inspiring stories of inventors who have shaped the world of sports.
- Follow step-by-step instructions to incorporate simple machines into tabletop games.

MATERIALS

- Ball bearing
- Balloon cups and sticks
- Bendable straws
- Bungee cord
- Button magnets
- Champions Box
- Coffee stirrers (wooden paddle-shaped)
- Cord locks
- Foam ball
- Innovation Dream Team Trading Cards
- Inventor Log
- Jumbo craft sticks
- Markers
- Masking tape
- Netting
- Pencil
- Plastic game piece stand
- Player silhouette sheets
- Playing surface sheets
- Scissors
- Step-by-step activity guide
- Triangular paper clips

Camp Invention®
**DESIGN THINKING PROJECT™**

Children begin to see themselves as capable creators and entrepreneurs when they:

- Engage in activities that build design thinking skills, empathy and persistence.
- Gain tools and experiences that will help them understand the value of intellectual property.
- Follow step-by-step instructions to sketch ideas, build prototypes, design logos and make pitches.

**MATERIALS**

<table>
<thead>
<tr>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black paper</td>
</tr>
<tr>
<td>Black permanent marker</td>
</tr>
<tr>
<td>Clay</td>
</tr>
<tr>
<td>Clay tool</td>
</tr>
<tr>
<td>Deal cards sheet</td>
</tr>
<tr>
<td>Design Thinking Portfolio</td>
</tr>
<tr>
<td>Inventor Log</td>
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<tr>
<td>Markers</td>
</tr>
<tr>
<td>Masking tape</td>
</tr>
<tr>
<td>Patent drawings sheet</td>
</tr>
<tr>
<td>Patterned duct tape</td>
</tr>
<tr>
<td>Pencil</td>
</tr>
<tr>
<td>Pipe cleaners</td>
</tr>
<tr>
<td>Plastic base</td>
</tr>
<tr>
<td>Ruler</td>
</tr>
<tr>
<td>Scissors</td>
</tr>
<tr>
<td>Step-by-step activity guide</td>
</tr>
<tr>
<td>The Creator’s Key to Intellectual Property poster</td>
</tr>
<tr>
<td>Tracing paper</td>
</tr>
<tr>
<td>Transparency</td>
</tr>
<tr>
<td>Video game controller</td>
</tr>
<tr>
<td>patents sheet</td>
</tr>
<tr>
<td>White chalk</td>
</tr>
</tbody>
</table>
CAMP INVENTION
FLIGHT LAB™

Children earn their wings as they:

- Take apart and customize a high-tech flight simulation robot.
- Follow step-by-step instructions to investigate the inner workings of their robot.
- Receive everything they need to experiment with principles of flight, such as lift and thrust.

MATERIALS

- AA batteries
- Classic paper airplane sheets
- Classic paper airplane instructions
- Feathers
- Flight Inductee Book
- Hand-copter
- Inventor Log
- LINK accessory stickers
- LINK robot
- Pencil
- Safety glasses
- Screwdriver

Step-by-step activity guide
- Straw
- Washi tape
RESUE SQUAD™

Creative thinking helps protect the planet as children:

- Follow step-by-step instructions to construct parachutes and safely airdrop wildlife.
- Receive all the materials they need to design and create an energy-efficient LED plant.
- Take on environmental challenges and practice creative problem solving to restore balance in nature.

MATERIALS

- Animal figure
- Brown crinkle paper
- Clothespins
- Coin battery
- Craft stick
- Felt flower
- Flowerpot
- Glowing Garden Book
- Green painter’s tape
- Inventor Log
- Leaf template
- Lei flower
- Markers
- Masking tape
- Paper muffin cup
- Pencil
- Rainbow LED
- Rescue Squad temporary tattoo
- Resealable plastic bag
- Scissors
- Silver conductive tape
- Step-by-step activity guide
- String
IMAGINATIVE ACTIVITIES AT AN AFFORDABLE PRICE

This kit delivers superhero-themed activities meant to engage and inspire children in grades K-6. Available for a limited time, this kit has flexible delivery options and price points.

PRICING:
- Centralized Delivery: $10 per kit, 1-3 delivery sites
- Decentralized Delivery: $12 per kit, multiple (up to 30) delivery sites
- Home Delivery: $16 per kit, delivered directly to student’s home address

ACTIVITY GUIDES:
Available in both English and Spanish
INNOVATION FORCE®
LIMITED EDITION

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.

• Receive a series of fun worksheets to put their superpowers to the test.

• Get immersed in the Supercharged Comic Book story starring our NIHF Hall of Famers.

MATERIALS
Cape
Cardboard connectors
Mask
Pip lizard figure
Pip activity cards
Slime
Step-by-step activity guide
Supercharged Comic Book

WORKSHEETS
Hall of Famer activity sheet (3)
Hall of Famer quiz challenge sheet (5)
Innovation Force quiz
Math worksheet

[Images of activity sheets and comic book pages]
INNOVATION EXPLORATION KIT™

INVENTION PROJECT

REAL-WORLD CHALLENGES BUILD CONFIDENCE AND SKILLS

This inspiring set of four at-home activity kits delivers the hands-on fun of Camp Invention and elevates it to engage students in grades 6-9. Each kit is packed with all the materials innovators need to take on exciting challenges and build perseverance and goal-setting skills.

PRICING:
$135 for all four kits

ACTIVITY GUIDES:
Available in both English and Spanish
E-RACER BOTS™

Children develop persistence as they:

- Create simple robots using a motor and eraser.
- Use vibration to make their robots move through trial and error.
- Gain insight on advanced batteries from Collegiate Inventors Competition® Finalists.

MATERIALS

- Binder clips
- Chart paper
- Coin batteries
- Corks
- Erasers
- E-Racer bots sheet
- Feathers
- Large paper clips
- Markers
- Masking tape
- Pencil
- Pushpins
- Rubber bands
- Scissors
- Small paper clips
- Step-by-step activity guide

Vibrating motors
Webbing Out sample sheet
FLY GLIDERS™

Imagination takes off as children:

- Receive all the materials they need to explore flight, inspired by NIHF Inductees Orville and Wilbur Wright.
- Experiment with an electronic heliball and airplane structural design.
- Build a rescue plane prototype and explore the role of wing shape and nose weight in an airplane’s trajectory.

MATERIALS

- Hand-cpter
- Classic paper airplane sheet
- Colored copy paper
- Markers
- Masking tape
- Paper clips
- Scissors
- Heliball
- Masking tape
- Safety glasses
- Step-by-step activity guide
**INNOVATION EXPLORATION KIT™**

**INVENTION PROJECT SERIES**

**RC ORIGAMI BOT™**

Children explore new possibilities as they:

- Receive all the materials they need to construct and operate a remote-controlled robot.
- Apply creative thinking to transform their bots from 2D figures to 3D objects.
- Explore remote-control technology, including the use of medical robots.

**MATERIALS**

- AA batteries
- Black permanent marker
- Markers
- Masking tape
- RC Origami Bot Kit
- Safety glasses
- Scissors
- Screwdriver
- Step-by-step activity guide
- Transparent tape
WEAR IT OUT™

Children bring innovative ideas to life as they:

- Use creative problem solving to engineer clothing of the future to function in extreme weather.
- Follow step-by-step instructions to protect their idea, draft a business plan and launch a powerful pitch.
- Receive complete materials and inspiration from NIH Hall of Famers to tap into their creativity.

MATERIALS

- Sewable sequin lights
- Sewing needle with cork
- Step-by-step activity guide
- The Creator’s Key to Intellectual Property poster
- Threader
- Umbrella
- Wear It Out sheet
- Adhesive notepad
- Business Basics sheet
- Coin batteries
- Conductive thread
- Copy paper
- Fabric
- Feathers
- Felt
- Go-to-Market sheet
- LEDs
- Markers
- Masking tape
- Pencil
- Pipe cleaners
- Recyclables
- Scissors
KEEP STUDENTS ENGAGED WITH ACTIVITY KITS

TO LEARN MORE, CONTACT:
800-968-4332
NIHFatmysschool@invent.org
invent.org

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