Camp Invention®

ACCLAIMED SUMMER STEM PROGRAM
FOR GRADES K-6

A NATIONAL INVENTORS HALL OF FAME® EDUCATIONAL PROGRAM
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Learn more about Camp Invention [here](#).
HANDS-ON STEM SUMMER CAMP

Our nationally recognized K-6 summer enrichment program, Camp Invention®, is a weeklong day camp that has reached children across the country for more than 30 years. Each year, brand new curriculum is developed and tested to deliver hands-on activities that encourage divergent thinking. Camp Invention is backed by independent research, inspired by lessons from world-changing inventors and designed to spark imaginations through open-ended engagement in creative problem solving.

“My kids and I love the HANDS-ON EXPLORATION AND OPEN-MINDED THINKING and brainstorming of ideas. They are free to discover, imagine and grow for a whole week unrestricted, EVERY THOUGHT AND IDEA IS ACCEPTED and can be built upon.”

JAN O. CAMP INVENTION INSTRUCTOR
In-Person and At-Home Formats for Peace of Mind

Our 2021 Camp Invention program has flexibility built in. Typically offered as a one-week camp, the program schedule can be customized to meet district needs and is designed to run both in person and at home.

Each experience delivers consistent activities for students, and educators are provided with implementation support for both formats. The at-home experience, with on- and off-screen learning options, ships materials directly to campers and provides educators with interactive videos and scripts. The in-person format provides the step-by-step curriculum for educators and all the materials are shipped directly to the program site or other preferred location.

Districts can quickly pivot to a fully at-home experience if necessary, and parents can change their experience format up to six weeks before their camp start date. This approach empowers educators and families to confidently make plans now and adjust later. Regardless of how circumstances may change, your Program Team – certified local educators – will be ready, and children will enjoy the benefits of camp no matter where it takes place.
THE INNOVATION MINDSET

Every 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 all areas of their lives.

The Innovation Mindset is made up of these nine essential skills and traits that are strengthened every time a child applies them. Each Camp Invention module highlights different aspects of this mindset, guiding children to unlock their full potential and discover the power of their own creativity.

2021 CAMP INVENTION MODULES

CAMP INVENTION DUCK CHUCK™
Through hands-on experiments with trajectory and velocity, children build their own device to launch rubber ducks around the world.
- STEM
- Entrepreneurship
- Creative Problem Solving

CAMP INVENTION OPEN MIC™
To amplify their creative voice, children reverse engineer a wireless microphone, then develop and promote their own extraordinary invention.
- Confidence
- Intellectual Property
- Design Thinking

CAMP INVENTION ROAD RALLY™
Imaginations accelerate as children design a vehicle that can travel across land and has prototype elements for moving through air and water.
- Persistence
- Design Thinking
- Innovation

CAMP INVENTION SOLARBOT™
To take care of their very own solar-powered robotic cricket, children create protective gear, customized habitats and fun cricket playgrounds.
- Creative Problem Solving
- Persistence
- STEM

Learn more about Camp Invention here.
Duck Chuck Module Overview

In this global adventure, children design, build and test a device to launch rubber ducks. First, they collect and budget “quack coins” to buy materials for creating their device. Then they launch their ducks around the world in an exciting effort to visit famous landmarks while putting the physics concepts of trajectory and velocity to the test.

Curriculum Highlights

This module emphasizes these aspects of the innovation mindset:

- Exploring STEM concepts like velocity and trajectory to design launching devices.
- Building entrepreneurship skills by trademarking and marketing inventions.
- Determining how to modify inventions through hands-on, creative problem solving.

Duck Chuck Aligns to Common Core State Standards and Next Generation Science Standards
Open Mic Module Overview

In this empowering module, children voice their ideas as their imaginations are amplified through invention and entrepreneurship! First, they reverse engineer a wireless microphone, and then they follow the Camp Invention Design Thinking Process™ to develop and pitch their own amazing inventions.

Curriculum Highlights

This module emphasizes these aspects of the innovation mindset:

- **CONFIDENCE:** Gaining confidence while sharing original ideas and delivering persuasive invention pitches.
- **Intellectual Property:** Discovering the power and purpose of Intellectual Property through lessons from world-changing inventors.
- **Design Thinking:** Practicing Design Thinking by moving from sketches to prototypes to marketable products.

Open Mic Aligns to Common Core State Standards and Next Generation Science Standards
Road Rally Module Overview

Entering a Vehicle Design Lab, children apply nature-based discoveries to create vehicles that can travel across land and have morphing prototype elements to show how it might adapt to move through the air and even under water. Exploring energy, fuel and movement, children modify their designs to take on challenges in an exciting Super Road Rally.

Curriculum Highlights

This module emphasizes these aspects of the innovation mindset:

- **Persistence**: Building persistence through the process of creating and modifying prototypes.
- **Design Thinking**: Applying Design Thinking to give vehicles the ability to maneuver through a series of obstacles.
- **Innovation**: Achieving innovation by adding elements inspired by nature to morphing vehicle designs.

Road Rally Aligns to Common Core State Standards and Next Generation Science Standards
SolarBot Module Overview

Children explore circuitry, engineering and cricket anatomy as they make and adopt their own solar-powered robotic cricket. Hands-on challenges lead them to consider the lives of real insects as they create customized habitats complete with cricket playgrounds, develop cricket-inspired musical inventions and outsmart predators.

Curriculum Highlights

This module emphasizes these aspects of the innovation mindset:

- Applying STEM to understand crickets’ antennae, molting abilities, sound detection and powerful legs.
- Developing persistence while designing and testing protective gear for SolarBots.
- Using creative problem solving to build cricket wings and compete in a Chirp-Off.

Key Skills and Concepts

- Alternative Energy
- Circuitry
- Habitats and Ecosystems
- Water Conservation

SolarBot Aligns to Common Core State Standards and Next Generation Science Standards
Camp Invention Games supplements our four core modules by giving children the opportunity to engage in more teamwork, out-of-the-box thinking and physical fun through energetic and enriching activities. Games can be used during the lunch break each day or implemented during Base Camp, where children begin and end each day.

*Games applies to our in-person format only.

**CURRICULUM HIGHLIGHTS**

Camp Invention Games emphasizes these innovation mindset habits:

- **Gaining confidence and building agility through both collaboration and competition.**
- **Applying creative problem solving to devise strategies in games using unusual objects and new rules.**
- **Building persistence to overcome fun challenges, from balloon tosses to relay races.**

Learn more about Camp Invention [here](#).
A TYPICAL DAY AT CAMP INVENTION IN PERSON

A TYPICAL DAY¹ AT CAMP INVENTION IN PERSON MAY FOLLOW THE SCHEDULE BELOW:

9 A.M.
MORNING BASE CAMP
Children engage in Activity Kit experiences to prepare for the day.

11:40 A.M.
LUNCH BREAK
Half the participants enjoy lunch while the others go outside for Camp Invention Games, and then they switch.

3:15 P.M.
AFTERNOON BASE CAMP
Children wind down with problem-solving games before signing out.

EXTENDED DAY
Children participating in Extended Day² enjoy activities that build on the momentum of the core program.

7:30 A.M.
9:15 A.M.
PROGRAM MODULES
Children warm up their imagination with STEM challenges in the first two modules of the day.

1:05 P.M.
PROGRAM MODULES
Children engage in more hands-on STEM and Design Thinking Challenges as they dive into the two afternoon modules.

5:30 P.M.
EXTENDED DAY
Children participating in Extended Day² are picked up after engaging in more fun, hands-on activities.

1. Activities are grouped by grade level, allowing children of all ages to build confidence as creators and innovators.

2. Extended Day is offered as a parent opt-in for an additional registration fee. Participants not registered for Extended Day will arrive at 9 a.m. and sign out at 3:30 p.m.
Prior to the program week, each participant registered for the at-home experience will receive their Camp Invention At Home activity kits delivered directly to their home. Participants are encouraged to unbox and explore their materials before camp begins!

**A Typical Day at Camp Invention At Home**

**DAILY KICKOFF**
Coaches kick off each day of camp with a live online session that includes icebreakers, module instruction and opportunities to collaborate.

**10 A.M.**

**UNPLUG AND GET CREATIVE**
Participants set off to take on the day’s challenges, typically completing one module per day.

**12 P.M.**

**COACHING**
Participants join their Coach for opportunities to extend their learning with more hands-on challenges.

**1 P.M.**

**CONTINUE DAILY CHALLENGES**
Participants enjoy screen-free time continuing hands-on exploration of STEM challenges and prepare for their afternoon collaboration session to share the day’s inventions!

**COLLABORATE AND SHARE**
Participants join their fellow campers and Coach for questions, brainstorming and collaboration.

**3 P.M.**

*During off-screen, self-led creative time, children are encouraged to follow their step-by-step activity guides, take opportunities to complete challenges outdoors and work at their own pace.*
## What's Included: Camp Invention In Person and At Home

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<th>CAMP INVENTION PROVIDES</th>
<th>Camp Invention In Person</th>
<th>Camp Invention At Home</th>
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<tr>
<td><strong>Program Logistics</strong></td>
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<tr>
<td>Program Team compensation</td>
<td>✓</td>
<td>✓</td>
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<td>Program Team orientations</td>
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<td>✓</td>
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<tr>
<td>Participant registration portal</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Promotional support (advertising, banners, flyers and posters)</td>
<td>✓</td>
<td>✓</td>
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<td><strong>Implementation Support</strong></td>
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<tr>
<td>Materials, curriculum and instructor guide for 32.5 hours of programming, shipped directly to the program location</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Materials and step-by-step activity guides for 32.5 hours of programming, shipped directly to each participant and Program Team Member</td>
<td>✓</td>
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<tr>
<td>Daily schedules and prerecorded videos to supplement the curriculum</td>
<td>✓</td>
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<td>Scripts to facilitate the program, with content that varies for in-person and at-home sessions</td>
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<td>Screen-free or online experience option for participants</td>
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<td>Camp Invention T-shirt for participants and Program Team Members</td>
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<td>Liability insurance</td>
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<td><strong>District or Host Site Provides</strong></td>
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<td>Classroom or physical space</td>
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<td>Online platform for at-home experience</td>
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<td>Assistance distributing promotional materials and driving registration</td>
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<tr>
<td>Assistance securing Program Team Members</td>
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PRICING

With our traditional parent-paid model, the district or host site provides the space needed for the in-person camp and secures the certified local educators who serve as Program Team Members for both in-person and at-home experiences. The program cost is covered by each participant, and there is no added fee to host the program.

- $235 per participant for in-person or at-home program
- $315 including Extended Day (for in-person programs only)
- Registration discounts available for Program Team Members, district employees and families

1. Per-participant registration and Extended Day costs may vary to cover building use and other district fees.

If parent funding is not an option, our education programs also qualify for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding.

2. Discounts may vary.
Two decades ago, Camp Invention® began formally measuring its impact. During this time, multiple independent evaluations have confirmed both the short- and long-term benefits of our Camp Invention program.

**Evaluation Summary**

- Just one week of Camp Invention results in significant short-term and long-term benefits for students.
- Following one recent Camp Invention program, 56% of students with high-risk factors demonstrated increased attendance and test scores, with 80% showing no to minimal absences after the program.
- Students with multiple Camp Invention experiences show higher gains in creativity, critical thinking, and performance, including their average and median test scores.
CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:
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invent.org