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

INNOVATIVE EXPERIENCES

- Real-world challenges lead children to practice empathy, and build confidence and persistence while becoming solution seekers
- Authentic, collaborative STEM experiences foster 21st-century skills
- High-energy activities and opportunities for outdoor exploration keep children active and engaged

TURNKEY IMPLEMENTATION

- All-inclusive program curriculum and materials
- Promotional materials provided to help drive registrations
- Dedicated National Inventors Hall of Fame® (NIHF) support

FLEXIBLE & IMMERSIVE CURRICULUM

- Four thematic modules with hands-on activities
- Adapts to meet unique scheduling needs for an in-person or at-home experience
- Aligned to State, Common Core and Next Generation Science Standards

Learn more about Camp Invention here.
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
- STEM

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.
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:

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

Key Skills and Concepts

- Intellectual Property
- Presentation Skills
- Reverse Engineering
- Sketching and Designing Invention Prototypes

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:

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

KEY SKILLS AND CONCEPTS

- Animal Features and Adaptations
- Motion in Nature
- Building and Testing
- Energy

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.

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:

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

**Key Skills and Concepts**

- Gross Motor Skills
- Fine Motor Skills
- Teamwork
- Creative Thinking

Learn more about Camp Invention [here](#).
A Typical Day at Camp Invention in Person May Follow the Schedule Below:

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!

11 A.M.
CREATE AND INVENT
Together, Coaches and participants make, create and invent.

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

9 A.M.

1:15 P.M.
UNPLUG AND GET OUTDOORS
Hands-on STEM exploration continues as participants enjoy screen-free time and get outdoors with high-energy activities.

1 P.M.
AFTERNOON HANGOUT
Participants join their Coach and fellow campers to socialize, build friendships and gear up for the rest of the day’s hands-on fun.

1:15 P.M.

2 P.M.
COLLABORATE AND SHARE
Participants join their fellow campers and Coach online to complete their final challenge and share their projects and inventions.

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

<table>
<thead>
<tr>
<th>CAMP INVENTION PROVIDES</th>
<th>Camp Invention In Person</th>
<th>Camp Invention At Home</th>
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<tbody>
<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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<tr>
<td>Program Team orientations</td>
<td>✓</td>
<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>
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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>
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<td>✓</td>
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<tr>
<td>Daily schedules and prerecorded videos to supplement the curriculum</td>
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<tr>
<td>Scripts to facilitate the program, with content that varies for in-person and at-home sessions</td>
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<td>✓</td>
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<tr>
<td>Screen-free or online experience option for participants</td>
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<tr>
<td>Camp Invention T-shirt for participants and Program Team Members</td>
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<td>✓</td>
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<tr>
<td>Liability insurance</td>
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<tr>
<td><strong>District or Host Site Provides</strong></td>
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<tr>
<td>Classroom or physical space</td>
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<tr>
<td>Online platform for at-home experience</td>
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<tr>
<td>Assistance distributing promotional materials and driving registration</td>
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<td>✓</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 participant¹ 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.

HOW IT WORKS

PARTNER WITH NIHF

- NIHF: Regional representative provides exemplary support throughout the experience
- HOST SITE: Confirm program location and dates
- HOST SITE: Confirm program Director
- NIHF: Registration opens

KICK OFF CAMP PROMOTIONS

- NIHF: First flyer is provided including $40 participant discount²
- NIHF: Ship promotional box to the Director
- NIHF: Host Director promotional orientation
- DIRECTOR: Secure Program Team Members

AMPLIFY CAMP PROMOTIONS

- NIHF: Second flyer is provided including $30 participant discount
- PROGRAM TEAM: Spread the word about Camp Invention using the provided resources including social media write-ups, newsletters and digital ads
- NIHF: Third flyer is provided including $25 participant discount
- DIRECTOR: Communicate all Program Team and host district employee discounts

PREPARE FOR CAMP WEEK

- NIHF: Host Director logistics orientation
- NIHF: Schedule program materials and curricula for delivery
- DIRECTOR: Confirm Program Team based on enrollment
- DIRECTOR: Summer is here! Launch your Camp Invention program!
Learn more about Camp Invention® here.
CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

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

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