

## EXAMPLE Camp Invention In-Person Schedule

Each day children rotate through 2 morning and 2 afternoon modules along with collaborative games that will keep them active and engaged. Module names and times vary by program. Number of groups are sorted by age and dependent on enrollment, with a 1:8 child-to-Team Member ratio. Weather permitting, some activities may take place outside. Enhanced sanitization practices will be in place.

Time	Blue Group	Green Group	Orange Group	Red Group
9:00 – 9:15	Welcome! Your child will be greeted and checked in by a Program Team Member each morning. Children kick off the day at <b>Base Camp™</b> where fun icebreakers will have even our shyest campers wanting more! After Base Camp, they will break off into their designated age groups where they will rotate through each of our immersive, action-packed activities.			
9:15 – 10:30	Module: <i>SolarBot</i>	Module: <i>Duck Chuck</i>	Module: <i>Open Mic</i>	Module: <i>Road Rally</i>
10:30 – 10:35	Reset Break			
10:35 – 10:40	Snack			
10:40 – 11:55	Module: <i>Duck Chuck</i>	Module: <i>Open Mic</i>	Module: <i>Road Rally</i>	Module: <i>SolarBot</i>
11:55 – 12:00	Reset Break		<b>Camp Invention Games™</b>	
12:00 – 12:25	Lunch			
12:20 – 12:25	<b>Camp Invention Games™</b>		Reset Break	
12:25 – 12:50			Lunch	
12:50 – 2:05	Module: <i>Open Mic</i>	Module: <i>Road Rally</i>	Module: <i>SolarBot</i>	Module: <i>Duck Chuck</i>
2:05 – 3:20	Module: <i>Road Rally</i>	Module: <i>SolarBot</i>	Module: <i>Duck Chuck</i>	Module: <i>Open Mic</i>
3:20 – 3:30	Campers meet back up at <b>Base Camp™</b> for a final teamwork activity before parent pick-up begins. Our programs are designed to be progressive and flexible, where your child will be challenged all while having an absolute <i>blast</i> . Encourage your young innovator to continue the inventing at home and keep using those “I wonder” statements – where big ideas become the next big thing!			