



Camp Invention In-Person Schedule for our 2022 program, *Explore!*

Each day children rotate through 2 morning and 2 afternoon experiences along with collaborative games that will keep them active and engaged. Experience 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.

Time	Blue Group	Green Group	Orange Group	Red Group
9:00 – 9:15	Welcome! Your child will be greeted and checked in by a Team Member each morning. Children kick off the day at Base Camp™ 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 experiences.			
9:15 – 10:30	Experience: <i>Spacecation™</i>	Experience: <i>NIHF's The Attic™</i>	Experience: <i>Marble Arcade™</i>	Experience: <i>Robotic Aquatics™</i>
10:30 – 10:35	Reset Break			
10:35 – 10:40	Snack			
10:40 – 11:55	Experience: <i>NIHF's The Attic™</i>	Experience: <i>Marble Arcade™</i>	Experience: <i>Robotic Aquatics™</i>	Experience: <i>Spacecation™</i>
11:55 – 12:00	Reset Break		Camp Invention Games™	
12:00 – 12:25	Lunch			
12:20 – 12:25	Camp Invention Games™		Reset Break	
12:25 – 12:50			Lunch	
12:50 – 2:05	Experience: <i>Marble Arcade™</i>	Experience: <i>Robotic Aquatics™</i>	Experience: <i>Spacecation™</i>	Experience: <i>NIHF's The Attic™</i>
2:05 – 3:20	Experience: <i>Robotic Aquatics™</i>	Experience: <i>Spacecation™</i>	Experience: <i>NIHF's The Attic™</i>	Experience: <i>Marble Arcade™</i>
3:20 – 3:30	Campers meet back up at Base Camp™ 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!			