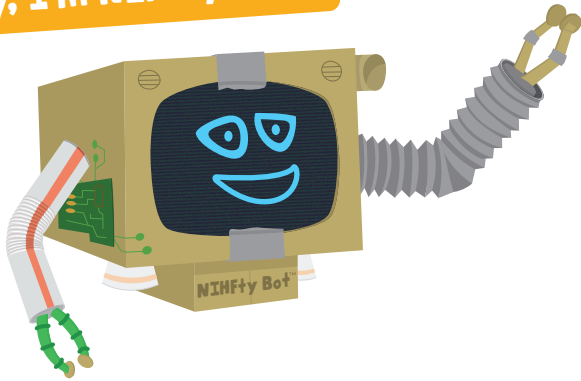


THE CAMP INVENTION DAILY DAY 1



Hey, I'm NIHFty Bot™!



Welcome to the first day of CAMP INVENTION®!

Each day, your child will stretch their imagination and explore the wonder of STEM in a safe and fun environment designed to unlock their creative potential. As your child brings their ideas to life through hands-on challenges, they'll collaborate with friends and discover new possibilities!

HERE'S WHAT'S HAPPENING AT CAMP

In **Penguin Launch™**, campers embark on an eco-expedition in Antarctica and become penguin experts! They team up to explore the mechanics of a robotic Snow-ver joining them on their research mission. **What did your camper uncover about the Snow-ver?**



In **Illusion Workshop™**, campers enter the mesmerizing world of optical illusions! Inspired by National Inventors Hall of Fame® Inductee and Disney Imagineer Lanny Smoot, campers design and wire a rotating animation device. **What illusions did your camper explore?**



During **In Control™**, campers jump in the driver's seat for the ultimate road trip. They select their vehicle, explore the science of a compass, assemble their own control panel and exchange Morse code messages. **Ask them where they would like to travel!**

In **Claw Arcade™**, campers explore claws found in nature for invention inspiration. Campers test, problem solve and fine tune their invention, then use their grabbers to create a one-of-a-kind game. **Ask your camper about their game!**

CONNECTION QUESTIONS

1. What made you smile today at camp?
2. Did you see any familiar faces? Did you make any new connections?
3. What surprised you the most? Any predictions for tomorrow?

EVERY DAY IS AN ALL-NEW ADVENTURE

Each day, your child will engage in hands-on STEM challenges inspired by world-changing innovators and fascinating phenomena found in the natural world.

As your child embarks on their innovative journey, they'll make exciting discoveries and build confidence alongside friends. Here at camp, every idea is celebrated as campers tinker, experiment and stay curious.

Each year, Camp Invention is reimagined to empower new and returning campers. The adventure will continue next summer with more **never-before-seen STEM experiences!**



3 Ways to Support Your Camper's Experience:

1. Ask questions about their day. You are likely to learn something new!
2. Encourage your child's creativity and watch their confidence grow.
3. Remind them to stay curious at home – STEM learning doesn't end with camp.

We can't wait to see your camper's big ideas come to life!

SAFETY

Your child's safety is very important to us. When dropping off and picking up your child, you must accompany them into the _____ to sign them in and out each day.

GENERAL SAFETY WARNING: Materials sent home from Camp may pose a risk if mishandled. Please monitor children and pets around all such materials. Do not allow humans or pets to ingest any Camp materials. Items sent home from Camp with your child may contain small parts, magnets, and/or batteries, including coin batteries, which are not suitable for children under the age of 3.

CONTACT INFORMATION

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THE CAMP INVENTION DAILY DAY 2



HERE'S WHAT'S HAPPENING AT CAMP !!



In **Illusion Workshop™**, campers discover the fun science of reflection by experimenting with mirrors. They learn about an illusion called Pepper's Ghost, and then they create their own unique illusion. **Ask your camper how they made the Pepper's Ghost illusion!**

During **In Control™**, campers explore destinations on their map and personalize their control panel. To make important travel decisions, they learn about AI innovations and explore navigation devices. **What did your camper discover about navigation?**



In **Claw Arcade™**, campers ignite their curiosity with a take-apart activity. They explore the mechanics of a grabber and build their own. Using imagination, they engineer ordinary objects into a device to rescue NIHFty Bot™. **Ask them about the take-apart process!**

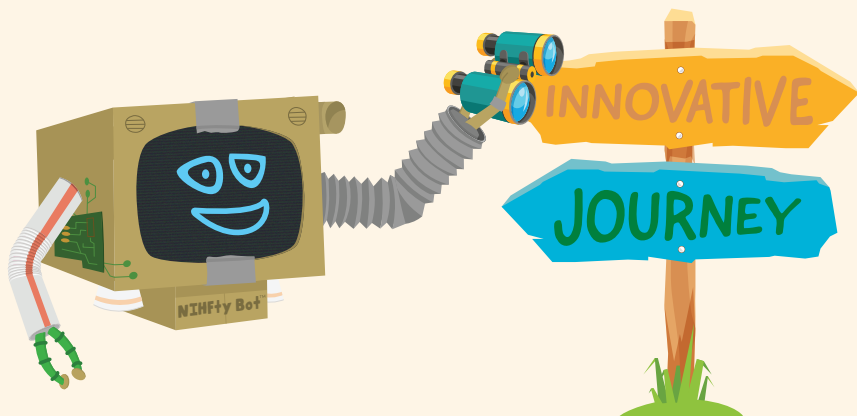
In **Penguin Launch™**, campers explore polymer snow and penguin navigation. They collaborate to map out a path for their team's Snow-vers to glide across the snow and investigate new penguin colonies. **Who did your camper team up with today?**



CONNECTION QUESTIONS

1. What's the most exciting thing you discovered today?
2. What were your favorite materials you used at camp?
3. What challenges did you solve? How did you find a solution?

Every Camper is on Their Own **Innovative Journey**



From music to cooking to painting, there are many pathways to STEM! When children follow their interests, their creativity will shine bright as they discover there is a place in STEM for everyone.

These stories of real-world inventors show how personal passions and hobbies have inspired innovation:



The Art of Engineering

National Inventors Hall of Fame® Inductee and engineer Asad Madni has been passionate about art since childhood, and his creativity has helped him bring inventions to life. He led the development of the MEMS gyroscope for aerospace and automotive safety, saving countless lives!



Music and Computer Programming

Inductee Radia Perlman, the inventor of robust network routing and bridging, has played a major role in driving the growth and development of the internet. She says studying classical music, piano and the French horn inspired her approach to engineering.



Cooking and Chemistry

Inductee and chemist Margaret Wu transformed the field of synthetic lubricants used in passenger car engines, wind turbines and other industrial machines. Embracing the similarities between cooking and chemistry, Wu knows that striving for improvement requires persistence! Her love for experimentation has led to many complex chemical reactions in her new home lab – the kitchen!

What inspires your child on their STEM journey?

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THE CAMP INVENTION DAILY DAY 3



HERE'S WHAT'S HAPPENING AT CAMP

In **Penguin Launch™**, campers apply creative problem solving to rescue stranded penguins. They investigate flippers and the physics of flight before building a DIY launcher to propel their plush penguin through the air. **Ask them about their epic launcher!**



In **Claw Arcade™**, campers build their very own functional claw machine. Through hard work and persistence, children dream up marketing strategies to bring their claw arcade to market. **How did your camper use inspiration from nature to build their claw machine?**



In **Illusion Workshop™**, campers go behind the scenes of illusion techniques used in animation. Energized with inspiration from National Inventors Hall of Fame® Inductee Lanny Smoot, they finish assembling their spinning animation device. **Ask your camper what they used to create an animation!**

During **In Control™**, campers invent their own AI Assistant. Then they team up to create an innovative solution to help a baby bird that fell from its nest! **How did your camper earn their Nature Badge?**



CONNECTION QUESTIONS

1. What ideas did you bring to life today?
2. How did you use your imagination at camp?
3. Do you like working on your own or collaborating with others?

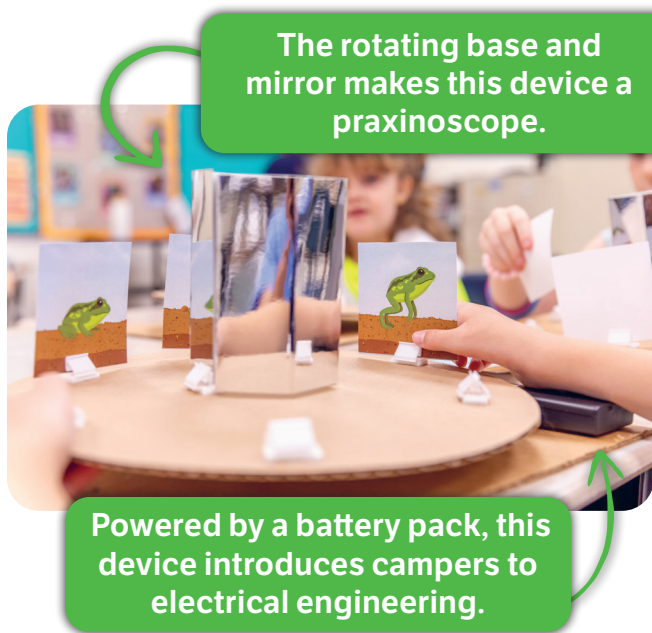
DID YOU KNOW?

Your camper will bring home prototypes that represent the ideas they've brought to life at camp! Ask your child to point out all the exciting details and you'll notice impressive features rooted in STEM.

Just like real-world inventors, campers learn that prototyping is an essential step in the invention process. Take a closer look at a couple of these awesome take-home items!

SPIN-O-SCOPE

As your child explores the exciting world of entertainment experiences, they'll build, wire and customize a Spin-o-scope™. This rotating device demonstrates the illusion of animation, helping campers discover the neuroscience behind optical illusions.



PNEUMATIC PUPPET

Before your camper creates their one-of-a-kind prop, they sketch it! As your child makes their own movable prop to surprise an audience, they discover how pneumatics (air pressure) can be used to create special effects.



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THE CAMP INVENTION DAILY DAY 4



HERE'S WHAT'S HAPPENING AT CAMP

In **Illusion Workshop™**, campers explore the science behind illusions that make movies magical. They use this knowledge to create one-of-a-kind moving pneumatic props. **How did your camper make their props move?**



During **In Control™**, campers use persistence to navigate bumps in the road as they fix a flat tire, build a shelter and send important Morse code signals. **Ask them why a positive mindset is important when facing challenges!**



In **Penguin Launch™**, campers analyze snow and water samples, discovering pollutants. They take action to explore a magnetic fluid that attaches to microplastics and use a magnet to remove them from penguin habitats. **How did your camper use magnets?**



In **Claw Arcade™**, campers make custom prizes to complete their claw machine. Then, they use entrepreneurial thinking, explore design patents and create a trademark-worthy logo. **Ask them what they learned about intellectual property!**



CONNECTION QUESTIONS

1. When did you show your creativity today?
2. What was your biggest challenge today? How did you overcome it?
3. What are you inspired to do next?

Every Inventor Started Out as a Curious Kid

Camp Invention® connects children with amazing role models. These inventors prove that curiosity, nurtured from a young age, creates a foundation for remarkable discoveries.

National Inventors Hall of Fame® Inductee and Disney Imagineer Lanny Smoot was fascinated with invention and tinkered with all kinds of materials during his childhood. One day, his father wired together a battery, an electric bell and a light bulb, so that the bell would ring and the bulb would light up. This demonstration lit the way toward Smoot's career.

Today, Smoot is Disney's most prolific inventor. His work in theatrical technologies and special effects inspired many of the devices campers assemble during **Illusion Workshop™**!



"My path was paved by people who believed in me."
- Inductee Lanny Smoot



"'I wonder if you could do this.' That 'I wonder' statement is the best way to open up your innovation portal."
- Inductee Jacqueline Quinn

Inductee and environmental engineer Jacqueline Quinn grew up exploring the wonders of nature. Both of her parents were science educators who encouraged her curiosity, and she wondered if she could invent ways to help the planet.

Quinn co-invented emulsified zero-valent iron, or EZVI — an environmentally safe cleanup technology that has been used around the world to remove contaminants from groundwater. Her impressive career at NASA brings inspiration to **Penguin Launch™**, as campers are challenged to clean up microplastics from penguin habitats in Antarctica.

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THE CAMP INVENTION DAILY DAY 5

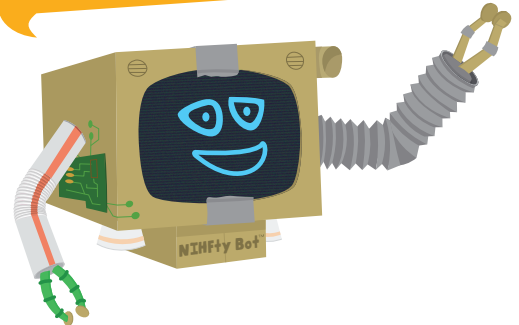


See you next summer!

Stay in touch!

Is it the final day of camp already? What an incredible week of summer fun! We hope your camper had a blast tinkering, exploring hands-on challenges and discovering the magic of STEM. We are so proud of their innovative ideas and big dreams. Stay tuned for a brand-new set of adventures next summer!

We're always sharing the latest STEM-based discoveries, hands-on activities and upcoming Camp Invention® news to our social channels, so be sure to follow us today!



HERE'S WHAT'S HAPPENING AT CAMP



During **In Control™**, campers exercise their imagination with a Morse code signal challenge. They complete the final leg of their innovative journey and use circuitry to wire a transmitter. **What was your camper's final destination?**

In **Penguin Launch™**, campers discover how innovation can help save the planet as they craft compelling eco-messages and use physics to launch Pengy into the thermosphere – sending their message far and wide. **Ask your camper what they wrote in their message!**

In **Illusion Workshop™**, campers experiment with sound effects in movies and television. Then they explore exciting STEAM careers that power innovative entertainment experiences. **Ask your camper to tell you about Foley techniques.**

In **Claw Arcade™**, campers put their claw machine to the test and showcase how it works. They develop a name for their arcade and confidently pitch to investors. **Ask your camper why they think entrepreneurs need strong marketing.**



CONNECTION QUESTIONS

1. What did you discover about yourself this week?
2. What was your favorite part of Camp Invention?
3. How will you keep inventing this summer?

For 35 years, Camp Invention has brought STEM exploration to life through one-of-a-kind curricula.

How does camp deliver a fresh new program each year? By starting from scratch, following a 20-month development process and testing each new experience with real campers.

Because every summer brings a unique theme, different topics and never-before-seen challenges to explore, returning campers are guaranteed to experience the joy of STEM in a whole new way.

Did your child love Camp Invention? We can't wait to see them take on next year's brand-new adventures!



Until Next Time

We are so glad you're part of the Camp Invention family. Your camper can keep the fun going by:

1. Setting up an "Innovation Station" at home.
2. Using their imagination to brainstorm and sketch solutions to real-world challenges.
3. Visiting invent.org/blog to find more awesome opportunities for hands-on STEM learning!



Visit invent.org/program-search to preregister for 2026 camp dates at a location near you!



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NOTES FROM THE DIRECTOR

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