

## Camp Invention Schedule for our 2026 program, *Spark!*

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. Children are sorted by grade level and the number of groups is dependent on enrollment, with a 1:8 Team Member-to-child 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 <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 groups where they will rotate through each of our immersive, action-packed experiences.			
9:15 – 10:30	Experience: The Infringers™	Experience: Fur-ensics™	Experience: Make Waves™	Experience: Space Morphers™
10:30 – 10:35	Reset Break			
10:35 – 10:40	Snack			
10:40 – 11:55	Experience: Fur-ensics™	Experience: Make Waves™	Experience: Space Morphers™	Experience: The Infringers™
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: Make Waves™	Experience: Space Morphers™	Experience: The Infringers™	Experience: Fur-ensics™
2:05 – 3:20	Experience: Space Morphers™	Experience: The Infringers™	Experience: Fur-ensics™	Experience: Make Waves™
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 inventing at home and keep using those “I wonder” statements!			