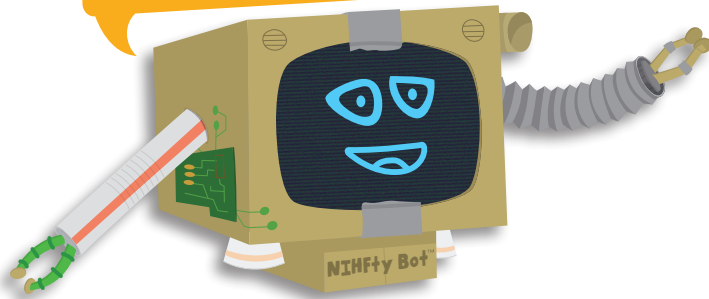


THE CAMP INVENTION DAILY DAY 1



Camp Invention®

Hey, I'm NIHFty - your guide to Camp Invention!



Welcome to the first day of CAMP INVENTION!

As your child dives into this new adventure, you'll see their excitement and their confidence grow. Our daily newsletters will give you details on what they're learning, along with questions to ask them as they tackle more STEM challenges, make new friends and unlock their creativity in this safe, supportive and super-fun environment.

HERE'S WHAT'S HAPPENING AT CAMP

In **Space Morphers™**, campers launch a mission to transform a faraway planet's atmosphere, terrain and ecosystem for future habitation. Exploring engineering concepts, they build their very own DIY space rocket. **How did they personalize their rocket?**



In **Fur-ensics™**, campers explore the fascinating world of forensic science! Recruited by Cap E. Bara to solve an animal mystery, they reverse engineer a robotic capybara and earn their detective badge during basic training. **Ask them about the inner mechanics of their capybara!**

In **Make Waves™**, campers discover an ocean of opportunities as they glean invention insights from surfing. They splash into hands-on buoyancy experiments and tackle an aluminum foil boat challenge. **Ask them how many washers their boat held!**



In **The Infringers™**, campers spark their innovative superpowers and identify challenges in their local community. They create a top-secret Do Something Box to keep their ideas secure and create a secret code to add to their wearable cryptography device. **How did they decipher a secret code today?**

CONNECTION QUESTIONS

1. What was your favorite experience today?
2. Did you see any of your friends at camp? Did you meet someone new?

CAMPERS CAN DO IT ALL!

Every challenge at camp leads children to build hands-on skills and a DIY spirit. When your child created their space rocket today in Space Morphers, they learned the value of trusting their own ideas whenever they tinker, sketch, experiment and construct.

As your child builds more inventions in the coming days, encourage them to take pride in their DIY ideas, skills and creations!



3 Ways to Support Your Camper's Experience:

1. Encourage their creativity by asking questions about their time at camp.
2. Remind them to stay curious about the world around them.
3. From visiting our blog to experimenting with take-home items, inspire them to continue their STEM learning at home.

We can't wait to see what your camper creates next!

SAFETY

Materials sent home from Camp may pose a risk if mishandled and should only be used for their intended purpose as described at Camp. Please monitor children and pets around all such materials, and do not allow humans or pets to ingest any Camp materials. Items sent home with your child may contain small parts, magnets, and/or batteries (including button or coin batteries), which are not suitable for children under the age of 3.

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.

CONTACT INFORMATION

THANK YOU TO OUR SPONSORS

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THE CAMP INVENTION DAILY DAY 2



Camp Invention®

HERE'S WHAT'S HAPPENING AT CAMP !



In **Space Morphers™**, campers collect water, mineral and soil samples during a high-energy Rover Race. As they grow a dazzling crystal tree and hatch a mysterious animal egg, campers record important data in their Space Lab. **What did they discover?**

In **Make Waves™**, campers paddle through salty challenges and design a one-of-a-kind ocean innovation to solve a surfer situation. Next, they pitch their prototypes to hook investors and complete a mock patent application. **Ask to hear their pitch!**



In **Fur-ensics™**, campers use deductive reasoning to explore the “who” and “how” as they eliminate suspects, collect curious clues and take a close-up look at fur and feathers under a microscope. Next, they build a sleuthing gadget to support their epic investigation. **Ask them who their No. 1 suspect is!**

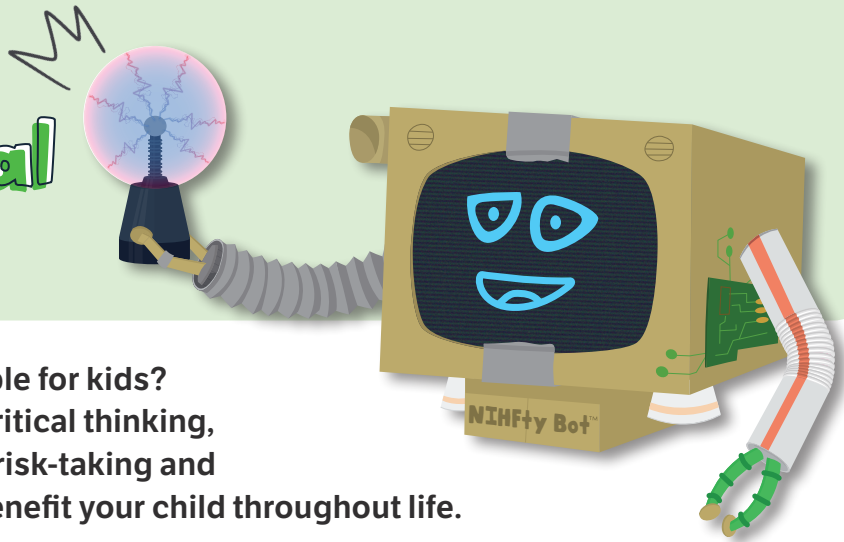
In **The Infringers™**, campers work together to brainstorm and sketch ideas that solve a community challenge. Next, they explore innovative security tools like iris recognition and reCAPTCHA, and add an impact light to their wearable device. **How did your camper keep information secure?**



CONNECTION QUESTIONS

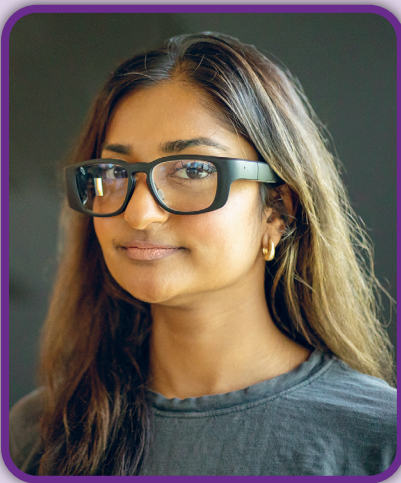
1. What is your favorite thing you learned today?
2. What were the most interesting materials you used to invent?

Sparking Entrepreneurial Thinking



Why is entrepreneurial thinking valuable for kids? Entrepreneurship involves skills like critical thinking, innovation, leadership, collaboration, risk-taking and resilience — versatile skills that will benefit your child throughout life.

In Make Waves, campers find an ocean of entrepreneurial opportunities on their journey to commercialize a product. Throughout the week, they take on the perspective of a surfer striving to catch their first big break as they ride the waves of entrepreneurship, campers conduct market research, pitch prototypes to investors (their fellow campers!), explore the importance of intellectual property and develop some creative ways to advertise. Each of these challenges builds confidence and real-world skills.



Meet Charu Thomas Patented Inventor, Technology Trailblazer and CEO

In 2017, she was a Finalist in the Collegiate Inventors Competition® — an exciting opportunity from the National Inventors Hall of Fame®! She founded her own technology company in 2019 and has demonstrated leadership as a CEO and executive chair.

“ I think in entrepreneurship, one of the most important qualities is being persistent and having this kind of formidable attitude — a determination that is unshaken. It definitely rings true to me in my experience. ”

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THE CAMP INVENTION DAILY DAY 3



HERE'S WHAT'S HAPPENING AT CAMP

In **Space Morphers™**, campers use a magnifying sheet to examine their specimens, record their Space Lab observations and create their own planet model that supports life and future exploration. **Ask them about the features of their planet!**



In **Fur-ensics™**, campers compare animal tracks, conduct an interrogation and review digital evidence from surveillance footage. After they question motives and alibis, children explore and analyze fingerprints in an interactive challenge. **Ask them about fingerprint patterns!**



In **Make Waves™**, campers conduct market research and carefully select materials as they modify their prototypes. While building their brand to appeal to their target audience, they design an eye-catching logo for their company. **What does their logo look like?**



In **The Infringers™**, campers exercise innovation as they miniaturize technology, discover the components that make up the inside of a smartphone and build inventions to fit their wearable device. **What did your camper miniaturize?**



CONNECTION QUESTIONS

1. What ideas did you bring to life today?
2. Did you solve any tough challenges? How did you find a solution?

ROBOTIC CAPYBARAS INSPIRE STEM FUN

Does your camper love the robotic capybaras that have been part of their investigations at camp? This furry take-home animal is more than just a toy! As children identify the ways in which innovation shapes the world around us, their robotic capybara helps them keep STEM within reach.

THROUGHOUT THE WEEK, CAMPER:



Explore **hands-on engineering** and **robotics** as they investigate the inner mechanics and electronics of their capybara.



Discover **animal science** as they learn cool facts about capybaras, the animals they interact with and the features of their habitat.



Design a one-of-a-kind costume to disguise their capybara.



The learning doesn't stop at camp — your child's robotic capybara will inspire them to stay curious and keep investigating STEM all summer long!



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THE CAMP INVENTION DAILY DAY 4



HERE'S WHAT'S HAPPENING AT CAMP

In **Space Morphers™**, campers team up to protect their Space Lab from a storm and search for out-of-this-world rocks to study. Inspired by space innovations, they design and build prototypes to optimize their planet's features. **Ask them how they added a glowing effect to their planet!**



In **Fur-ensics™**, campers investigate suspicious splatters, experiment with trajectory and analyze DNA clues alongside their robotic capybara. Finally, they use all the evidence they gathered to identify the perpetrator! **How was your camper able to solve the mystery?**



In **Make Waves™**, campers build persistence as they learn how to commercialize their product and build an eye-catching billboard boat to reach their target audience through ocean advertising. **Ask your camper about their innovative boat!**

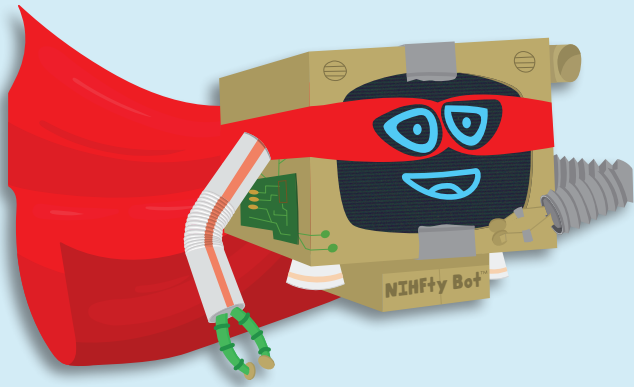


In **The Infringers™**, campers use critical thinking to detect and outwit hackers at the Innovation Force® Headquarters. Discovering the key to keeping their prototype safe, they fill out a mock Camp Invention Patent application. **How did they protect their intellectual property?**



CONNECTION QUESTIONS

1. What's the most exciting thing you discovered today?
2. Who did you team up with today?



Inventors Are Real-Life Superheroes

Throughout the week, campers are introduced to lessons from real-life superheroes: world-changing inventors! As they learn true stories of hard work and perseverance, they'll get to know some National Inventors Hall of Fame® Inductees as well as they know their favorite entertainers.

In *The Infringers*, campers team up with the Innovation Force (a team of extraordinary inventors) to solve challenges in their community, develop impressive inventions and protect their ideas with groundbreaking security tools. As children uncover their own innovative superpowers, they learn that they too can become successful problem solvers and make the world a better place through invention.

TWO OF THE MANY SUPERHEROES INTRODUCED THIS WEEK



When National Inventors Hall of Fame Inductee **Andrea Goldsmith** was growing up, her favorite subjects in school were math, languages and literature. Now, she's known for advancing wireless communications and networking with her invention of adaptive beamforming for multi-antenna Wi-Fi. Through her pioneering research and entrepreneurship, Goldsmith has enabled fast, reliable wireless service all around the world.

Fun Fact:
Luis Von Ahn also co-founded Duolingo, a company whose online platform is the world's most popular way to learn languages.



As a child, Inductee **Luis von Ahn** loved exploring the candy factory owned by his mother's family. When he grew up, he became the computer scientist who co-invented the website security program CAPTCHA — a technology that tells humans and computers apart. He then created reCAPTCHA, which is a staple in enhancing security and has also assisted in the digitization of books and other archives.

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THE CAMP INVENTION DAILY DAY 5



Camp Invention®

HERE'S WHAT'S HAPPENING AT CAMP

In **Space Morphers™**, campers receive their final mission to monitor their planet's changing terrain. As they explore materials science, campers engineer their own solar sail prototype to keep a satellite in orbit. **Which space innovations inspired your camper's prototype?**



In **Fur-ensics™**, campers use their imagination to design a one-of-a-kind costume, disguising their robotic capybara to attend the Masquerade Fur Ball. After they track down the prankster to uncover their motives, they celebrate with furry friends and help the perpetrator give back to the animal community! **How did your camper create their costume?**

In **Make Waves™**, campers take on rapid prototyping to keep their company afloat. Ready to catch their first big break, campers set sail and test their innovative billboard boats in water. **Ask them what it was like to finally set sail!**



In **The Infringers™**, campers use their innovative superpowers to overcome roadblocks. They race against mischievous Infringers, who are trying to duplicate their ideas, to reach the patent office, earning a Camp Invention Patent Certificate to protect their inventions. **Ask them why intellectual property is important!**

CONNECTION QUESTIONS

1. What was your favorite part of Camp Invention?
2. How will you keep exploring this summer?

WE HOPE YOU HAD A GREAT TIME AT CAMP!



We hope your camper had a blast exploring STEM with friends this week! And we're grateful you chose to give your child these summer memories and lifelong skills. Since our first camp in 1990, children have grown with us for grades K-6 and beyond, and we've seen campers go on to achieve big things — from launching STEM careers and earning patents to becoming Camp Invention Directors who inspire even more young innovators!

Is your camper eager for another week of fun? Each summer brings a different experience packed with never-before-seen challenges, exclusive take-homes and even more STEM phenomena to uncover.


To take advantage of early registration for our 2027 adventure, visit invent.org/program-search and secure your spot!



STEM Learning Doesn't End With Camp!

Keep summer exploration going by following us on social media or visiting our blog at invent.org/blog to find free resources, activities and more inspired moments of STEM learning.

 facebook.com/CampInvention

 [@campinvention](https://instagram.com/campinvention)

 invent.org/blog

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NOTES FROM THE DIRECTOR

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