

Camp
Invention®

INNOVATION FORCE®

STARTER KIT

INNOVATION EXPLORATION KIT™, I CAN INVENT® SERIES

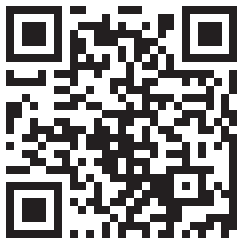
READ PRIOR TO USING THE PRODUCT.

SAFETY AND HYGIENE



**WARNING: CHOKING HAZARD—SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.**

- All activities require adult supervision.
- Ages 5+.
- Read and follow all instructions.
- For safety and hygiene purposes, please be sure all children wash their hands after each activity.
- Demonstrate how to properly hold and use scissors. Do not run with scissors.
- Do not allow children to put materials in or near anyone's eyes, mouths, and ears.
- Do not play with or place plastic bags near the face or mouth.
- Ventilate the room when using markers.



**TO ACCESS YOUR INNOVATION
FORCE EXPERIENCE, VISIT**

invent.org/i-can-invent/Innovation-Force-Unit

Password: slime



ACTIVATE YOUR SUPERPOWERS

***START YOUR I CAN INVENT® EXPERIENCE
BY DESIGNING AN INNOVATIVE SUPERHERO DISGUISE.
USE THE MATERIALS IN THIS KIT TO COMPLETE
CHALLENGES AS OUR NEWEST MEMBER OF THE
INNOVATION FORCE!***



Materials

Cape

Inventor Log*

Mask

Masking tape*

Packing paper

Pencil*

Safety glasses*

Scissors*

Slime

Supercharged Comic Book

*Save these materials for continued use with other
Innovation Exploration Kits.

MUSIC, VIDEOS,
AND POSTERS
CAN BE FOUND
ONLINE AT

[invent.org/i-can-invent/
Innovation-Force](http://invent.org/i-can-invent/Innovation-Force)

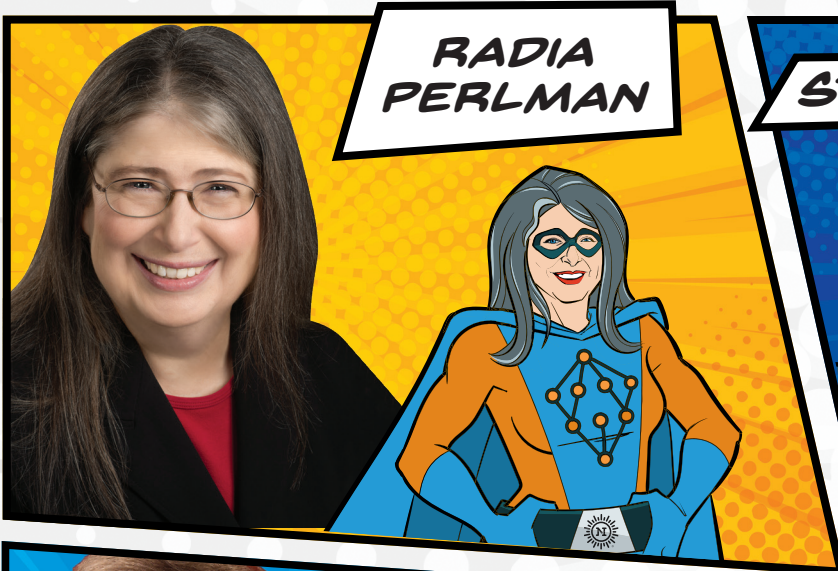




JOIN THE INNOVATION FORCE!

**THE INNOVATION FORCE HAS RECRUITED
YOU TO BE A MEMBER OF THE TEAM.
THEY NEED YOUR CREATIVITY TO
COMPLETE EXCITING CHALLENGES!**

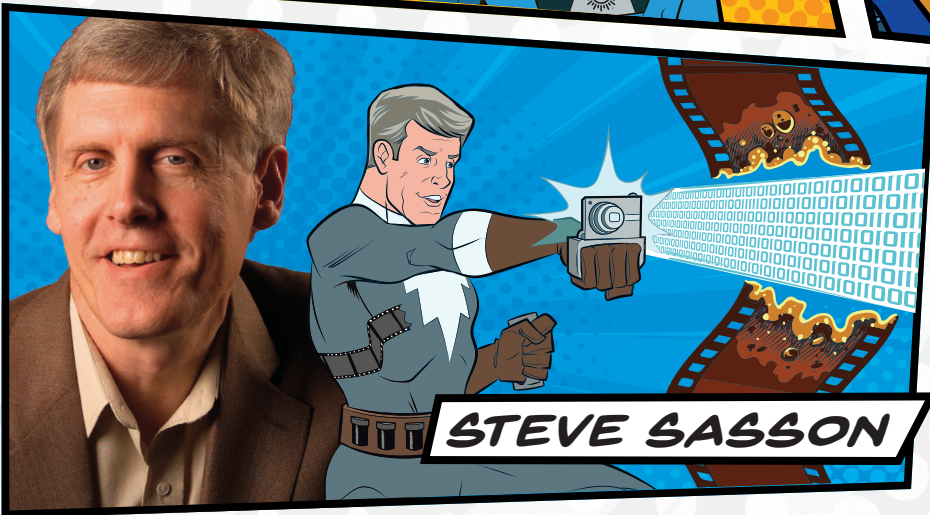
Read about the Innovation Force in the Supercharged Comic Book.



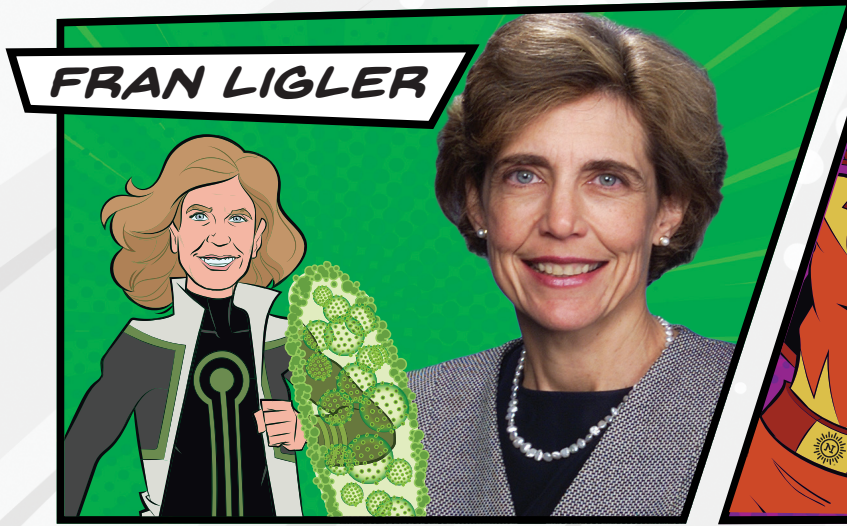
**RADIA
PERLMAN**



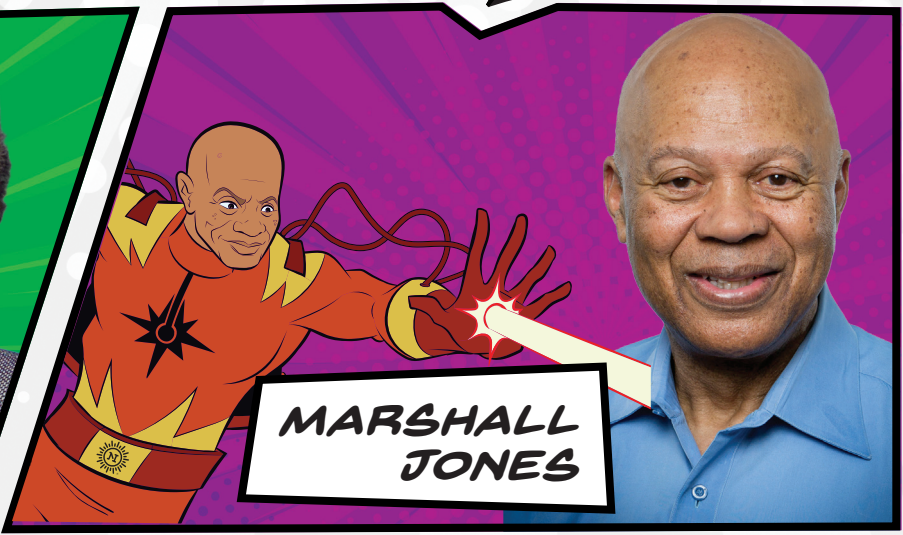
STAN HONEY



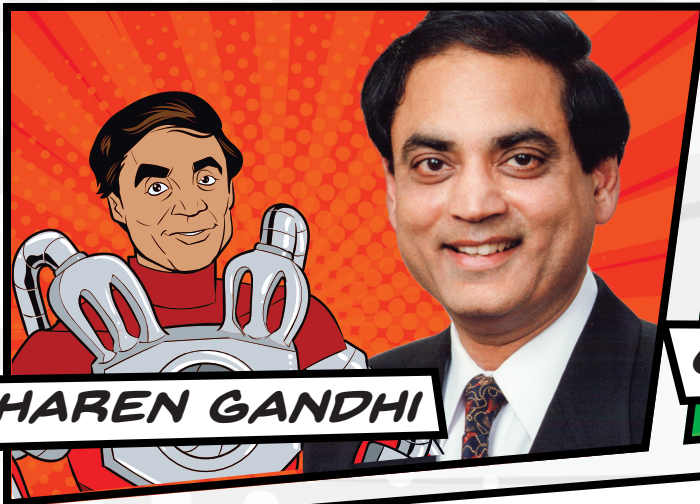
STEVE SASSON



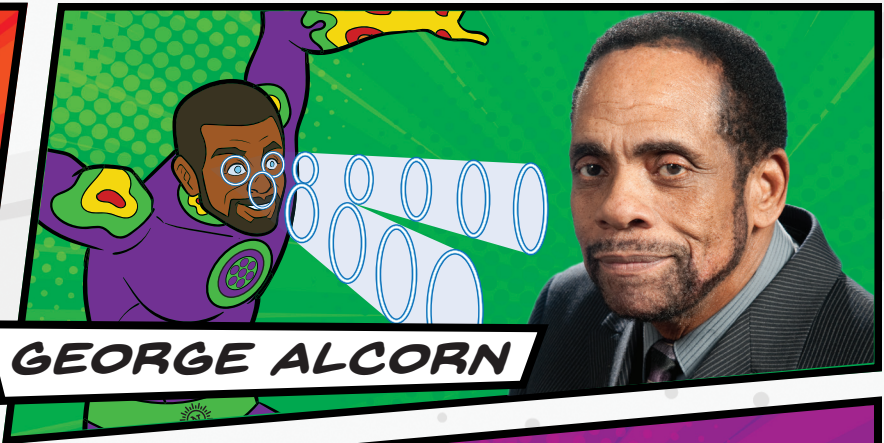
FRAN LIGLER



**MARSHALL
JONES**



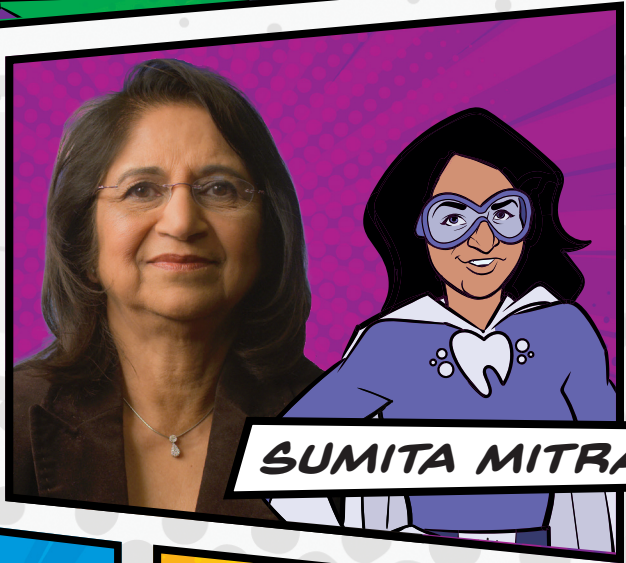
HAREN GANDHI



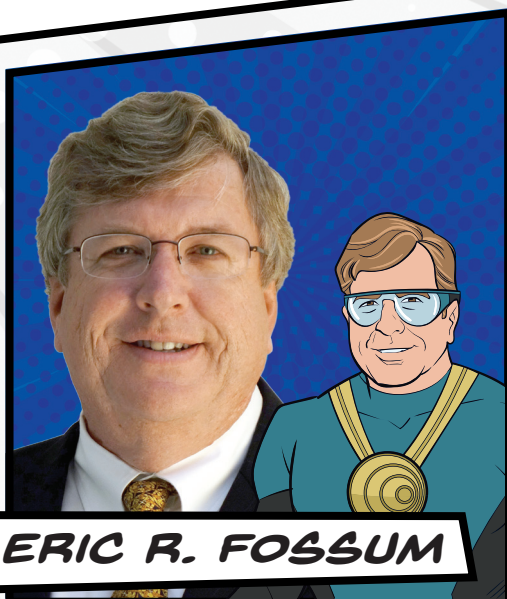
GEORGE ALCORN

MEET THE TEAM!

LEARN MORE ABOUT THE NATIONAL INVENTORS HALL OF FAME® (NIHF) INDUCTEES AT INVENT.ORG/INDUCTEES



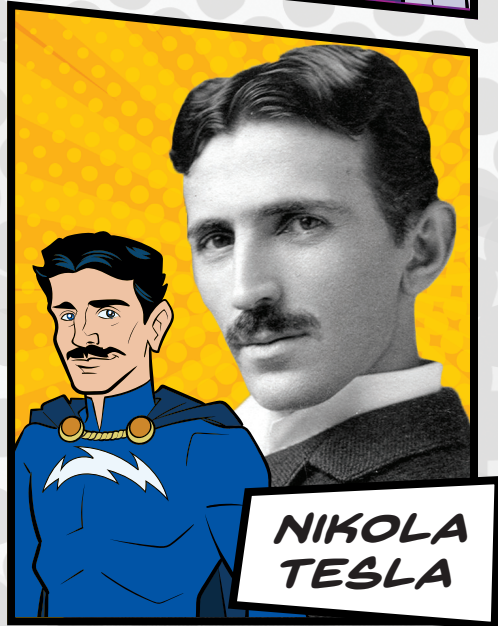
SUMITA MITRA



ERIC R. FOSSUM



JAAP HAARTSEN



NIKOLA TESLA

SKETCH A DISGUISE

CREATE AN INNOVATIVE DISGUISE TO PROTECT YOUR IDENTITY AS YOU HELP THE INNOVATION FORCE WITH THEIR CHALLENGES.



1. Write down some pros and cons of disguises, like capes getting stuck in doors, in your Inventor Log. Check out the [SUPERCHARGED COMIC BOOK](#) and [SUPERHERO DISGUISE INSPIRATION POSTERS](#) for ideas.



2. Sketch your disguise in your Inventor Log.

Play ["SUPERHERO MUSIC 1"](#) as you design.

OUT-OF-THIS-WORLD DESIGN

DESIGN A DISGUISE THAT IS OUT OF THIS WORLD! YOUR SUPERHERO SKETCH IN YOUR INVENTOR LOG SHOULD INSPIRE YOUR DESIGN.

1. Use the cape, mask, masking tape, and craft items from home to design your disguise.

2. For an added challenge, dream up an alter ego for your superhero. Decide if the alter ego has a job, goes to school, or has any favorite sports or fascinating hobbies. Use your imagination to create all the details!

WHAT JOBS MIGHT REQUIRE PEOPLE TO WEAR SPECIAL CLOTHING OR PROTECTION?

HOW MIGHT MATERIALS BE USED AS PROTECTION AND A DISGUISE?

HOW MIGHT YOUR SUPERPOWERS HELP YOU DURING THE DAY? AT NIGHT?

3. PUT ON YOUR DISGUISE AND GET READY TO INVENT!

SUPER SLIME TIME

DESIGN A DEVICE TO PICK UP TOXIC SLUDGE

1. Check with an adult before using slime! Place the brown packing paper from your materials box on your work surface to protect it.

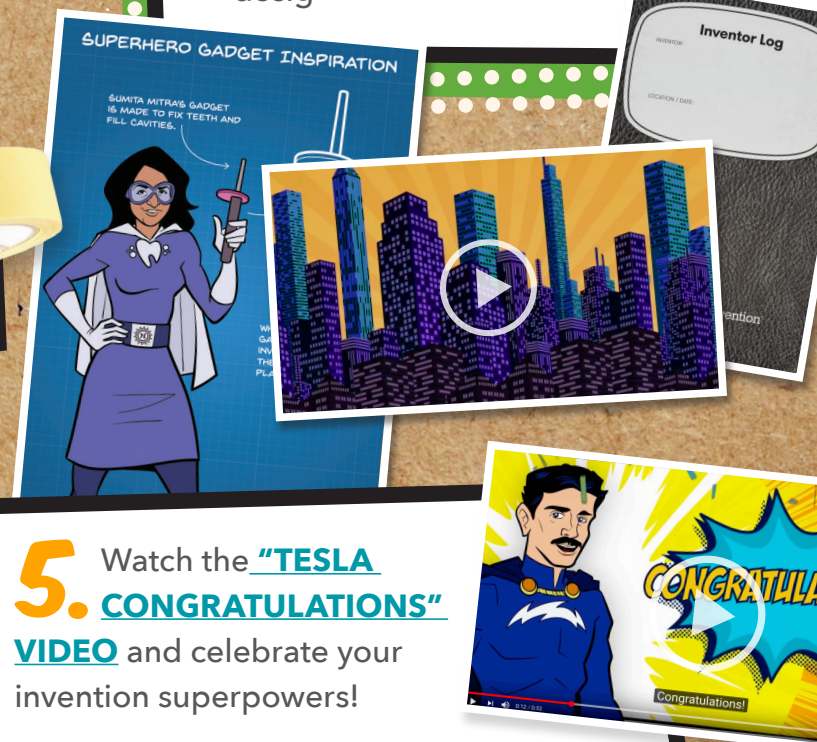
2. Grab your Inventor Log. Sketch your ideas for a device to pick up toxic sludge (slime). Check out the **SUPERHERO GADGET INSPIRATION** poster for ideas and play **"SUPERHERO MUSIC 2"** as you design.

3. Use tape and recyclables, like clean yogurt containers and scrap cardboard, to make a prototype (model).



4. Place the slime on the brown packing paper and test your device by trying to pick it up. Observe what's working and what can be improved, and then modify your device.

5. Watch the **"TESLA CONGRATULATIONS" VIDEO** and celebrate your invention superpowers!



MORE TO EXPLORE

Many inventors and design companies use the process of prototyping to quickly show their ideas without overthinking the details.

INVENTORS OFTEN USE EVERYDAY MATERIALS TO MAKE PROTOTYPES.

NIHF Inductee Jackie Quinn, the inventor of EZVI—an environmental clean-up technology—used cups and drinking straws from her workplace cafeteria at NASA to prototype her invention.

Some people think that inventions just happen, but inventors often spend years thinking through and testing their ideas. Sometimes, inventors need the help of other experts, improved technology, and even time to think and revise their ideas. The more you practice, the better an inventor and maker you will become!

JACKIE QUINN

Learn more about Jackie Quinn at invent.org/inductees/jacqueline-quinn.

FOR MORE HANDS-ON STEM ACTIVITIES

VISIT [INVENT.ORG/AT-HOME-LEARNING-RESOURCES](https://www.invent.org/at-home-learning-resources)



National Inventors
Hall of Fame®



Camp Invention®

Camp Invention® is an educational program from the National Inventors Hall of Fame.

Learn more at [invent.org](https://www.invent.org)

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