

ACCESSIBLE STEM ACTIVITIES

HANDS-ON, SELF-LED LEARNING

GRADES K-9



FROM THE CREATORS OF CAMP INVENTION® – A NATIONAL INVENTORS HALL OF FAME® EDUCATIONAL PROGRAM



DELIVER STEM EXPLORATION AND DIY FUN

At the National Inventors Hall of Fame® (NIHF), we understand the challenges educators and families are experiencing this school year. Our Innovation Exploration Kits[™] offer a simple, affordable solution.

Delivering the hands-on invention education we have provided for 30 years, our kits include everything students need to complete engaging activities and build 21st-century skills in self-led, at-home and blended settings.

EASY IMPLEMENTATION

- Deliver a complete set of high-quality materials in each kit
- Provide step-by-step guides to help children complete each activity
- Offer access to digital assets for optional enhancements to the experience

INNOVATIVE EXPERIENCES

- Emphasize creative problem solving through real-world challenges
- Encourage STEM exploration through hands-on activities
- Introduce confidence-building lessons from the world's greatest innovators

EQUITABLE SOLUTIONS

- Provide a full experience for each child, regardless of internet access
- Support independent exploration with no need for educator involvement
- Foster curiosity, creativity and authentic engagement among all students

THE INNOVATION MINDSET

At NIHF, we believe every child can invent. Through open-ended, hands-on exploration, our programs help children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – to enable and empower them in any area of life.

The Innovation Mindset is made up of nine essential skills and traits that are strengthened every time a child applies them. Each Innovation Exploration Kit highlights different aspects of this mindset, guiding students to unlock their potential and discover the magic of their own creativity.



INNOVATION EXPLORATION KITS



I CAN INVENT[™] SERIES, K-6

With real robots in each kit, students engage in our most popular handson activities, from coding to reverse engineering.

Innovation
 Persistence
 Design Thinking
 STEM



ELEVATE SERIES, K-6

Four inspiring kits lead students on a journey exploring principles of flight, sports innovations, real environmental challenges and more.

- Design Thinking
- Creative Problem Solving
- Intellectual Property
- Entrepreneurship



INNOVATION FORCE® LIMITED EDITION KIT, K-6

Imaginative activities help students build confidence in their creativity as they design superhero personas, disguises and gadgets.

- Innovation
- Confidence
- Creative Problem Solving
 STEM



INVENTION PROJECT® SERIES, 6-9 Young innovators gain valuable skills as they explore entrepreneurship, design futuristic clothing, build simple robots and more.

- Confidence
- Persistence
- Entrepreneurship
- Intellectual Property



Bot ANN-E & Innovation Force: Starter Kit



CREATIVE ACTIVITIES WITH CAMP INVENTION'S BEST BOTS

This robust series delivers the most popular activities from past Camp Invention[®] K-6 programs. Each one includes a different robot and provides opportunities for hands-on exploration. The experience begins with our Starter Set, and additional kits can be added for more fun and learning.

PRICING:

\$175 for the bundle of all five kits\$65 for the Starter Set\$45 for each additional kit if purchased separately



Robotic Pet Vet



DIY Orbot

I CAN INNOVATION EXPLORATION KIT"



INNOVATION FORCE® AND BOT ANN-E™: Starter set

Children dive into the I Can Invent series as they:

- Receive all the necessary supplies to create superhero disguises and gadgets, including a device that picks up toxic sludge (SLIME!).
- Unbox a high-tech agricultural robot named Bot ANN-E, and all the tools they need to complete fun challenges.
- Follow step-by-step instructions to code their robot to plant seeds and navigate landscapes they've created.

MATERIALS

AAA batteries Beads (red and white) Bot ANN-E robot Bot ANN-E sheet Cape Cardboard connectors Comic book Copy paper Cord lock Duct tape Farm animal figure Federico Faggin figure Inventor Log Markers Mask Masking tape Packing paper Pencil Putty Safety glasses Safety saw Scissors Slime Step-by-step activity guides String





OPTIBOTTM

Children prepare to navigate the future as they:

- Receive self-driving robots and everything they need to make tracks the robots can follow.
- Build creativity and persistence by personalizing, modifying and testing their Optibots.
- Explore how sensors are used in automated systems like the ones in self-driving cars.

MATERIALS

- Adhesive gems Black permanent marker Clay Colored permanent markers Copy paper Exploring With Optibot sheet
- Finger flashlights Inventor Log Masking tape Ocean stickers Optibots Paper cups Pencil

Spec sheets Step-by-step activity guide







ROBOTIC PET VET[™]

Robotics and veterinary science combine as children:

- Receive two robotic dogs one to take apart and diagnose, and one to personalize.
- Unbox all their hands-on materials and build a dog park using simple machines.
- Follow step-by-step instructions to investigate dog anatomy and perform surgery.

MATERIALS

AA batteriesFoam blocksRobotic dogAdhesive furMasking tapeSafety glassesAdhesive gemsInventor LogScissorsCraft sticksOperation table sheetScrewdriversFur templatesPencilStep-by-step activity guide



I CAN INVERTOR INNOVATION EXPLORATION KIT



DIY ORBOT[™]

Children take on exciting challenges as they:

- Receive all the materials they need to customize and operate remote-controlled robots.
- Build perseverance by completing a series of tasks with their robots.
- Explore lessons in reverse engineering and the invention process.

- AAA batteries Button batteries Certification stickers Copy paper Craft sticks DIY Orbot face stickers
- DIY Orbots with remotes Foam blocks Googly eyes Inventor Log Masking tape Pencils
- Pipe cleaners Safety glasses Scissors Screwdriver Step-by-step activity guide Table tennis ball



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CURIOSITY TAKES FLIGHT WITH Exciting challenges

Our Elevate series lets children's imaginations soar. Students in grades K-6 are introduced to world-changing inventors, practice divergent thinking and explore a different theme in each of four kits, from flight and sports innovations to intellectual property and environmental science.

PRICING:

\$115 for all four kits

ACTIVITY GUIDES:

Available in both English and Spanish



Camp Invention Champions



Design Thinking Project



Camp Invention Flight Lab



Rescue Squad

CAMP INVENTION Champions™

Children become game-changing innovators as they:

- Receive everything they need to design and build the ultimate sports complex.
- Collect Inventor Trading Cards to discover the inspiring stories of inventors who have shaped the world of sports.
- Follow step-by-step instructions to incorporate simple machines into tabletop games.



- Ball bearing Balloon cups and sticks Bendable straws Bungee cord Button magnets **Champions Box** Coffee stirrers (wooden paddle-shaped) Cord locks Foam ball Innovation Dream Team Trading Cards Inventor Log Jumbo craft sticks Markers Masking tape
- Netting Pencil Plastic game piece stand Player silhouette sheets Playing surface sheets
- Scissors Step-by-step activity guide Triangular paper clips





DESIGN THINKING Project™

Children begin to see themselves as capable creators and entrepreneurs when they:

- Engage in activities that build design thinking skills, empathy and persistence.
- Gain tools and experiences that will help them understand the value of intellectual property.
- Follow step-by-step instructions to sketch ideas, build prototypes, design logos and make pitches.

- Black paper Black permanent marker Clay Clay tool Deal cards sheet Design Thinking Portfolio Inventor Log Markers Masking tape Patent drawings sheet Patterned duct tape Pencil Pipe cleaners Plastic base Ruler
- Scissors Step-by-step activity guide The Creator's Key to Intellectual Property poster Tracing paper
- Transparency Video game controller patents sheet White chalk





CAMP INVENTION FLIGHT LABTM

Children earn their wings as they:

- Take apart and customize a high-tech flight simulation robot.
- Follow step-by-step instructions to investigate the inner workings of their robot.
- Receive everything they need to experiment with principles of flight, such as lift and thrust.

- AA batteries Classic paper airplane sheets Classic paper airplane instructions Feathers Flight Inductee Book Hand-copter Inventor Log LINK accessory stickers LINK robot Pencil Safety glasses Screwdriver
- Step-by-step activity guide Straw Washi tape





RESCUE SQUAD[™]

Creative thinking helps protect the planet as children:

- Follow step-by-step instructions to construct parachutes and safely airdrop wildlife.
- Receive all the materials they need to design and create an energy-efficient LED plant.
- Take on environmental challenges and practice creative problem solving to restore balance in nature.

MATERIALS

Animal figure Brown crinkle paper Clothespins Coin battery Craft stick Felt flower Flowerpot Glowing Garden Book Green painter's tape Inventor Log Leaf template Lei flower Markers Masking tape Paper muffin cup

- Pencil Rainbow LED Rescue Squad temporary tattoo Resealable plastic bag
- Scissors Silver conductive tape Step-by-step activity guide String





IMAGINATIVE ACTIVITIES AT AN AFFORDABLE PRICE

This kit delivers superhero-themed activities meant to engage and inspire children in grades K-6. Available for a limited time, this kit has flexible delivery options and price points.

PRICING:

Centralized Delivery: \$10 per kit, 1-3 delivery sites

Decentralized Delivery: \$12 per kit, multiple (up to 30) delivery sites

Home Delivery: \$16 per kit, delivered directly to student's home address

ACTIVITY GUIDES:

Available in both English and Spanish







Children unlock their creative superpowers as they:

- Design and create their own superhero persona and disguise to join the Innovation Force - a team of heroic inventors.
- Receive a series of fun worksheets to put their superpowers to the test.
- Get immersed in the Supercharged Comic Book story starring our NIHF Hall of Famers.



MATERIALS

Cape Cardboard connectors Mask Pip lizard figure Pip activity cards Slime Step-by-step activity guide Supercharged Comic Book

WORKSHEETS

JIM WEST INVENTED THE

Hall of Famer activity sheet (3) Hall of Famer quiz challenge sheet (5) Innovation Force quiz Math worksheet

I Camp I

REAL-WORLD CHALLENGES BUILD Confidence and skills

This inspiring set of four at-home activity kits delivers the hands-on fun of Camp Invention and elevates it to engage students in grades 6-9. Each kit is packed with all the materials innovators need to take on exciting challenges and build perseverance and goal-setting skills.

PRICING:

\$135 for all four kits

ACTIVITY GUIDES:

Available in both English and Spanish



E-Racer Bots





RC Origami Bot



Wear It Out

INNOVATION EXPLORATION KIT* INNOVATION EXPLORATION KIT* INNOVATION EXPLORATION KIT*

E-RACER BOTS™

Children develop persistence as they:

- Create simple robots using a motor and eraser.
- Use vibration to make their robots move through trial and error.
- Gain insight on advanced batteries from Collegiate Inventors Competition[®] Finalists.



MATERIALS

Binder clips Chart paper Coin batteries Corks Erasers E-Racer bots sheet Feathers Large paper clips Markers Masking tape Pencil Pushpins Rubber bands Scissors Small paper clips Step-by-step activity guide Vibrating motors Webbing Out sample sheet



INNOVATION EXPLORATION KIT* **INNOVATION EXPLORATION KIT* INNOVATION EXPLORATION KIT***

FLY GLIDERS™

Imagination takes off as children:

- Receive all the materials they need to explore flight, inspired by NIHF Inductees Orville and Wilbur Wright.
- Experiment with an electronic heliball and airplane structural design.
- Build a rescue plane prototype and explore the role of wing shape and nose weight in an airplane's trajectory.



MATERIALS

Hand-copter Classic paper airplane sheet Colored copy paper Markers Masking tape Paper clips Scissors Heliball Masking tape Safety glasses Step-by-step activity guide



RC ORIGAMI BOT[™]

Children explore new possibilities as they:

- Receive all the materials they need to construct and operate a remote-controlled robot.
- Apply creative thinking to transform their bots from 2D figures to 3D objects.
- Explore remote-control technology, including the use of medical robots.



MATERIALS

AA batteries Black permanent marker Markers Masking tape RC Origami Bot Kit Safety glasses Scissors Screwdriver Step-by-step activity guide Transparent tape



WEAR IT OUT™

Children bring innovative ideas to life as they:

- Use creative problem solving to engineer clothing of the future to function in extreme weather.
- Follow step-by-step instructions to protect their idea, draft a business plan and launch a powerful pitch.
- Receive complete materials and inspiration from NIHF Hall of Famers to tap into their creativity.



MATERIALS

Adhesive notepad Business Basics sheet Coin batteries Conductive thread Copy paper Fabric Feathers Felt Go-to-Market sheet LEDs Markers Masking tape Pencil **Pipe cleaners** Recyclables Scissors

Sewable sequin lights Sewing needle with cork Step-by-step activity guide The Creator's Key to Intellectual Property poster Threader Umbrella Wear It Out sheet



KEEP STUDENTS ENGAGED WITH ACTIVITY KITS

TO LEARN MORE, CONTACT:

Name Title

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invent.org | 800-968-4332 | NIHFatmyschool@invent.org



Inspiring Future Innovators[®]



The National Inventors Hall of Fame provides STEM education programs for young innovators from PreK through grade 12.