



Camp Invention®

ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME® EDUCATIONAL PROGRAM

TABLE OF CONTENTS



HANDS-ON STEM SUMMER CAMP

Our nationally recognized K-6 summer enrichment program, Camp Invention®, has brought authentic invention education to children across the country for more than 30 years. Each year, a brand new curriculum is developed and tested to deliver hands-on activities that encourage divergent thinking. Camp Invention is backed by independent research and designed to spark imaginations through open-ended engagement in creative problem solving.

“
I could hear, see and feel the enthusiasm! The
(Camp Invention) projects were great and **THE
SMILES ON THE STUDENTS' FACES SAID IT ALL.**
Very creative minds at work!
”

KRISTINE C., LOS ANGELES UNIFIED SCHOOL DISTRICT

INNOVATIVE EXPERIENCES

- Real-world challenges lead children to practice empathy, and build confidence and persistence while becoming solution seekers
- Authentic, collaborative STEM experiences foster 21st-century skills
- High-energy activities and opportunities for outdoor exploration keep children active and engaged

TURNKEY IMPLEMENTATION

- All-inclusive program curriculum and materials
- Teacher training customized for district needs
- Dedicated National Inventors Hall of Fame® (NIHF) support

FLEXIBLE & IMMERSIVE CURRICULUM

- Four thematic modules with hands-on activities
- Adapts to meet unique scheduling needs for an in-person or at-home experience
- Aligned to State, Common Core and Next Generation Science Standards

Learn more about Camp Invention [here](#).

SIMPLIFY SUMMER PLANNING

IN-PERSON AND AT-HOME FORMATS FOR PEACE OF MIND

We know how difficult it is to make plans these days, so we are making it easier with our Peace of Mind Promise – a commitment to provide everything you need to run Camp Invention in person and at home.

Our 2021 program provides even more flexibility to meet your district's needs through:

- A customizable program schedule to fit your summer plans
- At-home, in-person or blended implementation options
- An adjustable format, allowing you to switch your program format 3-5 weeks before your camp start date

IMPLEMENTATION OPTIONS

1 Week

Full Day
6 hours per day

2 Weeks

Half Day
3 hours per day

4-5 Weeks

60-90 minutes per day



In-person experience.



At-home, on-screen experience.



At-home, off-screen experience.

Learn more about Camp Invention [here](#).

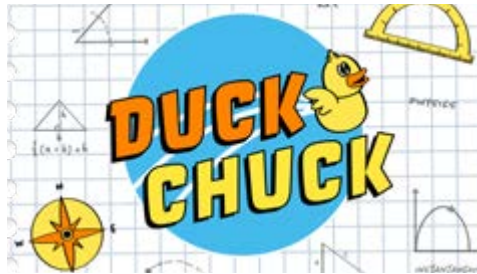
THE INNOVATION MINDSET

Every NIHF education program is built on the belief that every child can invent. Through open-ended, hands-on exploration, children build an Innovation Mindset – a growth mindset infused with lessons from world-changing inventors – that enables and empowers them in all areas of their lives.

The Innovation Mindset is made up of these nine essential skills and traits that are strengthened every time a child applies them. Each Camp Invention module highlights different aspects of this mindset, guiding children to unlock their full potential and discover the power of their own creativity.



2021 CAMP INVENTION MODULES



CAMP INVENTION DUCK CHUCK™

Through hands-on experiments with trajectory and velocity, children build their own device to launch rubber ducks around the world.

- ◆ **STEM**
- ◆ **Entrepreneurship**
- ◆ **Creative Problem Solving**



CAMP INVENTION OPEN MIC™

To amplify their creative voice, children reverse engineer a wireless microphone, then develop and promote their own extraordinary invention.

- ◆ **Confidence**
- ◆ **Intellectual Property**
- ◆ **Design Thinking**



CAMP INVENTION ROAD RALLY™

Imaginations accelerate as children design a vehicle that can travel across land and has prototype elements for moving through air and water.

- ◆ **Persistence**
- ◆ **Design Thinking**
- ◆ **Innovation**



CAMP INVENTION SOLARBOT™

To take care of their very own solar-powered robotic cricket, children create protective gear, customized habitats and fun cricket playgrounds.

- ◆ **Creative Problem Solving**
- ◆ **Persistence**
- ◆ **STEM**



KEY SKILLS AND CONCEPTS

Entrepreneurship

Marketing

Angles and Measurement

Trajectory and Velocity

DUCK CHUCK MODULE OVERVIEW

In this global adventure, children design, build and test a device to launch rubber ducks. First, they collect and budget “quack coins” to buy materials for creating their device. Then they launch their ducks around the world in an exciting effort to visit famous landmarks while putting the physics concepts of trajectory and velocity to the test.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Exploring STEM concepts like velocity and trajectory to design launching devices.



Building entrepreneurship skills by trademarking and marketing inventions.



Determining how to modify inventions through hands-on, creative problem solving.



KEY SKILLS AND CONCEPTS

Intellectual Property

Presentation Skills

Reverse Engineering

Sketching and Designing
Invention Prototypes

OPEN MIC MODULE OVERVIEW

In this empowering module, children voice their ideas as their imaginations are amplified through invention and entrepreneurship! First, they reverse engineer a wireless microphone, and then they follow the Camp Invention Design Thinking Process™ to develop and pitch their own amazing inventions.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Gaining confidence while sharing original ideas and delivering persuasive invention pitches.



Discovering the power and purpose of Intellectual Property through lessons from world-changing inventors.



Practicing Design Thinking by moving from sketches to prototypes to marketable products.



KEY SKILLS AND CONCEPTS

Animal Features and Adaptations

Motion in Nature

Building and Testing

Energy

ROAD RALLY MODULE OVERVIEW

Entering a Vehicle Design Lab, children apply nature-based discoveries to create vehicles that can travel across land and have morphing prototype elements to show how it might adapt to move through the air and even under water. Exploring energy, fuel and movement, children modify their designs to take on challenges in an exciting Super Road Rally.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:

PERSISTENCE

Building persistence through the process of creating and modifying prototypes.

DESIGN THINKING

Applying Design Thinking to give vehicles the ability to maneuver through a series of obstacles.

INNOVATION

Achieving innovation by adding elements inspired by nature to morphing vehicle designs.



KEY SKILLS AND CONCEPTS

Alternative Energy

Circuitry

Habitats and Ecosystems

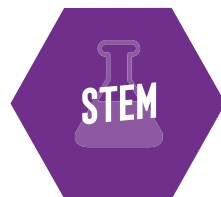
Water Conservation

SOLARBOT MODULE OVERVIEW

Children explore circuitry, engineering and cricket anatomy as they make and adopt their own solar-powered robotic cricket. Hands-on challenges lead them to consider the lives of real insects as they create customized habitats complete with cricket playgrounds, develop cricket-inspired musical inventions and outsmart predators.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Applying STEM to understand crickets' antennae, molting abilities, sound detection and powerful legs.



Developing persistence while designing and testing protective gear for SolarBots.



Using creative problem solving to build cricket wings and compete in a Chirp-Off.



KEY SKILLS AND CONCEPTS

Gross Motor Skills

Fine Motor Skills

Teamwork

Creative Thinking

CAMP INVENTION GAMES OVERVIEW

Camp Invention Games supplements our four core modules by giving children the opportunity to engage in more teamwork, out-of-the-box thinking and physical fun through energetic and enriching activities. Games can be used during the lunch break each day or implemented during Base Camp, where children begin and end each day.

**Games applies to our in-person format only.*

CURRICULUM HIGHLIGHTS

CAMP INVENTION GAMES EMPHASIZES THESE INNOVATION MINDSET HABITS:



Gaining confidence and building agility through both collaboration and competition.



Applying creative problem solving to devise strategies in games using unusual objects and new rules.



Building persistence to overcome fun challenges, from balloon tosses to relay races.

Learn more about Camp Invention [here](#).

SAMPLE FULL-DAY PROGRAM SCHEDULE

In this schedule, all Instructors teach one module. Three Instructors to assist with morning Base Camp™. All Instructors should eat lunch with participants and take a break during midday Camp Invention Games™.

Time	Instructor 1 Open Mic	Instructor 2 Duck Chuck	Instructor 3 SolarBot	Instructor 4 Road Rally	Instructor 5 Camp Invention Games
9:00 - 9:15	Base Camp™ - 3 Instructors				
9:15 - 10:15	Blue Group	Green Group	Orange Group	Red Group	Yellow Group
10:15 - 10:20	Sanitize Hands				
10:20 - 10:30	Snack				
10:30 - 11:30	Yellow Group	Blue Group	Green Group	Orange Group	Red Group
11:30 - 11:35	Sanitize Hands		Camp Invention Games™: Green Group, Orange Group, Red Group		
11:35 - 11:55	Lunch: Yellow Group, Blue Group				
11:55 - 12:00	Camp Invention Games™: Yellow Group, Blue Group		Sanitize Hands		
12:00 - 12:20			Lunch: Green Group, Orange Group, Red Group		
12:20 - 1:20	Red Group	Yellow Group	Blue Group	Green Group	Orange Group
1:20 - 2:20	Orange Group	Red Group	Yellow Group	Blue Group	Green Group
2:20 - 3:20	Green Group	Orange Group	Red Group	Yellow Group	Blue Group
3:20 - 3:30	Dismissal				

WHAT'S INCLUDED: CAMP INVENTION IN PERSON AND AT HOME

			Camp Invention In Person	Camp Invention At Home
CAMP INVENTION PROVIDES	Program Logistics	Program Team orientations	✓	✓
		Promotional support (digital banner, flyer and poster templates as well as social media write-ups are provided)	✓	✓
	Implementation Support	Materials, curriculum and instructor guide for 32.5 hours of programming, shipped directly to the program location	✓	
		Materials and step-by-step activity guides for 32.5 hours of programming, shipped directly to each participant		✓
		Daily schedules and prerecorded videos to supplement the curriculum	✓	✓
		Scripts to facilitate the program, with content that varies for in-person and at-home sessions	✓	✓
		Screen-free or online experience option for participants		✓
		Camp Invention T-shirt for participants and Program Team Members	✓	✓
	District or Host Site Provides	Classroom or physical space	✓	
		Hiring and compensating Program Team	✓	✓
		Online platform for at-home experience		✓
		Distribution of promotional materials	✓	✓
		Participant registration	✓	✓

Learn more about Camp Invention [here](#).

CAMP INVENTION LICENSED PRICING OPTIONS

Applies to in-person and at-home program formats

Our education programs qualify for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding. We will work with districts' budgeting needs.

GROUP LICENSED PRICING

Pricing	Participants
\$4,550	Up to 35
\$5,200	Up to 40
\$6,500	Up to 50
\$7,800	Up to 60
\$9,100	Up to 70
\$10,400	Up to 80
\$11,700	Up to 90
\$13,550	Up to 110
\$14,750	Up to 120

PER-PARTICIPANT PRICING

Pricing	Participants
\$140 / Participant	15-69*
\$135 / Participant	70-109
\$128 / Participant	110+

*Blended programs must have a minimum of 15 at-home participants or 15 in-person participants in order to run.

APPENDIX

NATIONAL DISTRICT LIST

Juneau School District Juneau, AK	Indianapolis Public Schools Indianapolis, IN	Cincinnati Public Schools Cincinnati, OH
Enterprise City Schools Enterprise, AL	Jefferson County Public Schools Louisville, KY	Cleveland Metropolitan School District Cleveland, OH
Fayetteville Public Schools Fayetteville, AR	Plymouth Public Schools Plymouth, MA	Olentangy Local School District Delaware, OH
Scottsdale Unified School District Scottsdale, AZ	Baltimore County Public Schools Towson, MD	Portland Public Schools Portland, OR
Tucson Unified School District Tucson, AZ	Flint Community School District Flint, MI	Central Daughin School District Harrisburg, PA
Los Angeles Unified School District Los Angeles, CA	Troy School District Troy, MI	Puerto Rico Department of Education Barceloneta, PR
San Jose Unified School District San Jose, CA	Rochester Public Schools Rochester, MN	Charleston County School District Charleston, SC
Union School District San Jose, CA	Liberty 53 School District Kansas City, MO	Metropolitan Nashville Public Schools Nashville, TN
Capistrano Unified School District San Juan Capistrano, CA	Vicksburg Warren School District Vicksburg, MS	Allen Independent School District Allen, TX
Denver Public Schools Denver, CO	Missoula County Public Schools Missoula, MT	Austin Independent School District Austin, TX
Cherry Creek School District No. 5 Greenwood Village, CO	Charlotte-Mecklenburg Schools Charlotte, NC	Dallas Independent School District Dallas, TX
St. Vrain Valley School District Longmont, CO	Wake County Public School System Raleigh, NC	Klein Independent School District Klein, TX
Westport Public Schools Westport, CT	Bridgewater-Raritan Regional School District Bridgewater, NJ	Park City School District Park City, UT
Red Clay Consolidated School District Wilmington, DE	Cranford Public School District Cranford, NJ	Alexandria City Public Schools Alexandria, VA
Orange County Public Schools Orlando, FL	Newark Public Schools Newark, NJ	Loudoun County Public Schools Ashburn, VA
The School District of Palm Beach County West Palm Beach, FL	Albuquerque Public Schools Albuquerque, NM	Orange County Public Schools Orange, VA
Hillsborough County Public Schools Tampa, FL	Clark County School District Las Vegas, NV	Lake Washington School District Redmond, WA
Gwinnett County Public Schools Sawnee, GA	Saratoga Springs City School District Saratoga Springs, NY	Seattle Public Schools Seattle, WA
Gary Community School District Gary, IN	Akron Public Schools Akron, OH	Middleton-Cross Plains Area School District Middleton, WI

INVENT.ORG/CAMP

DISTRICT LIST

View our district partners
across the country.

PROVEN BENEFITS OF CAMP INVENTION

Two decades ago, Camp Invention® began formally measuring its impact. During this time, multiple independent evaluations have confirmed both the short- and long-term benefits of our Camp Invention program.

EDUCATOR CHALLENGE

CAMP INVENTION SOLUTION

EDUCATOR CHALLENGE	CAMP INVENTION SOLUTION
CHILD OPPORTUNITIES Children need equitable opportunities to become successful.	<ul style="list-style-type: none"> ✓ Exposure to inventors and invention during childhood can increase the likelihood that a child will become an innovator. The Camp Invention program provides this exposure through our National Inventors Hall of Fame® (NIHF) Inductees integration.¹ ✓ Patent holders are successful, earning four times the average American household income. All of the inventors introduced at Camp Invention are patent holders.¹ ✓ If girls were exposed to female inventors at the same rate as boys are to male inventors, the gender gap in innovation would shrink by half. NIHF inductees make up a diverse group of inventors who serve as career role models.¹
TECHNICAL Children need more opportunities to learn how to collaborate — an essential skill for the 21st century.	<ul style="list-style-type: none"> ✓ Students have shown improvement in their ability to collaborate after participating in Camp Invention.²
TECHNICAL Educators are looking for greater support in teaching children the skills necessary to become innovative.	<ul style="list-style-type: none"> ✓ Camp Invention enables teachers to incorporate more entrepreneurial concepts into their teaching.³ ✓ After leading Camp Invention, instructors are more likely to foster risk-taking and create an atmosphere of acceptance of people and ideas.³ ✓ Our program's influence on instructors' teaching strategies can make a positive impact on students beyond those participating in Camp Invention.³
DEVELOPING PROBLEM-SOLVING Children need hands-on opportunities to be creative and build problem-solving skills, so they are prepared to take on the challenges of the future.	<ul style="list-style-type: none"> ✓ Just one week of Camp Invention results in significant short-term and long-term improvements in creativity, STEM interest, collaboration and problem solving.⁴ ✓ Students with multiple Camp Invention experiences show higher gains in creativity, STEM interest and problem solving than those with limited or no previous experience.⁴ ✓ Over the long term, from one to four years after Camp Invention, there is even stronger evidence of growth in creativity, STEM interest and problem solving.⁴
INCREASED ATTENDANCE AND TEST SCORES Children need experiences that support school performance, including their attendance and test scores.	<ul style="list-style-type: none"> ✓ Participating in Camp Invention during the summer has increased students' performance and engagement the following school year.⁵ ✓ Camp Invention contributes to better attendance, GPA and test scores — three key steps to ensuring a child takes a college path.⁶ ✓ Following one recent Camp Invention program, 56% of students with high-risk absence rates demonstrated excellent attendance, and students' average and median standardized test scores rose in reading and math.⁶

1. A. Bell, R. Cherry, R. Jorrell, N. Perkins, and J. Lee-Brown, Who deserves to be named an Inventor? The Importance of Exposure to Inventors, *Entrepreneur Magazine* (2019). <https://www.entrepreneur.com/magazine/2019/09/who-deserves-to-be-named-an-inventor/>

2. Changemaker Consulting LLC, Camp Invention Evaluation Research Survey (2014). <https://www.changemakerconsulting.com/wp-content/uploads/2014/09/Camp-Invention-Evaluation-Research-Survey-2014.pdf>

3. Fall, Camp Invention Evaluation Report: Instructor Survey (2019). <https://www.campinvention.org/wp-content/uploads/2019/10/Camp-Invention-Evaluation-Report-Instructor-Survey-2019.pdf>

4. National Inventors Hall of Fame, National Inventors Hall of Fame Camp Invention Summer 2018. <https://www.nihf.org/wp-content/uploads/2018/06/National-Inventors-Hall-of-Fame-Camp-Invention-Summer-2018-Report.pdf>

5. National Inventors Hall of Fame, National Inventors Hall of Fame Camp Invention Summer 2018. <https://www.nihf.org/wp-content/uploads/2018/06/National-Inventors-Hall-of-Fame-Camp-Invention-Summer-2018-Report.pdf>

6. National Inventors Hall of Fame, National Inventors Hall of Fame Camp Invention Summer 2018. <https://www.nihf.org/wp-content/uploads/2018/06/National-Inventors-Hall-of-Fame-Camp-Invention-Summer-2018-Report.pdf>



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Camp Invention®

CURRICULUM EXCERPT

CURRICULUM EXCERPT

View a sample of our curriculum
to see how we provide detailed
guidance for easy-to-implement
program experiences.

Learn more about Camp Invention [here](https://www.invent.org).

CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

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National Inventors
Hall of Fame®

Inspiring Future Innovators®

In partnership with



UNITED STATES
PATENT AND TRADEMARK OFFICE

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