



Camp Invention[®]

ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME[®] EDUCATIONAL PROGRAM

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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 all-new, themed modules with hands-on activities
- Curriculum differentiated for primary and intermediate levels
- Aligned to State, Common Core and Next Generation Science Standards as well as CASEL Social and Emotional Learning (SEL) Competencies
- Flexible packaging options including individual or class sets for virtual, hybrid or in-person settings

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

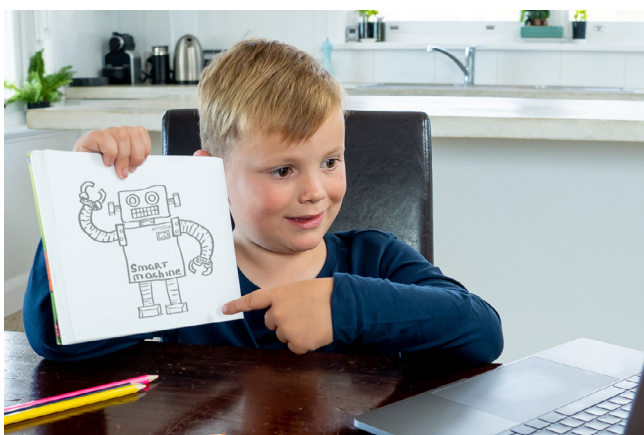
SIMPLIFY SUMMER PLANNING

OUR 2022 PROGRAM MEETS YOUR DISTRICT'S NEEDS THROUGH

- A customizable program to fit a variety of summer schedules
- All materials delivered in either class sets or individual sets
- A customized curriculum, supplements and pacing guides that work in virtual, hybrid and in-person settings



In-person experience.



At-home, on-screen experience.



At-home, off-screen experience.

CAMP INVENTION INDIVIDUAL SET

- Delivers materials packed in individual sets, allowing each student to receive their own complete set
- Simplifies distribution
- Works for virtual, hybrid and in-person learning environments
- Includes step-by-step student instructions to support self-led learning options

CAMP INVENTION GROUP EXPERIENCE

- Delivers materials in bulk packaging, so some items will be shared by students
- Works best for in-person learning environments

SAMPLE IMPLEMENTATION OPTIONS

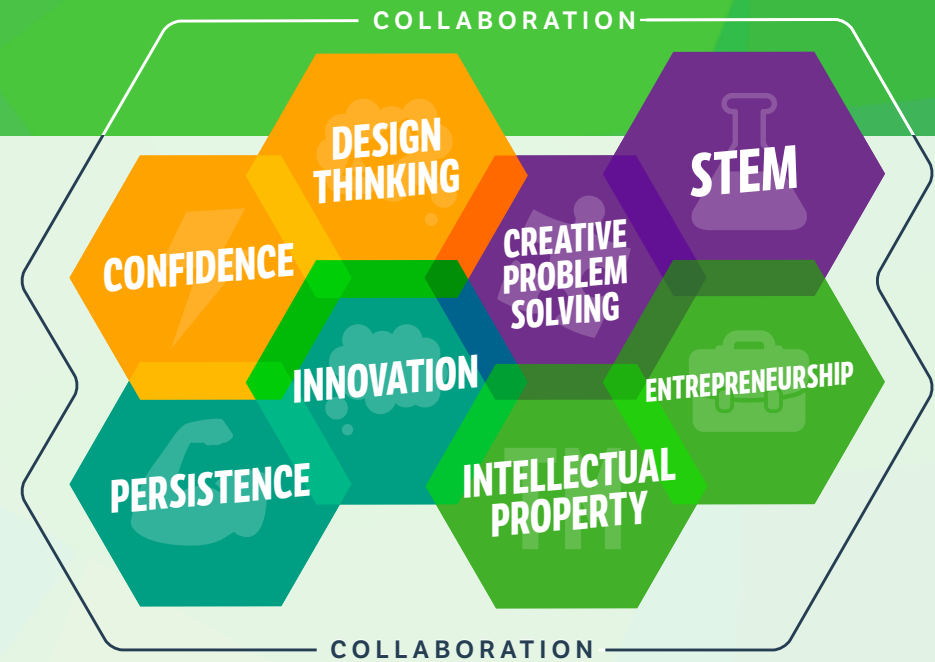
1 Week	Full Day 6 hours per day
2 Weeks	Half Day 3 hours per day
4-5 Weeks	60-90 minutes per day

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

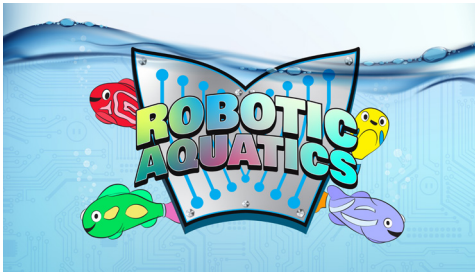
THE INNOVATION MINDSET

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.



2022 CAMP INVENTION MODULES



ROBOTIC AQUATICS™

Using ocean research, children design tanks for their own aquatic friend, discover symbiotic relationships, and develop and pitch bio-inspired inventions.

- ◆ Innovation
- ◆ Intellectual Property
- ◆ Creative Problem Solving



NIHF'S THE ATTIC™

Learning how innovations shape the way we make art, children experiment with animation, chemistry and materials science using everything from paint to robots.

- ◆ Confidence
- ◆ Intellectual Property
- ◆ Design Thinking



SPACECATION™

Inspired by real discoveries on distant planets, asteroids and moons, children create Spacepacks, build Astro-Arm devices and explore phenomena on Jupiter's moons.

- ◆ Persistence
- ◆ Design Thinking
- ◆ Innovation



MARBLE ARCADE™

Through teamwork and experimentation, children investigate physics, engineering, mathematics and gaming as they design, build and test a mega marble machine.

- ◆ Creative Problem Solving
- ◆ Persistence
- ◆ STEM



KEY SKILLS AND CONCEPTS

Structures & Processes

Habitats & Ecosystems

Speaking & Listening

Entrepreneurship

ROBOTIC AQUATICS™ MODULE OVERVIEW

Diving into the latest ocean research, children create a habitat for their own aquatic friend. They design a tank featuring a newly designed and patented aquatic plant, and then they discover the power of symbiotic relationships and create a friend for their aquatic animal. Finally, they develop their own bio-inspired invention and deliver a pitch that is sure to make a splash.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:

INTELLECTUAL
PROPERTY

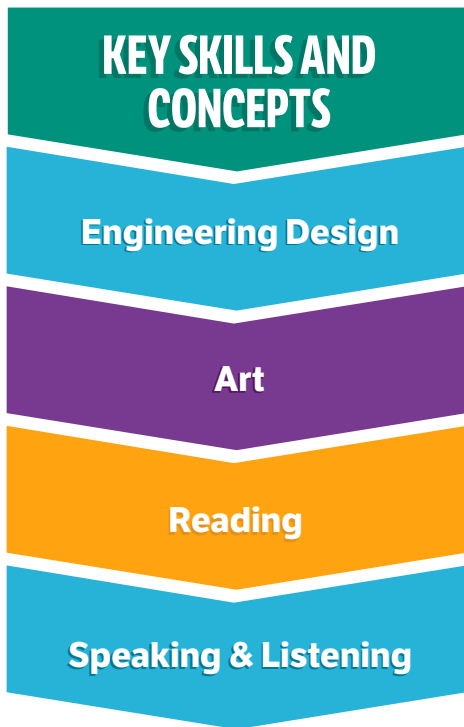
Learning how to patent a new aquatic plant.

INNOVATION

Exploring cutting-edge ocean research and technology.

ENTREPRENEURSHIP

Learning how to find and reach a target audience for a product.



NIHF'S THE ATTIC™ MODULE OVERVIEW

Combining art and STEM, this STEAM-powered experience shows children how innovations can shape the way people make art. Entering an inspiring space where they can experiment with art, animation, chemistry and materials science, children build their own Arty Bot to create fun spin art and learn how trademarks can protect their ideas.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Gaining confidence while building a spin art robot and creating and performing a script.



Understanding how patents and trademarks can protect creative ideas and designs.



Experimenting with designing and creating shoes.



SPACECATION™ MODULE OVERVIEW

This adventure takes children beyond Earth's atmosphere to engage in science-rich activities inspired by the latest discoveries on distant planets, asteroids and moons. Children create Spacepacks and Astro-Arm devices, with higher grade levels using hydraulics. They mine an asteroid, view an ice volcano and make galactic pizza on Jupiter's moons.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Practicing persistence while building and operating an Astro-Arm device.



Experimenting with chemical reactions, space tools and data collection.



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



KEY SKILLS AND CONCEPTS

Motion & Stability

Forces & Interactions

Energy

Geometry

MARBLE ARCADE™ MODULE OVERVIEW

In a high-energy experience that combines physics, engineering and gaming, children design and build a mega marble machine. After investigating math, motion and chain reactions, testing their designs and running time trials with objects including glowing LED marbles, children collaborate and cheer each other on as they iterate and improve on their designs.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE INNOVATION MINDSET:



Engaging in hands-on exploration of physics, attachment technology and inclined plane angles.



Experimenting with engineering design while creating, testing and adjusting marble runs.



Diverging and converging on ideas for building a marble machine.



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 NIHF's The Attic	Instructor 2 Robotic Aquatics	Instructor 3 Marble Arcade	Instructor 4 Spacecation	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				

**Our Education Specialists will work with you to build a customized schedule that fits your specific summer needs.*

WHAT'S INCLUDED

		Camp Invention Provides	District or Host Site Provides
Program Preparation	Promotional Tools (digital flyers, posters, and social media content are provided)	✓	✓
	Exceptional support provided by Regional Representatives	✓	✓
Implementation Support	Materials, curricula and instructor guide for 32.5 hours of programming	✓	✓
	Materials delivered to the program location in classroom sets or individual sets	✓	✓
	Samples of daily schedules and prerecorded videos to supplement the curriculum for classroom and individual sets	✓	✓
	Camp Invention T-shirt for participants and Program Team Members	✓	✓
Site Coordination	Classroom or physical space	✓	✓
	Program Team Member recruitment	✓	✓
	Program Team compensation	✓	✓
	Distribution of promotional materials	✓	✓
	Participant registration	✓	✓

CAMP INVENTION LICENSED PRICING OPTIONS

Our education programs qualify for ARP, 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
\$4,725	Up to 35
\$5,400	Up to 40
\$6,750	Up to 50
\$8,100	Up to 60
\$9,450	Up to 70
\$10,800	Up to 80
\$12,150	Up to 90
\$14,100	Up to 110
\$15,350	Up to 120

PER-PARTICIPANT PRICING

Pricing	Participants
\$145/Participant	15-69
\$140/Participant	70-109
\$133/Participant	110+

APPENDIX

BE A PART OF SOMETHING BIG!

We partner with over 2,800 districts and schools in all 50 states, Puerto Rico and D.C. The list below is not inclusive and is always growing.

Juneau School District Juneau, AK	Enterprise City Schools Enterprise, AL	Fayetteville Public Schools Fayetteville, AR	Scottsdale Unified School District Scottsdale, AZ	Tucson Unified School District Tucson, AZ	Los Angeles Unified School District Los Angeles, CA	San Juan Unified School District San Jose, CA	Fresno Unified School District San Jose, CA	Capistrano Unified School District San Juan Capistrano, CA	Denver Public Schools Denver, CO	Cherry Creek School District No. 5 Greenwood Village, CO	St. Vrain Valley School District Longmont, CO	Westport Public Schools Westport, CT	Red Clay Consolidated School District Wilmington, DE	Orange County Public Schools Orlando, FL	The School District of Palm Beach County West Palm Beach, FL	Hillsborough County Public Schools Tampa, FL	Gwinnett County Public Schools Suwanee, GA	Assets School Honolulu, HI	Boise School District Boise, ID	Cahokia Unit School District #187 Cahokia, IL	Indianapolis Public Schools Indianapolis, IN	Jefferson County Public Schools Louisville, KY	St. Louis Public Schools St. Louis, MO	Baltimore County Public Schools Towson, MD	Flint Community School District Flint, MI	Troy School District Troy, MI	Rochester Public Schools Rochester, MN	Liberty 53 School District Kansas City, MO	Vicksburg Warren School District Vicksburg, MS	Missoula County Public Schools Missoula, MT	Charlotte-Mecklenburg Schools Charlotte, NC	Wake County Public School System Raleigh, NC	Dickinson Public Schools Dickinson, ND	Bridgewater-Raritan Regional School District Bridgewater, NJ	Omaha Public Schools Omaha, NE	Newark Public Schools Newark, NJ	New York City Schools New York, NY	Clark County School District Las Vegas, NV	Saratoga Springs City School District Saratoga Springs, NY	Akron Public Schools Akron, OH	Cincinnati Public Schools Cincinnati, OH	Cleveland Metropolitan School District Cleveland, OH	Harrisburg School District, SD Delaware, OH	Portland Public Schools Portland, OR	Central Dauphin School District Harrisburg, PA	Charleston County School District Charleston, SC	Metropolitan Nashville Public Schools Nashville, TN	Allen Independent School District Allen, TX	Austin Independent School District Austin, TX	Dallas Independent School District Dallas, TX	Killeen ISD Klein, TX	Park City School District Park City, UT	Alexandria City Public Schools Alexandria, VA	Loudoun County Public Schools Ashburn, VA	Orange County Public Schools Orange, VA	Lake Washington School District Redmond, WA	Seattle Public Schools Seattle, WA	Middleton-Cross Plains Area School District Middleton, WI
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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
GOAL OPPORTUNITIES	Children need equitable opportunities to become successful.	<ul style="list-style-type: none"> Exposure to invention and invention during childhood can increase the likelihood that a child will become an inventor. The Camp Invention program provides this exposure through our National Inventors Hall of Fame® (NIHF) Inductee integration.¹ Parent holders are successful, earning four times the average American household income. 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.² Peer-reviewed research shows that Camp Invention supports the cultivation of an inventive mindset as children explore their self-perception as inventors and innovators.
TEAMWORK	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.³
INTELEKTUAL ABILITY	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.⁴ After leading Camp Invention, instructors are more likely to foster risk-taking and create an atmosphere of acceptance of people and ideas.⁵ Our program's influence on instructors' teaching strategies can make a positive impact on students beyond those participating in Camp Invention.⁶
DEEPER PLEASER SKILLS	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.⁷ Students with multiple Camp Invention experiences show higher gains in creativity, STEM interest and problem solving than those with limited or no previous experience.⁸ 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.⁹
IMPROVED 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.¹⁰ Camp Invention contributes to better attendance, GPA and test scores — three key steps to ensuring a child takes a college path.¹¹ 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.¹²

1. A. Bell, S. Chetty, K. Jackson, M. Piskorski, and S. Steinberg, Who Becomes an Inventor? National Institute of Education Research, Opportunity Insights (2017).

2. Changelab.com Consulting LLC, Camp Invention Evaluation Executive Summary (2016).

3. J. Falk, Camp Invention Evaluation Report: Student Learning Experiences (2016).

4. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

5. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

6. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

7. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

8. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

9. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

10. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

11. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).

12. Student Education Statistics, National Inventors Hall of Fame, Camp Invention Summer 2016 (December 2016).



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EVALUATION SUMMARY

Learn more about the proven benefits of participating in Camp Invention.

CURRICULUM EXCERPT

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



CUSTOMIZE A SOLUTION FOR YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

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



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.