



Camp Invention®

# ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME® EDUCATION PROGRAM

# TABLE OF CONTENTS



**CAMP INVENTION OVERVIEW**



**SIMPLIFY SUMMER PLANNING**



**MODULE OVERVIEWS**



**SAMPLE SCHEDULE**



**WHAT'S INCLUDED**



**PRICING**



**APPENDIX**



# 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 experiences 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 loved the environment that the program created.  
The days went by quickly and  
**I ENJOYED EVERY MINUTE OF THEM!**

”

STACEY U., INSTRUCTOR

## INNOVATIVE EXPERIENCES

- Real-world challenges lead children to practice empathy and build confidence and persistence while becoming solution seekers
- Authentic STEM experiences foster critical thinking, communication, collaboration and creativity
- High-energy activities and opportunities keep children active and engaged
- Job-embedded professional development helps educators cultivate an innovative mindset

## TURNKEY IMPLEMENTATION

- All-inclusive program curriculum and materials
- All materials shipped in classroom sets from our warehouse to your program location
- Personalized support and resources ensure a positive experience
- Step-by-step curriculum guide and online resources reduce prep time

## 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

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

# SIMPLIFY SUMMER PLANNING



## OUR 2024 PROGRAM MEETS YOUR DISTRICT'S NEEDS THROUGH:

- A customizable program to fit a variety of summer schedules
- All materials delivered in classroom sets
- Comprehensive resources, including curriculum, instructor guide and daily video materials
- Works best for in-person learning environments

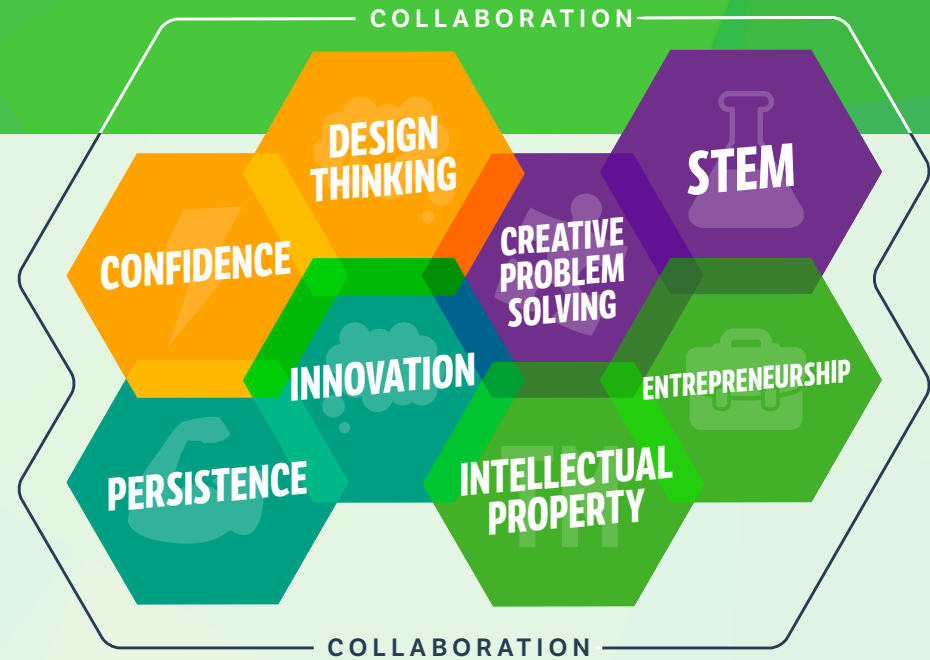
## SAMPLE IMPLEMENTATION OPTIONS

1 Week	Full Day 6 hours per day
2 Weeks	Half Day 3 hours per day

# I CAN INVENT MINDSET

All National Inventors Hall of Fame education programs are built on the belief that every child can invent. Through open-ended, hands-on exploration, children build the I Can Invent® Mindset — a growth mindset infused with lessons from world-changing inventors — that enables and empowers them in all areas of their lives.

The I Can Invent Mindset is made up of 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.



## 2024 CAMP INVENTION MODULES



### IN THE GAME™

Gear up for athletics, design and invention as children create their own sports ball, then experiment with inclined planes, gravitational pull and momentum to develop their own light-up game with a unique logo and name.

- ◆ STEM
- ◆ Entrepreneurship
- ◆ Intellectual Property



### LET'S GLOW™

Explore biophysics, optics and electrical engineering as children uncover illuminating inventions and engineer their own one-of-a-kind Glow Box while investigating how light works in LEDs, fiber optics and even glowing animals.

- ◆ STEM
- ◆ Persistence
- ◆ Design Thinking



### OPERATION: HYDRODROP™

An epic global operation awaits as children set out to solve water challenges around the world, personalizing their own robotic lab assistant and learning about flood control technology, water-cleaning devices and more.

- ◆ Creative Problem Solving
- ◆ Confidence
- ◆ STEM



### PROTOTYPING STUDIO™

Star as a contestant on Prototyping Studio, where children transform their big ideas into unique inventions with a DIY toolbox and use inspiration from Our Nation's Greatest Innovators™ to discover that invention can happen anywhere.

- ◆ Confidence
- ◆ Design Thinking
- ◆ Innovation



## IN THE GAME MODULE OVERVIEW

Students become innovative all-stars with In the Game as they engineer their own light-up ball game. After creating a unique sports ball, they explore the physics of motion, then find out how to protect their ideas with intellectual property and reach the goal of being inducted into the Game of Fame!

### CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



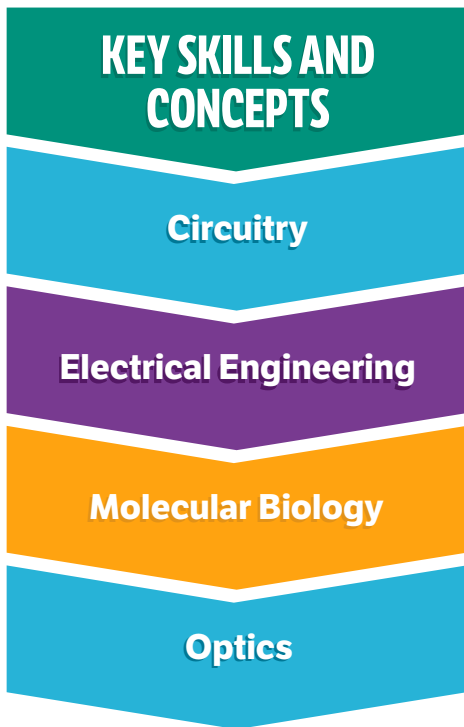
Engaging in hands-on exploration of physics and materials science through STEM.



Building entrepreneurship skills by creating a brand and looking at target audience.



Gaining intellectual property literacy by designing a logo.

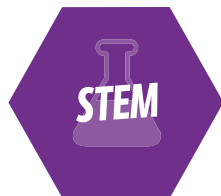


## LET'S GLOW MODULE OVERVIEW

In Let's Glow, students learn about biophysics, optics and electrical engineering as they discover illuminating inventions and engineer their own one-of-a-kind Glow Box. They investigate how light works in LEDs, fiber optics and even glowing animals. With ultraviolet light, they uncover clues to reveal a mystery, using the power of light to help their ideas shine.

### CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



Exploring STEM concepts like genetic engineering and the physics of light while experimenting with glowing materials.



Practicing persistence while building and wiring a Glow Box.



Applying design thinking to create and refine a unique and personalized Glow Box.



## OPERATION: HYDRODROP MODULE OVERVIEW

In Operation: HydroDrop, students embark on an epic global operation to explore and solve water challenges around the world. They personalize their own light-up robotic Lab-on-Wheels inspired by cutting-edge marine science technology. Using creative problem solving, they engineer solutions to filter and clean water, becoming hydro heroes.

### CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



Using creative problem solving to identify novel solutions to real-world water challenges.



Building confidence to affect change through invention.



Using STEM to innovate a better future.





## KEY SKILLS AND CONCEPTS

Rapid Prototyping

Idea Fluency

Tool Usage

Pitching Ideas

# PROTOTYPING STUDIO MODULE OVERVIEW

Students star as game show contestants in Prototyping Studio, where they embark on an innovative journey to discover the ultimate place to invent. Equipped with a DIY toolbox, they generate new ideas, bringing them to life by transforming unique inventions. They collaborate with friends for rapid prototyping challenges and learn that invention can happen anywhere.

## CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



Building confidence through bringing invention prototypes from idea to reality.



Using design thinking to consider the user and uses of an invention.



Exploring the places, tools and techniques of innovators to discover their own process of innovation.



## 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 daily lunch break or implemented during Base Camp, where children begin and end each day.

## CURRICULUM HIGHLIGHTS

CAMP INVENTION GAMES EMPHASIZES THESE I CAN INVENT 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.

# SUGGESTED TYPICAL DAY

WE CAN PROVIDE SUGGESTED SCHEDULES BASED ON YOUR DISTRICT'S TIME LINES

9 A.M.

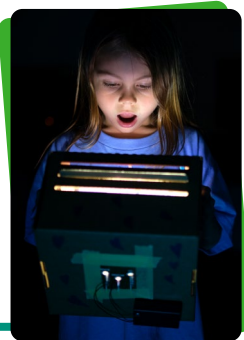
## MORNING BASE CAMP

Campers engage in team-building activities to prepare for the day.



## EXTENDED DAY

Campers participating in Extended Day<sup>2</sup> enjoy activities that build on the momentum of the core program.



## PROGRAM MODULES

Campers stretch their imagination with STEM challenges in the first two modules of the day.

11:40 A.M.

## LUNCH BREAK

Half the campers enjoy lunch while the others go outside for Camp Invention Games, and then they switch.



## PROGRAM MODULES

Campers engage in more hands-on STEM and design thinking challenges as they dive into the two afternoon modules.

3:15 P.M.

## AFTERNOON BASE CAMP

Campers wind down with problem-solving games before signing out.



## EXTENDED DAY

Campers participating in Extended Day<sup>2</sup> are picked up after engaging in more fun, hands-on activities.

7:30 A.M.

9:15 A.M.

1:05 P.M.

5:30 P.M.

1. Activities are grouped by grade level, allowing children of all ages to build confidence as creators and innovators.

2. Extended Day is offered as a parent opt-in for an additional registration fee. Participants not registered for Extended Day will arrive at 9 a.m. and sign out at 3:30 p.m.

# 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	✓	✓
	Samples of daily schedules and prerecorded videos	✓	✓
	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	✓	✓

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

# CAMP INVENTION LICENSED PRICING OPTIONS

Our education programs qualify for ESSER, 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
\$5,600	Up to 35
\$6,400	Up to 40
\$8,000	Up to 50
\$9,600	Up to 60
\$11,200	Up to 70
\$12,800	Up to 80
\$14,400	Up to 90
\$16,800	Up to 110
\$18,400	Up to 120

*Shipping and handling charges may apply.*



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

# 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.

Juniata School District Juniata, PA	Enterprise City Schools Enterprise, AL	Fayetteville Public Schools Fayetteville, AR	Fort Smith Public Schools Fort Smith, AR	Scottsdale Unified School District Scottsdale, AZ	Tucson Unified School District Tucson, AZ	Los Angeles Unified School District Los Angeles, CA	San Jose Unified School District San Jose, CA	San Marcos Unified School District San Marcos, 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	Hillsborough County Public Schools Tampa, FL	Calverton County Public Schools Savannah, GA	Waterloo Community School District Waterloo, IA	Indianapolis Public Schools Indianapolis, IN	Jefferson County Public Schools Louisville, KY	Plymouth Public Schools Plymouth, MA	Baltimore County Public Schools Towson, MD	Carroll County Public Schools Westminster, MD	Frederick County Public Schools Frederick, MD	Ft. Belknap Community School District Ft. Belknap, MO	Troy School District Troy, MI	Rochester Public Schools Rochester, MN	Liberty E3 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	Bridgewater-Raritan Regional School District Bridgewater, NJ	Cranford Public School District Cranford, NJ	Las Cruces Public Schools Las Cruces, NM	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	Ontario Local School District Dayton, OH	Portland Public Schools Portland, OR	Central Dauphin School District Harrisburg, PA	Puerto Rico Department of Education Barceloneta, PR	Charleston County School District Charleston, SC	Metropolitan Nashville Public Schools Nashville, TN	Allen Independent School District Allen, TX	Austin Independent School District Austin, TX	Klein Independent School District Klein, TX	Levittown Independent School District Levittown, TX	Park City School District Park City, UT	Alexandria City Public Schools Alexandria, VA	Prince William County Public Schools Manassas, VA	Virginia Beach City Public Schools Virginia Beach, VA	Seattle Public Schools Seattle, WA	Middleton-Cross Plains Area School District Madison, WI
--	---	---	---	--	--	--	--	--	---	-------------------------------------	---	--	---	---	---	---	---	--	---	---	---	---	--	--	--	----------------------------------	---	---	---	--	--	---	---	---	---	---	---	-----------------------------------	---	---	---	---	---	--	---	--	--	--	--	--	--	--	--	--	---------------------------------------	--

INVENTOR.ORG/EDUCATORS/CAMP-INVENTION

## DISTRICT LIST



View our district partners across the country.

## PROVEN BENEFITS

More than 25 years ago, *11 of Fame*<sup>®</sup> began formally measuring the impact the independent evaluations have repeatedly *port-* and long-term benefits of these programs.

### THE CAMP INVENTION<sup>®</sup> PROGRAM:

HIGHER ATTENDANCE AND TEST SCORES: CAL COMPONENTS TO A COLLEGE PATH<sup>1</sup>

HIGHER ATTENDANCE

66%

of students with high-risk attendance rates nonstratified attend.

HIGHER READING SCORES

62%

of Camp Invention participants have reading scores significantly above the district average.<sup>2</sup>

HIGHER MATH SCORES

76%

of participants have math scores significantly above the district average.<sup>2</sup>

COLLEGE ASPIRATIONS

79%

of Camp Invention participants plan to enroll in college.<sup>4</sup>

1. National Institutes of Education, National Inventors Hall of Fame Camp Invention Summer 2020 Report Fall 2021. 2. National Institutes of Education, National Inventors Hall of Fame Camp Invention Summer 2020 Report Fall 2021. 3. National Institutes of Education, National Inventors Hall of Fame Camp Invention Summer 2020 Report Fall 2021. 4. National Institutes of Education, National Inventors Hall of Fame Camp Invention Summer 2020 Report Fall 2021.

## EVALUATION SUMMARY

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



## Camp Invention<sup>®</sup>

### CURRICULUM EXCERPT

## CURRICULUM EXCERPT

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



## Camp Invention<sup>®</sup>

### INVENTOR LOG EXAMPLE

## INVENTOR LOG EXAMPLE

View an example of the Inventor Logs that provide campers with step-by-step guidance and space for writing and sketching ideas.

# BE INNOVATIVE – BRING CAMP INVENTION TO YOUR DISTRICT TODAY!

TO LEARN MORE, CONTACT:

[invent.org](http://invent.org) | 800-968-4332 | [nihfatmyschool@invent.org](mailto: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.