



Camp Invention®

ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6



A NATIONAL INVENTORS HALL OF FAME® EDUCATION 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 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

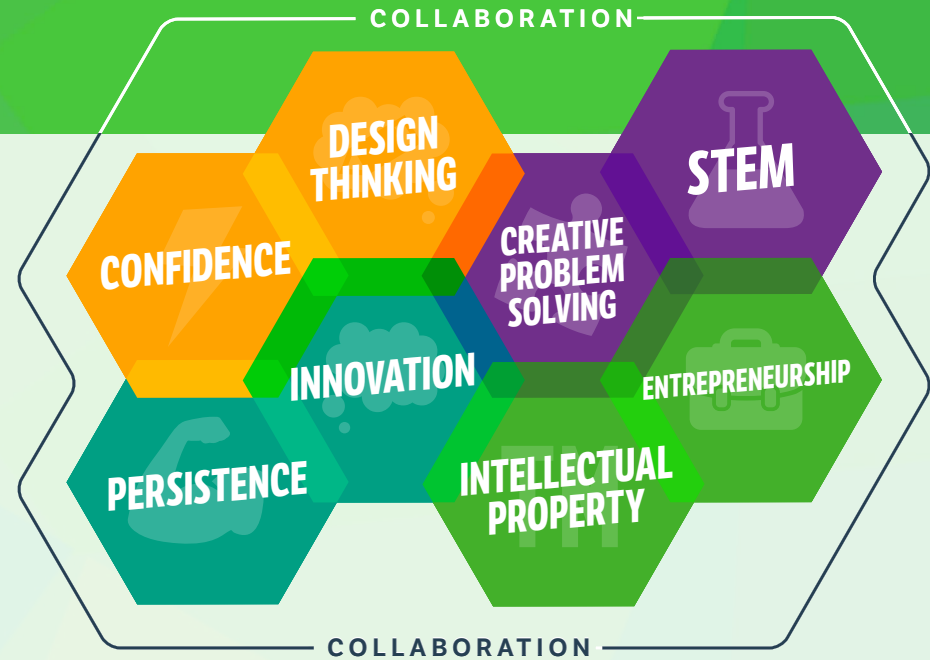
- Four all-new, themed modules with hands-on activities
- Curriculum differentiated for primary and intermediate levels
- Aligned to state, Common Core and Next Generation Science Standards

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

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:



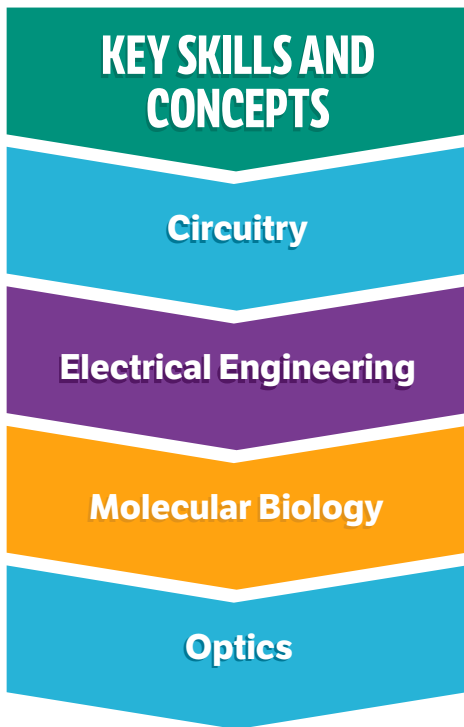
Engaging in hands-on exploration of physics and materials science through STEM.



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:

CONFIDENCE

Building confidence through bringing invention prototypes from idea to reality.

DESIGN THINKING

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

INNOVATION

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.

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

A TYPICAL DAY AT CAMP INVENTION

A TYPICAL DAY¹ AT CAMP INVENTION MAY FOLLOW THE SCHEDULE BELOW:



9 A.M.

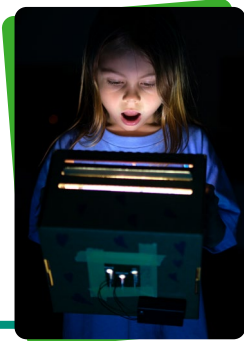
MORNING BASE CAMP

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



EXTENDED DAY

Campers participating in Extended Day² enjoy activities that build on the momentum of the core program.



11:40 A.M.

LUNCH BREAK

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



3:15 P.M.

AFTERNOON BASE CAMP

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



EXTENDED DAY

Campers participating in Extended Day² are picked up after engaging in more fun, hands-on activities.



PROGRAM MODULES

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



9:15 A.M.

PROGRAM MODULES

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

1:05 P.M.

5:30 P.M.

7:30 A.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.



Camp Invention®

EXTENDED DAY



Program Overview:

Working families want our help! Extended Day is designed to meet their needs with a convenient schedule and easy-to-implement activities. Camp Invention plus Extended Day includes:

- Extended Program Hours — The program typically runs from 7:30 a.m. to 5:30 p.m.
- All-New Activity Guide — A standalone set of hands-on activities and materials builds upon the momentum of the core modules.
- Flexible Curriculum — A combination of building, sketching, themed design engineering challenges and recess-style games is provided. This allows for customization to support the needs of each program

How It Works:

Camp Invention provides Extended Day materials and program team stipends. The Facilitator will receive a \$500 stipend and each Assistant will receive a \$60 stipend for the week.

The host site will provide the Extended Day program team as well as the classroom space. The program team includes one Extended Day Facilitator and additional Extended Day Assistants, determined by enrollment.

“I found that parents needed before and after care to accommodate their work schedules. Extended Day allowed campers to attend that wouldn’t have had the opportunity and parents were grateful!”

Erin K. | Camp Director, Tuscarawas Valley Local Schools, Zoarville, OH

Extended Day Program Team Chart:

Extended Day Participants*	Facilitator	A.M. Assistant	P.M. Assistant
Up to 10	1	1	1
11 - 20	1	2	2
21 - 30	1	3	3
31 - 40	1	4	4
41 - 50	1	5	5

The cost for the Extended Day program is \$100 per participant.**

How Many More Students Can You Impact?

- According to a recent independent survey, **67% of parents** would not send their child to a camp that matches their child’s interests if it conflicts with their work schedule.¹
- **43% of parents** want or need camp hours beyond the traditional time of 9 a.m. to 3:30 p.m.¹
- Data shows that Camp Invention programs offering Extended Day have gained **an average of eight more campers** than locations without extended hours.

¹Meeting Street Marketing, Camp Invention Parent Research Study (August 2019).

*LITs are not factored into the participant levels.

**Extended Day is an additional cost to the Camp Invention program and does not include building use fees.

**LEARN MORE ABOUT
EXTENDED DAY**



WHAT'S INCLUDED

		Camp Invention Provides	District or Host Site Provides
Program Preparation	Program Team orientations	✓	✓
	Promotional Tools (flyers, posters, social media and digital 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	✓	✓
	Daily schedules and instructional videos to supplement the curriculum and support session implementation	✓	✓
	Immersive videos and digital assets to create an innovative atmosphere	✓	✓
	Central Registration System	✓	✓
	Camp Invention T-shirt for campers, leaders and Instructors	✓	✓
Site Coordination	Classroom or physical space	✓	✓
	Instructor recruitment	✓	✓
	Distribution of promotional materials	✓	✓



EMBEDDED PROFESSIONAL DEVELOPMENT

SUPPORTING EDUCATORS WITH TRANSFERABLE STRATEGIES

Camp Invention includes embedded professional development, preparing educators with hands-on learning strategies they can easily transfer from this STEM program to their day-to-day classroom.

Through hands-on experience, we provide educators with the tools and best practices they need to instill essential 21st-century skills, promote empathy and teamwork, and help students build an I Can Invent Mindset.

According to a recent post-camp survey of Directors and Instructors who were involved in Camp Invention:

- 97% will take an experiential, hands-on approach to learning
- 97% have enhanced their knowledge of STEM application
- 97% will integrate different disciplines and subject areas
- 98% will use open-ended inquiry as an instruction technique
- 99% will create problem-solving challenges for their students
- 98% will foster risk taking in their classrooms

INSTRUCTOR TESTIMONIALS

“ I think Camp Invention is just as important for the teachers as the students. This is a **GREAT OPPORTUNITY FOR TEACHERS TO LEARN ABOUT INQUIRY** in a well mapped out and fun environment. Leading this summer program gives teachers the **HANDS-ON EXPERIENCE** to incorporate inquiry into their classroom during the school year and provides the exact supports for teaching in a truly 21st-century model.

”

—
NICOLE F., AKRON, OHIO

“ Camp Invention is a wonderful, hands-on experience for children. As a teacher, I **CONSISTENTLY LEARN NEW TECHNIQUES TO ENGAGE STUDENTS** in learning and gaining deeper knowledge of the material.

”

—
DEBBIE Y., COLUMBIA, SOUTH CAROLINA

“ **I GET SO MANY IDEAS OF WAYS TO LEVEL UP MY OWN TEACHING AND GET STUDENTS MORE ENGAGED IN THINKING.** I love how much creating kids are able to engage in during the week. They learn quickly to try new ideas, and collaborate in ways I don't usually see using traditional lessons.

”

—
BETHANY V., DALLAS, GEORGIA



PRICING

With our traditional parent-paid model, the district or host site provides the space needed for the camp and secures the qualified local educators who serve as Program Team Members. The program cost is covered by each participant, and there is no added fee to host the program.

- \$295 per participant¹
- \$395 per participant including Extended Day
- Registration discounts available for Program Team Members and families

1. Per-participant registration and Extended Day costs may vary to cover building use and other district fees.

If parent funding is not an option, our education programs also 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.

2. Discounts may vary.

HOW IT WORKS

PARTNER WITH NIHF

- **NIHF:** Regional Representative provides exemplary support throughout the experience
- **HOST SITE:** Confirm program location and dates
- **HOST SITE:** Confirm program Director
- **NIHF:** Registration opens

KICK OFF CAMP PROMOTIONS

- **NIHF:** First flyer is provided including seasonal participant discount²
- **NIHF:** Ship Welcome Box to the Director
- **NIHF:** Host Director promotional orientation
- **DIRECTOR:** Secure Program Team Members

AMPLIFY CAMP PROMOTIONS

- **NIHF:** Second flyer is provided including seasonal participant discount
- **PROGRAM TEAM:** Spread the word about Camp Invention using the provided resources including social media write-ups, newsletters and digital ads
- **DIRECTOR:** Communicate all Program Team discounts

PREPARE FOR CAMP WEEK

- **NIHF:** Host Director logistics orientation
- **NIHF:** Schedule program materials and curricula for delivery
- **DIRECTOR:** Confirm Program Team based on enrollment
- **DIRECTOR:** Summer is here! Launch your Camp Invention program!

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. Collins Community School District Ft. Collins, MI	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
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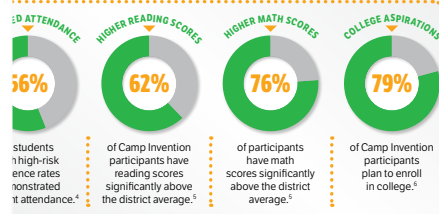
INVENTOR.ORG/EDUCATORS/CAMP-INVENTION

PROVEN BENEFITS

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

THE NEW CAMP INVENTION[®] PROGRAM:

HIGHER ATTENDANCE AND TEST SCORES: CAL COMPONENTS TO A COLLEGE PATH[®]



1. National Institutes of Health, National Institutes of Health of Fame Camp Invention Summer 2018 Report. 2018. 2. National Institutes of Health, National Institutes of Health of Fame Camp Invention, 2018 Program Completion Report. 3. National Institutes of Health, National Institutes of Health of Fame Camp Invention, 2018 Program Completion Report. 4. National Institutes of Health, National Institutes of Health of Fame Camp Invention, 2018 Program Completion Report. 5. National Institutes of Health, National Institutes of Health of Fame Camp Invention, 2018 Program Completion Report.

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.



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 | 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.