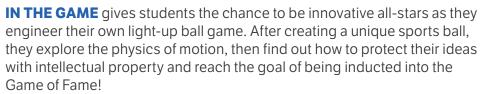
CAMP INVENTION ILLUMINATE CURRICULA HIGHLIGHTS





- **PHENOMENA EXAMPLE:** Ball dissection through media, physics of catching and throwing various balls into Game Board
- LIFE SKILLS: Creative and critical thinking, speaking and listening, reasoning and problem solving, risk-taking
- MATH CONCEPTS: Calculating scores, probability
- **LITERACY CONCEPTS:** STEM vocabulary, presentation of knowledge and ideas, making inferences, reading and writing in Inventor Log
- WHAT THEY TAKE HOME: Game Board: a tabletop game, sports ball, sporting equipment prototype



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.

- **PHENOMENA EXAMPLE:** Light refraction experiments, light and foil reflection, streaking petri dishes with UV paint
- **LIFE SKILLS:** Decision-making, goal setting, problem solving, collaboration and communication, persistence
- LITERACY CONCEPTS: STEM vocabulary, reading and following instructional text in Inventor Log, sharing of ideas and hypotheses, ask and answer questions, multiple styles of media to communicate information
- WHAT THEY TAKE HOME: Glow Box: a proprietary box with white and UV LED light strips wired to a double-sided circuit board and slides featuring their designs

Operation: HydroDrop™



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.

- PHENOMENA EXAMPLE: Drought and flooding, water filtration
- LIFE SKILLS: Resilience, reasoning and problem solving, interpersonal skills, speaking and listening
- MATH CONCEPTS: Calculating water usage of various crops and making comparisons
- LITERACY CONCEPTS: Diagramming and writing about invention, reading and writing in Inventor Log, comprehension and collaboration, STEM vocabulary, ask and answer questions, making inferences, cause and effect
- WHAT THEY TAKE HOME: Lab-on-Wheels: a mobile laboratory with a light-up robotic base, model tiny house with crops, water-solution prototypes

Prototyping Studio™



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.

- PHENOMENA EXAMPLE: Non-standard materials, materials exploration
- LIFE SKILLS: Curiosity, flexibility, cooperation, collaboration and communication
- MATH CONCEPTS: Calculating cost of goods and materials
- **LITERACY CONCEPTS:** Reading and writing in Inventor Log, presentation of knowledge and ideas, divergent thinking and fluency
- WHAT THEY TAKE HOME: Toolbox: a functional and personalized toolbox with a cardboard safety saw and a tape measure, rapid design prototypes

