



Camp Invention®

# ACCLAIMED SUMMER STEM PROGRAM

FOR GRADES K-6

A NATIONAL INVENTORS HALL OF FAME®  
EDUCATION PROGRAM





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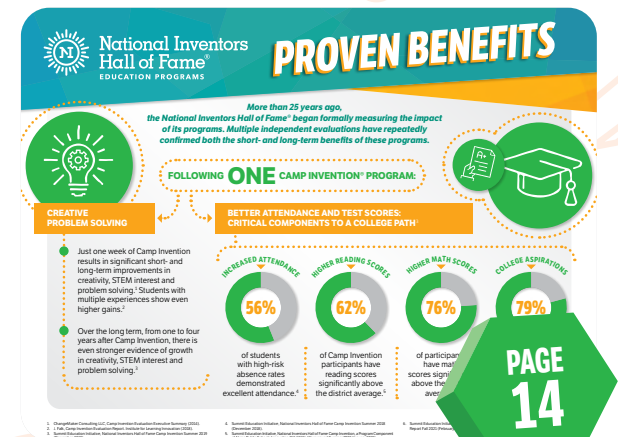
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# HANDS-ON STEM SUMMER CAMP

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
- Job-embedded professional development helps educators cultivate an innovative mindset

## 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
- High-energy activities and opportunities keep children active and engaged

## 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



# SIMPLIFY SUMMER PLANNING



## OUR 2025 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.

In collaboration with our National Inventors Hall of Fame Inductees, we have identified nine essential skills and traits that unlock creative potential. 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.



## 2025 CAMP INVENTION MODULES



### IN CONTROL™

As travelers on the ultimate road trip, children test their **navigation skills** using traditional maps and GPS, inventing their way out of bumps in the road and **discovering** that the journey is just as much fun as the destination.



### ILLUSION WORKSHOP™

Immersed in the mesmerizing world of special effects, children discover the science behind **optical illusions**, then invent their own spinning animation device and moving props. Campers create their own Spin-o-scope™ to show the illusion of motion, blending the realms of science and art.



### CLAW ARCADE™

Using creativity and **engineering skills**, children experiment with **physics** to construct a functional claw machine as they draw inspiration from nature's claws, talons and pincers, then create awesome prizes to pick up.



### PENGUIN LAUNCH™

Embarking on an epic eco-expedition, children investigate penguins and the **geography** of Antarctica, tapping into **design thinking** to construct planet-saving prototypes with the help of a robotic assistant.

## I CAN INVENT MINDSET FOCUS AREAS

### ◆ STEM

### ◆ Creative Problem Solving

### ◆ Persistence

### ◆ STEM

### ◆ Persistence

### ◆ Innovation

### ◆ Entrepreneurship

### ◆ Intellectual Property

### ◆ STEM

### ◆ Confidence

### ◆ Persistence

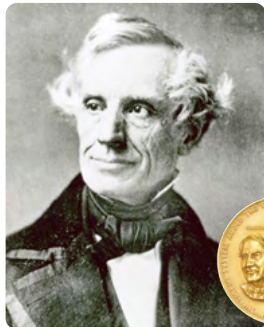
### ◆ STEM

# MODULE OVERVIEW IN CONTROL

Students take control of their innovative journey by testing their navigation skills as they study travel maps and discover the use of artificial intelligence (AI) in everyday road trip items like GPS. They assemble their own receiver and custom Control Panel and exercise their communication skills as they make exploration decisions.

## WHAT THEY TAKE HOME:

Custom cardboard Control Panel with radio transmitter and receiver, “AI Assistant” dashboard bobblehead



## MEET A HALL OF FAMER SAMUEL MORSE

This module was inspired in part by National Inventors Hall of Fame Inductee Samuel Morse, who invented Morse code.

## KEY SKILLS & CONCEPTS

Electrical Engineering

Artificial Intelligence

Circuitry

Navigation

Physics

## I CAN INVENT MINDSET FOCUS AREAS



Exploring STEM concepts by assembling a transmitter and receiver.



Practicing creative problem-solving and decision-making skills while receiving challenges at each stop along the way.



Staying persistent while inventing solutions to unexpected road trip detours.



## KEY SKILLS & CONCEPTS

Neuroscience

Biopsychology

Electrical Engineering

Optics

Physics

## I CAN INVENT MINDSET FOCUS AREAS



Discovering STEM concepts through exploring the phenomena of illusions.

PERSISTENCE

Practicing persistence while building and wiring a Spin-o-scope.

INNOVATION

Discovering innovations of National Inventors Hall of Fame Inductees through hands-on activities.

# MODULE OVERVIEW ILLUSION WORKSHOP

Students are introduced to captivating optical illusions, discovering the mechanics of how the mind and eye perceive surroundings. Then, they blend science and art to create their own spinning animation device and moving props, becoming special effects experts and designing new entertainment experiences of the future.

## WHAT THEY TAKE HOME:

Custom built Spin-o-scope, personalized pneumatic prop



## MEET A HALL OF FAMER LANNY SMOOT

This module was inspired in part by National Inventors Hall of Fame Inductee and Walt Disney Imagineer Lanny Smoot, inventor of Theatrical Technologies and Special Effects.

# MODULE OVERVIEW

## CLAW ARCADE

Students use hands-on physics and engineering concepts to make a DIY claw machine inspired by the claws of the natural world, from lobster claws to eagle talons to crab pincers. Once they build their clawsome cardboard machine, they create one-of-a-kind prizes and explore entrepreneurship principles as they hook investors on their arcade experiences.

### WHAT THEY TAKE HOME:

Custom cardboard DIY claw machine, mini NIHfTy Bot™ plush keychain, pompom creature, light-up spiky ball



### MEET A HALL OF FAMER

## PATRICIA BATH

This module was inspired in part by National Inventors Hall of Fame Inductee Patricia Bath, inventor of Laserphaco Cataract Surgery.

## KEY SKILLS & CONCEPTS

**Materials Science**

**Biology**

**Design Engineering**

**Mechanics**

**Physics**

## I CAN INVENT MINDSET FOCUS AREAS



Developing entrepreneurship skills by creating a pitch to hook investors.



Discovering intellectual property skills by creating a logo and designing a billboard.



Discovering STEM concepts like physics and mechanics by design engineering a claw machine.



# KEY SKILLS & CONCEPTS

Environmental Science

Biology

Electronics and Robotics

Magnetism

Physics

## I CAN INVENT MINDSET FOCUS AREAS



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.

# MODULE OVERVIEW PENGUIN LAUNCH

Students embark on an eco-expedition to investigate penguins in their Antarctic habitat, entering penguin colonies with the help of a Snow-ver – a rover equipped with a robotic research penguin that can roll and glide across icy surfaces. Then, they unleash design thinking as they create flippers and launchers to propel their own plush magnetic penguin.

## WHAT THEY TAKE HOME:

Plush penguin with magnetic feet and flippers



## MEET A HALL OF FAMER JACQUELINE QUINN

This module was inspired in part by National Inventors Hall of Fame Inductee Jacqueline Quinn, inventor of Emulsified Zero-Valent Iron (EZVI).



# 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.



## PERSISTENCE

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

## CREATIVE PROBLEM SOLVING

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

## CONFIDENCE

Gaining confidence and building agility through both collaboration and competition.

I CAN INVENT MINDSET FOCUS AREAS



# 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.



**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 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.



## PROGRAM MODULES

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



## EXTENDED DAY

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

**5:30 P.M.**

**7:30 A.M.**

**1:05 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		✓



# CAMP INVENTION LICENSED PRICING OPTIONS

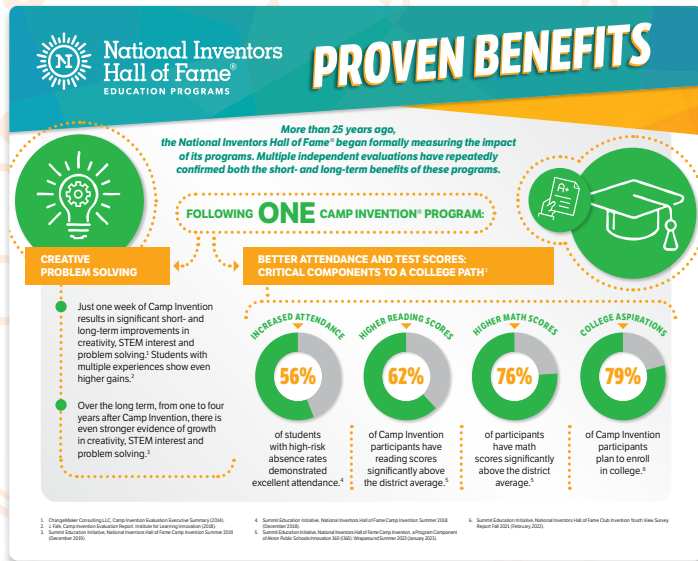
Our education programs qualify for Title I, Title II, Title III, Title IV, 21st Century Community Learning Centers and Migrant Education funding, as well as state and local district resource funding.

GROUP LICENSED PRICING	
Pricing	Participants
\$5,775	Up to 35
\$6,600	Up to 40
\$8,250	Up to 50
\$9,900	Up to 60
\$11,550	Up to 70
\$13,200	Up to 80
\$14,850	Up to 90
\$17,400	Up to 110
\$19,000	Up to 120

Shipping and handling charges may apply.



# APPENDIX



## EVALUATION SUMMARY

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

**ACTIVITY ONE**

**Astro-Arm (Oldest Class Only)**

Participants in the **Oldest Class Only** explore hydraulics and spacesuit cooling technology. They then assemble their hydraulic Astro-Arm in preparation for departure.

**Materials**

- Aluminum steam pans, filled with water and frozen bags
- Astro-Arm assembly materials (black paper cups, craft sticks with holes, long brad fasteners, short brad fasteners, triangular clips)
- Hydraulic Kits (cylinder attachment piece, cylinders, tubing, zip ties)
- Inventor Logs
- Markers
- Masking tape, prepped
- Paper towels
- Scissors

**Step-By-Step Instructions**

D This version is for the **Oldest Class Only**. Each activity part is aligned with the parts of the Hydraulic Assembly sheet.

**Part One: Spacesuit Cooling Test**

J Play one of the "Spacecation Background Music" Tracks as participants are entering.

- Welcome participants in the **Oldest Class Only** back to Spacecation, and announce that it is almost time to blast off toward the Milky Way.
- Show the Spacesuit Cooling digital poster.

3. Say the following to participants in the **Oldest Class Only**:

X **Spacesuits were invented to help protect**

## 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!

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



National Inventors  
Hall of Fame®

*Inspiring Future Innovators®*

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