



Camp Invention®

RECHARGE

FOUR OPEN-ENDED MODULES.
ENDLESS WAYS TO GET HANDS-ON
WITH INVENTION EDUCATION.



- Children adopt a solar-powered cricket and design habitats and protective gear.
- They explore circuitry, energy, sustainability and the physics of playground equipment.
- Jumping into cricket anatomy, children build their own musical wings for a grand finale chirp-off.



- Children construct a dynamic vehicle using pulleys, propellers and hydraulics.
- They modify their vehicles to slither, sprint, submerge or soar, with inspiration from fascinating creatures.
- In a Super Road Rally, they engineer and navigate through ramps, tunnels and obstacles.



- Children take apart and explore the inner workings of a microphone to learn about sound waves.
- With the Camp Invention Design Thinking Process™ and real-world inspiration, they prototype a breakthrough invention.
- Discovering the power of patents, they deliver an impressive pitch to promote their invention.



- Children build and test a device to launch rubber ducks around the world.
- Experimenting with catapults, they play with physics concepts including trajectory and velocity.
- To promote their final duck chucking device, children create an exciting marketing campaign.

Camp Invention® is a nationwide K-6 STEM summer camp providing in-person and at-home learning opportunities. This hands-on program aligns to standards and typically runs for one week but can be adapted to meet district needs.



LEARN MORE TODAY AT [INVENT.ORG/EDUCATORS/CAMP-INVENTION](https://invent.org/educators/camp-invention)

YOUR LOCAL CAMP INVENTION SITE INFORMATION

Location: Simsbury High School, 34 Farms Village Road, Simsbury, CT 06070

Date & Time: July 12-16, 2021 from 8:00 AM-2:30 PM

Who: For children entering grades 1-6

Cost: \$240 + \$3 registration fee

Director: David Salonia dsalonia@simsburyschools.net

Course Code
S-1

See Registration Form in
this brochure