



Fifth graders build collaboration skills as they create their own sports ball, game board and brand.



Second graders explore STEM concepts through glowing circuitry and hands-on projects.



Fourth graders gain confidence while reverse engineering their robotic lab-on-wheels.

# ISCOVER FUN ADVENTURES IN A TYPICAL **DAY AT OUR ALL-NEW 2024 PROGRAM**

## A.M. BASE CAMP

Drop off your camper with qualified local educators who start each day with games that ignite creativity



#### N THE GAME

Campers team up as they investigate the science of sports ball design and personalize a light-up game board, then add a unique logo and name!



#### LET'S GLOW"

When they build a customized Glow Box, campers discover different forms of light, finding inspiration in illuminating inventions and animals that glow!

# **GAMES & LUNCH**



#### OPERATION: HYDRODROP"

To cultivate awareness of real-world water challenges, campers engineer a tiny house with crops to explore water-based technology and sustainable design thinking.



#### PROTOTYPING

Campers get creative as they transform their ideas from initial sketches to working prototypes using everyday items.

### P.M. BASE CAMP

day wraps up as campers wind down with problem-solving games.

mages feature actual campers enjoying our new 2024 program.

amp Invention is a nonprofit program of the National Inventors Hall of Fame.

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# SECURE YOUR SPOT TODAY

Register at INVENT.ORG/CAMP or 800-968-4332

Grades: K - 6th

Location: St. John Neumann Catholic School

Date: June 17 - 21, 2024

#### Time & Cost:

9:00 AM to 3:30 PM | \$270 (before discount)

#### Camp Director:

Jennifer Hudson | jenhud8@gmail.com

If these dates/times don't work for you, please visit invent.org/camp for other locations near you.





Scan to secure your spot today!