

SPARK

FOUR ALL-NEW ADVENTURES IN
HANDS-ON INVENTION EDUCATION



- Campers explore **waves**, **buoyancy** and **surface tension** through hands-on water experiments and learn the process of how to **create** and commercialize inventions.
- After diving into **research**, students apply customer feedback to improve their invention prototypes and **design** an eye-catching logo for their company.
- Campers **analyze** advertisements as inspiration for developing their own billboard boats that glide through the water and help them “make waves” in the market.
- Campers launch a mission to **transform** a new planet for human habitation using cutting-edge **space innovations** like rockets, telescopes and satellites.
- After gathering samples from their planet, campers create a Space Lab where they can **evaluate** the specimens, **record** scientific observations and **brainstorm** inventions.
- Campers build a DIY Space Rocket to experiment with **launch angles** and **trajectory**, work to keep a satellite in orbit and stretch their imagination while extending the frontier!
- Campers use their invention superpowers – the **I Can Invent® Mindset** – to solve challenges in their community with the power of intellectual property.
- Campers brainstorm, **design** and miniaturize a top-secret invention while discovering how **technology** has enabled inventions to become smaller over time.
- Campers create wearable devices using **cryptography**, and race to file a **patent** to protect their inventions from invention-stealing Infringers.
- Investigating a series of critter crimes, campers sharpen their detective skills as they collect **evidence** and discover how investigators use **forensic science** to solve crimes.
- Campers explore inner mechanics of their **robotic** capybara sidekick and use **creative problem solving** to design sleuthing gadgets to support their investigation.
- Practicing **critical thinking** and **persistence**, campers collect evidence, conduct interrogations, and **explore DNA** to solve the “who” and “how” behind the animal antics.

Discover how Camp Invention can transform learning in your district through innovative, hands-on STEM experiences for K–6 students. This evidence-based approach aligns to standards and typically runs for one week but can be adapted to meet district needs.

