

invent now® kids

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presents...

Camp invention®

Module Summaries: The DISCOVER Program



Viking Treasure Trek™

The *Viking Treasure Trek* module combines creative problem solving and logic as children follow the footsteps of ancient Viking travelers. Children hear a mythical story of how the Vikings, known for their outstanding seamanship, mysteriously hid vast amounts of gold, and it's up to them to find the buried bounty! Throughout the week, children employ science, reason, and teamwork skills to find the long-lost treasure.

On Day One, children learn about the lives and voyages of the Vikings and are challenged to solve the mystery of the lost Viking treasure. They work in teams to solve and decipher the first in a week's worth of Viking clues, riddles, and challenges and build boats to carry them from Norway to Iceland and Greenland. During Day Two, teams sail the seas once again, this time traveling from Greenland to Newfoundland to solve a series of logic puzzles which will lead them closer to the treasure. On Day Three, children set sail for New England, where the treasure awaits them! Before claiming the fortune, teams must use compasses to find clues that will lead them to the treasure site. On Days Four and Five, children utilize teamwork and creative problem solving to finally uncover the long lost gold.



Comic Book Science: Sami & Sam Superheroes™

During the *Comic Book Science: Sami & Sam Superheroes* module, children discover the science behind comic book superheroes and use their new knowledge to create their own comic books and superheroes.

On Day One, after hearing that Overlord Publishing's sales are in jeopardy (particularly sales of its most popular Sami & Sam Superheroes comic book series), children are challenged to create a new comic book for the publisher that features superheroes with science-based super powers! They then create models of their own superheroes. Day Two is all about a superhero's ability to "morph." Younger children explore this unique quality by investigating how the properties of liquids and solids can change by creating oobleck (cornstarch and water) and slime (glue, borax, and water), while older children conduct an experiment that demonstrates how genetics determine traits. Day Three finds children investigating the safe flying and landing abilities of superheroes, which they then apply to their own superheroes. On Day Four, children explore superhero strength, speed, and reaction time and add these features to their comic book heroes. On Day Five, children explore superheroes' super senses and finish their comic books.

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Land Sled X-Treme™

In the **Land Sled X-Treme** module, children explore engineering principles by building functional vehicles. Children work as a team to complete daily science challenges and accumulate points that they then use to "purchase" materials to build a land sled. Teams spend the week transforming materials such as tape, boxes, and skateboards into their own land sleds. At the end of the week, teams participate in an obstacle course to discover whose land sleds can cross the finish line victoriously.

On Day One, children are recruited as **Land Sled X-Treme** racers and discover their first challenge: to build a shield to protect them from water in the H2O Throw game. On Days Two through Four, children devise new strategies to stay dry during the H2O Throw game. Children also encounter new challenges throughout the week such as the Lever Launch game. For each win in this game, teams score points to buy materials for their sleds. Children then build, test, and modify their land sleds. On Day Five, children work together to push and pull their teams through the X-treme obstacle course. They swerve around cones, strategically make it over pool noodle speed bumps, and dodge water to win the title of X-treme Land Sled Racer.

I Can Invent: Fantasy Inventions & Complicated Machines™

Imaginations run wild as children take part in two different versions of the **I Can Invent: Fantasy Inventions & Complicated Machines** module.

On Days One and Two, both younger and older children take apart broken household appliances that they have brought from home. Younger children continue taking apart on Day Three, while older children begin building complicated machines that will launch a water balloon at a target. On Days Four and Five, younger children build fantasy inventions using the pieces and parts from their take-apart items, as well as other supplies and items from the recycle room. Older children continue using pieces and parts from their take-apart items and other supplies to build their complicated machines. Finally, older children set their multi-step machines in motion to launch their water balloons! All children then display their inventions at the Inventor's Showcase program.

Recess Remix™

Combining physical activity with creative problem solving, the **Recess Remix** module invites children to participate in fun, energetic games that require teamwork, cooperation, coordination, and inventive thinking. In the **Recess Remix** module, children use their inventiveness and creativity to modify aspects of familiar games and then play their new versions!

Different from other Camp Invention curriculum modules, the **Recess Remix** module allows the instructor to choose the games to play depending on factors such as the age of players, whether games are to be played indoors or outdoors, and whether children are to get wet or stay dry. Each day, children invent and play a different game to demonstrate their creativity and originality!