I CAN INVENT™

Take apart electronics to build new inventions. Use real tools to uncover mechanical gears and guts and upcycle them into exciting new innovations. Use Science, Technology, Engineering and Math (STEM), creative problem solving and hands-on applications to further your 21st century critical-thinking skills. Work in teams to create marketing to sell your invention to your peers. Keep an Inventor’s Log to track your progress. Finally, apply for and receive a mock patent on your invention.

IMAGINATION POINT: RIDE PHYSICS™

In the Imagination Point: Ride Physics™ module, children are introduced to Sir Isaac Newton’s Three Laws of Motion through hands-on activities related to amusement park rides. Working as design interns for the world’s newest and largest amusement park, Imagination Point, children use their creativity and imaginations to design prototypes of roller coasters and other rides!

SAVING SLUDGE CITY™

In the Saving Sludge City™ module, children are introduced to ecology and the concept of conservation when they are challenged to rebuild a cleaner, more eco-friendly city that has been polluted to the point of ruin. Before construction begins, children investigate and demonstrate the actions that polluted the city, and determine effective methods to clean it up. Participants explore “green” city design, water filtration systems, safe waste disposal, conservation techniques and renewable energy as they reconstruct the town.

M.O.V.E.: MOTION, OBSTACLES, VARIETY, EXCITEMENT™

Motion, obstacles, variety and excitement are the key ingredients on this menu of high-energy fun! This dynamic line-up of self-esteem and team building games and activities promotes the 21st century skills of strategic thinking, creative problem solving and collaboration. Inventive thinking is moving from the lab bench to the sidelines and you are the first pick for our team!

PROBLEM SOLVING ON PLANET ZAK®

Science fiction has predicted many of today’s science facts. In the Problem Solving on Planet ZAK® module, children’s creative and critical thinking skills are enhanced as they experience the wondrous world of science fiction. Attribute listing, force-fitting and brainstorming through hands-on construction problems are some of the creativity tools used. This module is structured around a six-stage creative problem solving process. Stages include: constructing opportunities, exploring data, framing problems, generating ideas, developing solutions and building acceptance.
**KartWheel™**

Ladies and gentlemen—start your inventions! Design a freestyle racing kart that can traverse the ultimate wet obstacle course. Rack up points in daily Hydrochallenges and then spend them in the Hardware Shop, where you will find materials that can be used to modify, enhance and upgrade your ride. Let your engineering skills glide you across the finish line to become the next extreme KartWheel™ racer.

**I Can Invent: Next Level Gamers™**

Take apart machines and use their high-tech guts to build your own physical video game model in the 3rd dimension! Upcycle and re-power gears, motors, magnets and other gadgetry that will bring your game to life. Develop villains and superheroes and the obstacles they must overcome, as you create a patent-worthy world that will earn you the title: Next Level Gamer™.

**Design Studio: Illuminate™**

Enter a creativity and innovation laboratory filled with choice and possibility. Design prototypes from scratch or gather invention inspiration by spinning the Design Challenge Wheel or working off an idea on the Inventors Graffiti Wall. Spark your creative thinking by investigating magnified objects, Squishy Circuits® and Snap Circuits®. In a grand finale, you will change from an innovator to an entrepreneur, to bring your prototypes to market.

**Inducted™**

Receive personalized video messages from National Inventors Hall of Fame Inductees who challenge you to design life-saving devices, marine exploration vehicles that can gather bioluminescent creatures, superstructure mega-towers, space rockets that can be air blasted across the room and a high-tech awards ceremony inspired by circuit sound machines. Your innovations just might lead you to being Inducted™ into the Camp Invention Hall of Fame.

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