

National Inventors Hall of Fame® Foundation

ASU P.O. Box 32042 Boone N.C., 28608

June 25, - June 29, 2012

Camp Invention

Students will have hands on exploration while learning teamwork and problem solving skills. All skills will enhance their 21st century knowledge and help them to be better prepared for interacting in a classroom setting. Real world challenges are incorporated into the daily learning. At week's end there is an on inventors showcase. Each child loves to explain their inventions and show off the skills used to design each project.

Information

- Students in grades 1-6 may attend
- A weeklong program
- Hours are 9:00 a.m.- 3:30 p.m.
- Staff to child ratio 1:8

What to Bring
Packed lunch
Drink
Snack
Signed forms from website

Appalachian State University

Scholarships are provided on a financial need basis in many areas.

http://www.invent.org/camp/



Each day, children participate in five continuous modules that place them in settings like a strange planet, a faraway island, or deep under the sea. Children must then use their imagination and inventive-thinking skills to solve problems within each environment, such as how to rebuild their rocket ship, how to cross a river of hot lava, or how to gather and contain sea creatures without causing them harm.

Through this kind of hands-on fun, children get excited about science and working together as a team. Activities will vary depending on the program selected.

Locations are being added daily. If you would like to bring the Camp or Club Invention Program to a location near you, please contact us at 1800 968-4332

Exper-inentat-ion