



Camp Invention®

# ILLUMINATE

## FOUR ALL-NEW ADVENTURES IN HANDS-ON INVENTION EDUCATION



- Campers create a unique sports ball and develop a light-up ball game using the physics of air pressure and motion
- While investigating the design features and specialized materials of a variety of sports balls, campers learn about the importance of protecting ideas using intellectual property
- Campers use design thinking and persistence to reach the final goal of being inducted into the Game of Fame for all-star innovation



- Campers explore biophysics, optics and electrical engineering as they learn about illuminating inventions and engineer a one-of-a-kind Glow Box
- Campers investigate how light works in LEDs, fiber optics and even glowing animals through hands-on examination of reflection, refraction, color and shadow
- While exploring ultraviolet light, campers uncover clues to a mystery and add a new layer to their Glow Box with each discovery, using the power of light to help their ideas shine



- Campers make global connections as they set out on an epic operation to solve water challenges around the world
- After personalizing a light-up laboratory on wheels, campers gather data, tap into ingenuity and use creative problem solving to help people and the planet
- Campers find inspiration from patented water-based inventions, learning the important role water plays on our planet and becoming hydro heroes



- Campers star on a prototyping game show where they embark on an innovative journey to discover the ultimate place to invent
- After receiving a custom toolbox, campers generate new ideas, bringing them to life by transforming unique inventions, and collaborating with friends for rapid prototyping challenges
- After refining their creations, they protect them with the power of intellectual property and win the game by learning that invention can happen anywhere

June 24–27, 2024 | McHenry County College

Camp Invention® is a 4-day creative and open-ended learning camp which includes a rotation of four adventures for students in grades K–6.



Register today at [www.mchenry.edu/kidsandcollege](http://www.mchenry.edu/kidsandcollege)

© 2023 National Inventors Hall of Fame®, Inc.