

MONDER

FOUR ALL-NEW ADVENTURES IN HANDS-ON INVENTION EDUCATION



- Campers explore biomimicry, genetics and adaptive creativity as they transform a one-of-akind animatronic robot.
- While using their creativity and inspiration from nature, campers learn about the power of intellectual property to protect their creation from an idea-stealing Copy Cat.
- Campers collaborate with friends and personalize their robot before taking it home to nourish their creativity.



- Campers go on a ride through physics, engineering, invention and the art of design as they build their very own mini skate park complete with ramps, bowls, rails and jumps.
- After personalizing their mini skateboards, campers gain momentum, practice tricks in creativity and invention, and build perseverance as they learn how to get back up from a fall.
- Campers try on designer finger shoes and test each other's skate parks using their innovative gear.



- Campers take on the role of event planners as they prepare for a grand invention celebration.
- Campers engineer light-up party hats, build a musical instrument and explore the science of color to make bubble art banners.
- After using their instruments to explore sound vibrations, campers make natural physics connections while playing party games.



- Campers design their own popup venture and develop creative marketing strategies to achieve their business goals.
- While exploring the power of green energy, campers practice responsible decision-making and learn to measure and record data.
- After discovering how to make strong financial decisions, campers present their ideas with friends and attract customers to their business with the ultimate pop-up event.

Camp Invention[®] is a nationwide K-6 STEM program providing creative, open-ended learning opportunities. This hands-on experience aligns to standards and typically runs for one week but can be adapted to meet district needs.







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