



CLUB INVENTION OVERVIEW

Club Invention is an exciting after-school program inspired by the Inductees of the National Inventors Hall of Fame, where students will learn through hands-on fun. Based on the same guiding principles as Camp Invention®, children in first through sixth grade work in teams to creatively brainstorm on ways to solve everyday challenges and enhance their understanding of essential STEM concepts. Club Invention provides teachers with new ways to emphasize systems thinking and self-directed learning, as well as create an immersive environment that offers a safe setting for children to take risks and build their collective knowledge. Club Invention instructors receive a letter of recognition from the United States Patent and Trademark Office and a certificate representing 0.8 CEUs.

**Acceptance of CEUs is subject to your state or district continuing education requirements.*

CLUB INVENTION HIGHLIGHTS

- Presents participants with fun challenges that emphasize STEM, creative problem solving, collaboration and entrepreneurship through innovation.
- Encourages children to design functional invention prototypes.
- Provides children with an in-depth knowledge of real inventors and their technologies.
- Engages participants in communication, observation, data collection and teamwork.

PROGRAM FLEXIBILITY

All Club Invention modules comprise 7.5 hours of programming that are typically delivered in five, 90-minute sessions; however, each module is easily adaptable to a number of delivery options, including in-school instruction. All modules align with national and state education standards and are designed to meet the needs of varying age groups through primary and intermediate hands-on activities disguised as fun! We primarily use a parent paid model—meaning parents pay the tuition. When parent funding is not an option, all of our educational programs also qualify for Title I, Title II, Title III, 21st CCLC, Migrant Education and Early Learning Challenge funding, as well as state and local district resource funding.

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CLUB INVENTION MODULE OVERVIEW

Bolder Builders™

Children join engineer, architect and builder Archie Tek in the restoration of a town called Unlucky. Children create and test various structures for strength and stability, design and create shelters for the townspeople and build various animal habitats.

Castles, Catapults and Coats of Arms™

This module weaves medieval history, basic scientific principles and hands-on creativity through the challenges presented in every session. While assuming the roles of lords, knights, craftspeople and serfs, participants work together to complete each task.

E.Z. Science™

A world-famous science magazine needs the help of children to get the next month's issue of the magazine on the streets. Children must help *E.Z. Science Journal* by providing inventive science and mathematical solutions to everyday problems. They must conduct experiments, solve puzzles and create a game with instructions.

Flight Sight™

Participants explore how inventions in flight have made it possible to see the world from different perspectives. They experiment with devices that may help them jump higher, create three-dimensional maps, design and fly huge paper airplanes and much more!

Passage to Planet ROG™

Children travel to distant Planet ROG and develop a number of different devices to help them solve problems in space and on the planet.



Phys Ed: Physics in Motion™

Children create games based on the work of scientists such as Italian physicist Galileo Galilei, Sir Isaac Newton and Daniel Bernoulli, who helped answer questions about how and why objects move. They incorporate the laws of gravity, energy, motion and magnetism into their activities.

SOS: Endangered Earth™

The Club Invention team has been challenged to save the homes of animals across the country! From roving black bears to birds threatened by oil spills, Club Invention participants think of new, clever ideas for building safe animal spaces.

Trash Island: A Garbage Patch Journey™

In this module children hear of the extreme buildup of trash in the North Pacific Central Ocean Gyre. Participants will be faced with ocean research challenges along the way that will require creative-thinking skills, problem solving and teamwork.

Echo and Axon: A Prototyping Adventure™

Inspired by the comics of real-life inventor superheroes from the National Inventors Hall of Fame, children create solutions to STEM-based challenges including creating alternative energy source prototypes, chasm-crossers and water filters, and apply mathematics to rescue Echo and Axon.

Wheel of Invention™

Welcome to the latest game show sweeping the nation—this is Wheel of Invention! Throughout the program, contestants compete in the Entrepreneurial Game Arenas, buzz in to answer interesting trivia and wow the audience with amazing new invention prototypes.