



MONDAY
June 26, 2006

Invention Connection

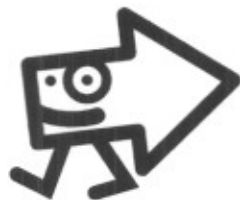
It's the first day of the Camp Invention program, and we are thrilled that your child could join us for a week of hands-on FUN! Watch as your child's imagination comes to life as they explore, build, take apart inventions, and much, much more! Here's a quick snapshot of what we did today...

In the *Sea Worthy*™ module, we received a message from the Planet Ocean Society, and they want us to discover new life in the ocean! We built a boat that will carry us on our mission.

Then, in *The Lost Treasure*™ module, Professor Ivana Dig It is missing and so are her notes (that will lead us to the lost treasure!) We've landed on Archaic Island and learned that we have one week to discover the lost treasure that Professor Dig It has been seeking for years. First, we built shelters, and then we designed and created holders for anything that we make or find during the week.

During the *Fair Games*™ module, we were invited to create carnival games for Captain Sam Dabble's carnival. We built balance scales and either lever launches or Hi Striker carnival games to learn about equivalence.

Finally, in the *I Can Invent*™ module, we came up with problems that bug us, brainstormed possible solutions, and then chose one solution to invent later in the week! We learned about tool safety and began taking the machines apart that we brought from home.



KIDS! Remember to practice our cheer tonight.
Whose group will be the LOUDEST tomorrow?

Tomorrow is
CRAZY HAT DAY!
Wear your craziest hat!
(Don't have one? Make one!)



PARENTS... When dropping off and picking up your child, you must accompany him/her into the Cafeteria to sign him/her in and out each day.

Your child's safety is of the utmost importance to us. In the event that you need to contact us for any reason this week, please Call 270-769-5983.

ALSO... Mark your calendars! This Friday at 1:30pm, the children will be hosting the Inventors

Showcase program in the Cafeteria. This is their chance to show off what they've been busy doing this week. All family and friends are welcome and encouraged to come.



CAMP INVENTION CHEER

Offered by Carolyn Hennon

Pat knees twice and then clap once - keep the rhythm throughout...

Camp Invention is our name;
Imagination is our game.
We create...
We discover...
We invent and we uncover!
Camp Invention is our name;
Being inventors is our fame!

QUESTION OF THE DAY



Each day in your newsletter, we will present a question of the day. If you whisper the correct answer to your counselor the following morning during Base Camp, you will receive a prize! Today's question of the day is...



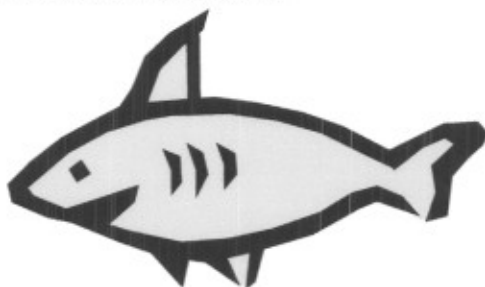
What island was Gilligan stranded on?



*"I am an invent-
OOOORRR..."*

DID YOU KNOW...

Did you know that an estimated 80% of all life on Earth is found under the ocean surface, and that all of the oceans on Earth contain 99% of the Earth's space? Only 10% of the space in the oceans has ever been explored by humans. The Pacific ocean is the world's largest body of water and occupies one-third of the Earth's surface.



PARENTS...

Don't forget to ask your child about his/her experience at the program each day. Ask specific questions about each module based on the daily summaries provided, such as:

- What types of problems did he/she face?
- What ideas did he/she come up with to fix these problems?
- How did the group ultimately come up with a solution?
- What did he/she enjoy most about each module?

The hands-on, inquiry-based activities your child encounters at the Camp Invention program – paired with your expressed interest – will help your child to get the most out of the experience. Note the boost in self-confidence and the attitude he/she develops about working as a team to solve problems.

CAMP INVENTION SONG

*Offered by Sue Lyons and Paul Bigos
Sing to the tune of "Old Smokey"...*

I am an inventor;
Inventing's my game!
Here comes my idea...
A real hurricane!

Watch out for my elbows;
Watch out for my brain!
I am an inventor;
Inventing's my game.

You thought that you knew us,
A real quiet team...
But I know that we fooled you,
By creating that thing.

Look out for that button;
Look out for that chain!
I am an inventor;
Inventing's my game!

SPECIAL THANKS

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Special thanks to the following sponsors:

United States Patent and Trademark Office
Dow Corning Corporation
Hardin County Schools/G.C. Burkhead



TUESDAY
June 27, 2006

Invention Connection

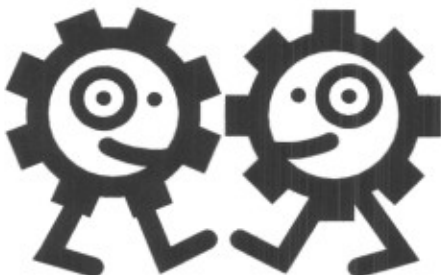
It's the second day of the Camp Invention program, and the children are really having a blast putting their unknown talents to use. You'd be amazed at the innovative ideas they are able to come up with in a pickle. Each day, they continue to tap into their creative selves and realize the joy of discovery through investigation. Today went a little something like this...

In the *Sea Worthy™* module, we had to figure out a way for our boat to travel (propulsion) and stay in one spot (anchor). Afterwards, we created and played a game in which we had to locate each other's boat on a grid.

Then, in *The Lost Treasure™* module, we discovered that there's a volcano on the island, and we had to create items to shield ourselves from the heat! We also received the first piece of the professor's note that will help guide us to the lost treasure.

Based upon how well we did in the *Fair Games™* module yesterday, we created a ball-rolling game today. To figure out how to score it, we had to roll the ball and see which chute it was more likely to go into.

Finally, in the *I Can Invent™* module, we began preliminary sketching for our inventions. We continued taking apart our machines, keeping a close eye out for magnets and gears.



Tomorrow is
BAD HAIR DAY!
Sport your worst hair!



PARENTS... The staff at the Camp Invention program is concerned about your child's safety. Please enter the building with your child and sign them in and out each day.

REMINDER... The Inventors Showcase program is scheduled to take place this Friday at 1:30 pm in the Cafeteria. All family and friends are welcome and encouraged to come.

EMERGENCY PHONE NUMBER... 270-769-5983

Yesterday's Answer to the QUESTION OF THE DAY

The question was:

What is the Name of Gilligan's Island?

The answer is:

Gilligan's Island

QUESTION OF THE DAY

Each day in your newsletter, we will present a question of the day.

Today's question of the day is... Your director has a daughter at camp? Who is she?

DID YOU KNOW...

While Peter Durand invented canned food in 1810, the can opener wasn't invented for another 48 years! Before the can opener was invented, canned food buyers used a hammer and chisel to punch holes in the can!



Finally, in 1858, Ezra Warner spared a bunch of fingers and spilled soup by introducing the world to... the can opener.

WHAT DO YOU THINK?



According to an MIT-Lemelson invention survey in 2003, Americans have a love affair with many inventions, but their number one was the toothbrush (with 34% of teenagers and 42% of adults rating it highest). For teens, the next four included the car, the personal computer, the cell phone, and the microwave oven.

What do you think?

Think about your favorite five inventions, write them down or draw them, and bring what you wrote/drew with you to the program tomorrow. We'll see where the Camp Invention participants stand on this burning issue.



FEATURED STAFF MEMBERS

Beverly Cox-Counselor

- Her favorite food is chocolate and she enjoys going to the lake, reading and shopping.
- She leads the younger group.

Amanda D'Alessio-Counselor

- Her favorite food is macaroni and cheese and she enjoys traveling, reading and painting.
- She leads the middle group.

Toni McColpin-Counselor

- Her favorite food is pizza and she enjoys hiking and painting.

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United States Patent and Trademark Office
Dow Corning Corporation
G.C. Burkhead Elementary
Hardin County Schools



WEDNESDAY
June 28, 2006

Invention Connection

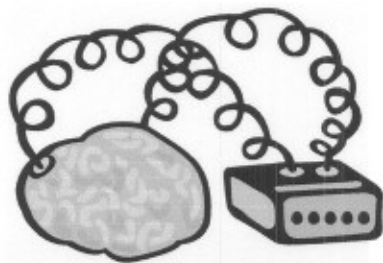
We're midweek into the Camp Invention program, and the fun rolls on! We are really beginning to put what we've learned about the sea, protective materials, and sphere movement to good use. Take a look at how we've already solved a number of problems, simply by using our collective noodle...

In the *Sea Worthy* module, we dove under the ocean today! First we built underwater vehicles that would sink to the bottom. (This was quite a challenge!) Then we had to figure out how the vehicle would move around and touch all of the fish specimens.

Then, in *The Lost Treasure* module, lava began to ooze from the volcano we discovered yesterday. We had to build a device that helped us retrieve part of the professor's note, which was (unfortunately) on the other side of the flow of lava.

The *Fair Games* module kept us very busy today! Miniature golf was today's building challenge. It was only after several attempts at playing that we were able to figure out what par for the hole might be.

In the *I Can Invent* module, we revised our invention drawings, learned how to protect our inventions with a patent, and looked for simple machines in our Take Apart™ item. We finished taking apart our machines and then began working on our new inventions.



Tomorrow is
WACKY OUTFIT DAY!
Wear a wacky, mixed-up outfit!



DON'T FORGET...

Turn in your time off requests at work! Don't miss the Inventors Showcase program this Friday at 1:30 pm in the cafeteria. The children are pumped about showing off their inventions. All family and friends are welcome and encouraged to come.

EMERGENCY PHONE NUMBER... 270-769-5983

Interesting Question and Answer from Camp today:

The question is:

What marine scientist found the Titanic?

The answer is:

In 1985, Dr. Robert Ballard and his team found the final resting place of the Titanic. Using side scan sonar, the crew first noticed small dips on the ocean floor – from falling debris. Eventually, a boiler was spotted and the hull of the ship was found!



QUESTION OF THE DAY

Each day in your newsletter, we will present a question of the day. If you whisper the correct answer to your counselor the following morning during Base Camp, you will receive a prize!

Today's question of the day is... In the United States, when is National Inventors Day?

DID YOU KNOW...

One of the most famous treasure maps in all of fiction is the one in *Treasure Island* by Robert Louis Stevenson. Two stories are told about how this treasure map came into being. In one story, it is suggested that Stevenson drew the map for his stepson. The other story says that his stepson drew the map, Stevenson saw it, and based the novel on it!



PROGRAM STATS

- This summer, there are approximately 850 Camp Invention programs running across the United States. These programs have an average of 850 directors, 2,550 instructors, and 4,250 counselors.
- For this summer's programs, we purchased 30,000 rolls of masking tape! This is enough masking tape to run a tape line from New York City to Walt Disney World® theme park in Orlando, Florida!
- The Camp Invention program will hand out approximately 62,000 program t-shirts this summer. Would this be enough to clothe everyone in your town?
- Outer space officially begins at 50 miles above our planet. The number of straws we use this summer (930,000) would travel to outer space and back to Earth if placed end-to-end. In fact, the straws returning from outer space would actually dig into the Earth to a depth of 56 kilometers!

FEATURED TEACHERS

Ms. Dye is a 2nd grade teacher at G.C. Burkhead and is the teacher of the Lost Treasure Module. She works with the middle group during take a part time.

Mrs. Clark is a 4th grade teacher at Lakewood Elementary and is the teacher of the Sea Worthy Module. She works with the younger group during the take a part time.

Ms. Reynolds is the Process Lab teacher here at G.C. Burkhead and is the teacher of the Fair Games Module. She works with the older group during the Take A Part time.

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Hardin County Schools
G.C. Burkhead Elementary



THURSDAY
June 29, 2006

Invention Connection

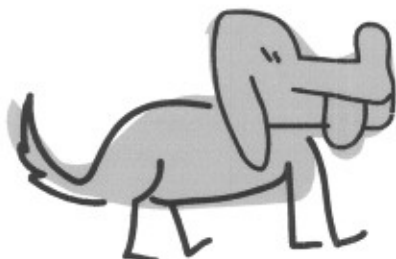
Just one day of the Camp Invention program remains, and how much we have learned! By asking ourselves how and why things work the way they do (or don't), we have gained a wealth of understanding about our world. Here's what we tackled today...

In the *Sea Worthy*™ module, the younger kids made their own diving suits in which to travel to the bottom of the sea, while the older kids designed and built a sea life trap to capture and hold any sea life specimens they found. Then, everyone built a tool to collect sea life from the ocean floor.

Then, in *The Lost Treasure*™ module, we met a friendly island dweller. This person was hungry for fruit, so we invented a tool to recover fruit from above and traded the fruit for pieces of the professor's note!

In today's *Fair Games*™ module, Captain Dabble said that we had learned enough about equivalence, probability, and estimation to build our own Carnival games!

In the *I Can Invent*™ module, we talked about how inventors are often inspired by nature. (Ask me how Velcro® fasteners were inspired by a dog and a walk in nature!) We then came up with names for our inventions and continued building.



Tomorrow is
**CAMP INVENTION
T-SHIRT DAY!**
Wear your new T-shirt!



LAST REMINDER...

Our highly-anticipated Inventors Showcase program will take place this Friday at 1:30pm in the Cafeteria. All family and friends are welcome and encouraged to come. The children are very anxious to show you what they've been having fun creating and learning this week. Please join us in celebrating your child's accomplishments!

EMERGENCY PHONE NUMBER... 270-769-5983

Yesterday's Answer to the QUESTION OF THE DAY

The question was:

In the United States, when is
National Inventors Day?

The answer is:

In 1983, President Ronald Reagan dedicated February 11th (the anniversary of the birth of Thomas Edison) as National Inventors Day.

Monopoly® money
every year?



The United States
prints about \$70
billion worth of real
money every year.

FEATURED Volunteer

Mrs. Paula Epperson

Mrs. Epperson has served as the camp volunteer this year and has been just like one of us. She has served snacks, taken pictures, played games, printed newsletters, and most of all worked with all of the students and staff. She is a pre-school assistant here at G.C. Burkhead and her son Zachary attended Camp this year. A great big thank you to Ms. Paula and all of her hard work.

the treasure in and bring it in tomorrow!

OR...

Do you have an idea for a carnival game? Here's an idea... Using stuff you find around the house, build your idea at home tonight and bring it in tomorrow to challenge your fellow group members!

OR...

Did your boat stay afloat in Sea Worthy™? Here's an idea... Ask your parents for one sheet of aluminum foil that is about as long as their foot. Use the foil to make a boat, bring it in tomorrow, and we'll test it to see how much weight it will hold? (Perhaps your parents will allow you to test it ahead of time in the bathtub or sink tonight! Better ask first, though.)

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United States Patent and Trademark Office
Dow Corning Corporation
Hardin County Schools
G.C. Burkhead Elementary



FRIDAY
June 30, 2006

Invention Connection

It's hard to believe that the Camp Invention program has already come to its close. We have had a wonderful time exploring new concepts and questioning old ones with your child this week. The children never cease to amaze us with their innovative ideas and enthusiasm for the unexplored. Here's a recap of what we did on our last day...

Today was our last day on the ocean in the *Sea Worthy*™ module. We built an ocean research facility to which we can dock our boat and that serves as housing for any sea life specimens that we collected.

Then, in *The Lost Treasure*™ module, we were hot on the trail! We recovered the last piece of the professor's note and taped all of the pieces together. We then navigated a booby-trapped area to get to the treasure. Our mission was accomplished by using our creativity and inventive spirits!

In the *Fair Games*™ module, we finished building our carnival games. We took turns trying them all out to see how our efforts had fared. They turned out to be a lot of fun – both designing *and* playing!



Finally, in the *I Can Invent*™ module, we filled out patent applications, received patents for our inventions, and created a marketing plan to sell them.

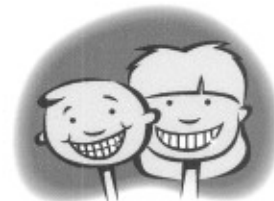
We were very excited to show them to you at the Inventors Showcase program; we hope you enjoyed them as much as we did.

THANK YOU...

...for allowing your child to be a part of this enriching experience. What an incredibly bright group of children – all of you have much of which to be proud.

Be sure to use the coupon on the back of today's newsletter to sign your child up early for next year's program, which will feature brand new modules to tantalize your child's scientific tastebuds!

(And for all you kids out there - yes, we'll be sure to bring back the *Take Apart*™ module...)



October! That means that people born in the month of the October have a better shot at winning this type of game!

TRY IT AT HOME!

Continue your child's explorations at home

Structure Building #1

Gather a bunch of paper or plastic cups. Build walls with the cups. The taller you want the wall, the wider the base has to be. Why is this?

Structure Building #2

Gather toothpicks and miniature marshmallows. Place marshmallows at both ends of a toothpick. Stick another toothpick into the end of the first toothpick's marshmallow, and so on. Continue building up and/or sideways. Which way is easier? What is the strongest shape you can make?

Structure Building #3

Gather index or playing cards. Make walls with joints (where the walls meet). Build walls on top of walls. How high can you build a card structure? What is difficult about this?

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A summer program of the
National Inventors Hall of Fame® Foundation

Be the first to know about Camp Invention 2007!
Just fill out this form and turn it in to the program director today to
secure the lowest registration rate possible!

Parent/Guardian Name: _____

Address: _____

Phone: _____ E-mail: _____

This form serves as your expressed interest in being notified about next year's program and does not serve as a registration form. Upon notification of next year's program dates, you will be given the opportunity to register at the lowest registration rate available. The Alumni Early Registration Rate is valid only if registered by January 31, 2007 and is not valid with any other promotional discounts. Availability is limited.