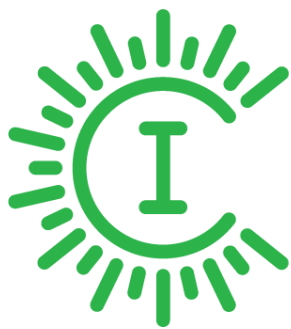


2024 CAMP INVENTION PARENT GUIDEBOOK



Camp Invention®

WELCOME!

Our team is excited to offer Summer Camp programs to your family. Summer Camp is a time for young people to build relationships, feel a part of a community, spend time outdoors and most importantly HAVE FUN!

Included in this guidebook you will find information on a wide variety of topics including health and safety, packing lists, daily schedules, and advancement opportunities. **Please review all the information included in this guidebook, there are a few items that will require action from you prior to your child arriving at camp.**

We will send additional information to you as your camp date approaches with more details regarding camper drop off and group assignments.

If you have any questions or concerns, please do not hesitate to reach out to us.

We will see you soon!

Camp Northern Star Team

Email: camping@northernstar.org

Phone: 612-261-2303

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OVERVIEW OF CAMP PROGRAM

Why Day Camps?

Camp Northern Star has been offering our community day camp programs for several years to provide program and welcome non-scout members of our community into our camps.

Day camp programs allow families to stay close to home, come together in smaller groups, and still experience many of the same activities that they would at a traditional resident camp program.

What is Camp Invention?

Camp Invention is a classroom-style week-long program (5 days) that's open to all youth in kindergarten through 5th grade. A nationally acclaimed stem summer camp that turns curious kids into innovative thinkers. Available at our Base Camp DDC location. This year's all-new program inspires confidence as campers collaborate in creative problem-solving challenges led by qualified staff to bring their biggest and best ideas to life! Each camper registered for camp invention will receive a free shirt during their session. We recommend that your child have at least some familiarities with writing and identifying words/letters before they do the camp invention program. To learn more about this year's camp invention activities visit www.invent.org/programs/camp-invention

How will the days be structured?

8:00 am	Early camper drop off (requires sign-up ahead of time)
9:00 am	Camper drop off
9:15 am	Morning activities
11:45 am	Lunch (bring your own lunch)
12:30 pm	Afternoon activities
2:00 pm	Snack/rest time
2:15 pm	Afternoon activities continued
4:00 pm	Camper pick up
5:00 pm	Late camper pick up (requires sign-up ahead of time)

This program will follow a similar schedule and format to our discovery day camp program at base camp, with a focus on stem programming. All aspects of the program have been designed to be appropriate kindergarten – 5th grade youth and staff will adapt specific games and activities to fit the specific age groups and ability levels.

With the unique opportunity to utilize the leadership center for a lean into stem, your child will come home with new and exciting ideas! This program is designed to be a classroom style learning environment. Your camper will still have the opportunity to play outside and experience our traditional camps, and will spend the majority of their time in our leadership center focusing on STEM (science, technology, engineering and mathematics).

CAMP LOCATION AND PROGRAMS

Base Camp

Address: 6201 Bloomington Rd, Fort Snelling MN 55111

Programs Offered: Discovery Day Camp (K-5th Grade), Camp Invention (K-5th Grade)

Phone: 612-261-2300

EMERGENCY CONTACT AT CAMP

Each location Camp will have a lead staff member on site all week when campers are present. Site specific contact information will be shared in an email prior to the start of camp (via email).

If you have an emergency and you are not able to get a hold of the site leader you can contact the Council office directly and they will help relay messages.

Camping Customer Service (Monday-Friday 8-5)

Phone: 612-261-2303

Email: camping@northernstar.org

Kendra Burbank (Base Camp Location)

Phone: 612-261-2471

Email: keburbank@northernstar.org

Victoria Hurley (All Other Camp Locations)

Phone: 612-261-2452

Email: vhurley@northernstar.org

2024 DATES

June 10-14, 2024

June 17-21, 2024

June 24-28, 2024

July 8-12, 2024

July 22-26, 2024

August 12-16, 2024

August 19-23, 2024

August 26-30, 2024

DAILY PACKING LIST

Please make sure your child(ren) are prepared with everything that they need for the day. We are going to spend most of our day outdoors weather permitting. **Dressing in layers is recommended** since temperatures are typically cooler in the morning and warmer in the afternoon. Please also make sure that campers **wear closed toe shoes** so that they can safely run in.

- ☐ **Completed Health History Form** – Parts A + B (*part C doctor signature is NOT required*)
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf
- ☐ **Participant Day Camp Waiver** -
https://camp.northernstar.org/Portals/3/Forms/2023_Participant_Day_Camp_waiver.pdf
- ☐ **Lunch** – we will not be able to guarantee refrigeration at each site. Please plan accordingly.
- ☐ **Snack** – we will have a rest/snack time built into the schedule each day. Please choose a nut free option.
- ☐ **Water bottle**
- ☐ **Sunscreen** – please apply sunscreen prior to arriving at camp, staff can assist with reapplication as needed
- ☐ **Bug spray**
- ☐ **Medications** **please note these on your health history form and inform staff at drop off**
- ☐ **Rain Jacket**
- ☐ **Close toe tennis shoes** - please avoid sending your camper in sandals
- ☐ **Optional Items** – hat, sunglasses

We do not recommend sending your camper with trading cards, cell phones or personal electronic devices, they will be asked to keep them in their backpack during the day if they have them.

We strongly recommend putting your campers name or initials on any personal items that they bring to camp each day.

CAMPER DROP OFF

Arriving on Site

Drop off can begin at 9:00AM, you must exit your vehicle and bring them to our staff team to check in each day. If you arrive earlier than that, you might be asked to wait in your car until staff are ready to start the check in process. Look for signage and staff to direct you to the proper drop off point for your camper(s). On the first day (Monday) please be prepared to turn in a completed [Health Form](#) (Parts A & B, all locations), [Participant Day Camp Waiver](#) (Base Camp location), and [Shooting Sports Waiver](#) (all locations). Make sure you have an emergency contact listed on the Health Form and if anyone else plans to drop off or pick up your child during the week, their names and phone numbers need to be listed as authorized persons. You will be asked to designate who will be picking up your camper at the end of the day and provide contact information for that individual. If you are dropping off past 9:30AM please contact your site directly to let them know you will be arriving late.

Early Drop Off

To participate in early drop off you must register your camper for it ahead of the start of camp. If you have not already registered your camper and would like to, go back into your registration, and add early drop off. Early drop off can starts at 8:00AM and will follow all the same procedures above.

CAMPER PICK UP

Pick up begins at 4:00 pm. If you need to pick up your camper early for any reason, please notify staff at check in so we can make sure they are ready.

Arriving for Pick Up

Please return to the same area that your dropped your camper off in the morning. You must exit your vehicle to check out your child each day, campers will not be sent to vehicles.

Late Pick Up

To participate in late pick up you must register your camper for it. If you have not already registered your camper for it and would like to, you can go back to your registration and add late pick up. Late pick up goes till 5:00PM and will follow all pick up procedures as regular pick up.

GROUP ASSIGNMENTS

In order to run our camp as effectively as possible, we split up all youth in the session into smaller groups. This allows us to maintain better youth-staff ratios and ensures everyone is always able to stay busy - they never need to wait their turn for an activity.

If you want your camper to be in a group with another camper, you can submit up to **two** names and we'll do our best to keep everyone together. Youth must be within 2 years of age to be grouped together. When registering, please enter the full name (first and last) of anyone else attending that session that you want your camper to be in a group with. Please note that generally the older camper will be moved to the younger group to accommodate skillset and therefore may miss some activities designated for our older campers.

CAMPER BEHAVIOR EXPECTATIONS

We know that camp is a great place for youth to learn and practice proper social behavior with others. Activities are designed to encourage teamwork, communication, and community and conflict can sometimes be a part of that learning process. Our staff are trained to facilitate and mediate these learning moments. However, it is important for our campers to respect each other and follow safety guidelines set by their site leader. In the unfortunate circumstance that we are unable to get a camper to listen and follow rules, we will notify you and ask that you pick your child up at camp. We cannot put the safety of other campers and staff at risk.

Our first response will be to make sure that everyone is safe. Once safety is established, we will explain the rules again to campers. If the camper is repeatedly breaking rules and not changing behavior, we will have to remove the camper from their small group and contact the parent for pick up. In the event behavior becomes reasonably unmanageable by camp leadership, camp reserves the right to send a child home for the remainder of the week. Refusal to pickup your camper will require our Camp Leadership to make a report to Child Protective Services to ensure the child's safety and wellbeing.

Examples of behavior that may result in a camper being sent home for the remainder of the day or week:

- Physical Aggression towards staff or other participants
- Explicit or derogatory language
- Refusal to follow safety instructions
- Refusal to take medications
- Refusing to remain with assigned group
- Stealing

If you have any questions, please do not hesitate to reach out to us prior to the start of your camp session.

OTHER CAMP POLICIES TO NOTE

CANCELLATION & REFUND POLICY

Full payment is required at the time of registration. No partial or prorated fees will be issued for partial camp attendance or missed days.

All events hosted by the Northern Star Camping Department utilize the same cancellation policy:

Requests for refunds/cancellations need to be made in writing (preferably via email). The amount refunded is determined by when we are notified. **If we are notified:**

- **30 or more days prior to the start date of your session:** all fees paid besides the deposit will be refunded to you or your unit (dependent upon the program you are cancelled for).
- **29 to 8 days prior to the start date of your session:** all fees paid besides the deposit will be refunded to you or your unit as a credit that can be used for any program operated by the Northern Star Camping Department.
 - This credit can be applied to any future registration(s) that have a balance due.
 - This credit will be available for 365 days from the date of the cancellation.
 - Some examples of programs this credit could be used at include: Cub Summer Camp, Scouts BSA Summer Camp, Fall Day Camp, Polar Cubs, North Wind, Snow Base, Discovery Day Camp, Camp Invention, Discovery Adventure Camp
 - This credit currently cannot be applied to facility reservations or events held by other parts of Northern Star, such as the Klondike Derby or Wood Badge.
- **7 or less days prior to the start date of your session:** all fees paid will be forfeited.

Exceptions will be made at the discretion of the camp director for family or medical emergencies.

Requests to transfer or cancellation should be sent directly to our customer service team at camping@northernstar.org

WEATHER POLICY

All our sites have indoor space available in case of inclement weather. We may remain outdoors in light rain events which is why it is important to pack a rain jacket with your camper. If the forecast shows a high likelihood of severe weather during the day – we will contact families prior to drop off time if we decide to cancel activities for the day.

ELECTRONICS POLICY

Use of cell phones, cameras or other electronic devices during program hours is prohibited. Such equipment, if present, will be asked to be put away or confiscated and returned at the end of the day.

2024 Curriculum Overview

2024 CAMP INVENTION MODULES



IN THE GAME™

Gear up for athletics, design and invention as children create their own sports ball, then experiment with inclined planes, gravitational pull and momentum to develop their own light-up game with a unique logo and name.

● STEM

● Entrepreneurship



LET'S GLOW™

Explore biophysics, optics and electrical engineering as children uncover illuminating inventions and engineer their own one-of-a-kind Glow Box while investigating how light works in LEDs, fiber optics and even glowing animals.

● STEM

● Persistence



OPERATION: HYDRODROP™

An epic global operation awaits as children set out to solve water challenges around the world, personalizing their own robotic lab assistant and learning about flood control technology, water-cleaning devices and more.

● Creative Problem Solving

● Confidence

● STEM



PROTOTYPING STUDIO™

Star as a contestant on Prototyping Studio, where children transform their big ideas into unique inventions with a DIY toolbox and use inspiration from Our Nation's Greatest Innovators™ to discover that invention can happen anywhere.

● Confidence

● Design Thinking

● Innovation



IN THE GAME MODULE OVERVIEW

Students become innovative all-stars with In the Game as they engineer their own light-up ball game. After creating a unique sports ball, they explore the physics of motion, then find out how to protect their ideas with intellectual property and reach the goal of being inducted into the Game of Fame!

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



Engaging in hands-on exploration of physics and materials science through STEM.



Building entrepreneurship skills by creating a brand and looking at target audience.



Gaining intellectual property literacy by designing a logo.



OPERATION: HYDRODROP MODULE OVERVIEW

In Operation: HydroDrop, students embark on an epic global operation to explore and solve water challenges around the world. They personalize their own light-up robotic Lab-on-Wheels inspired by cutting-edge marine science technology. Using creative problem solving, they engineer solutions to filter and clean water, becoming hydro heroes.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



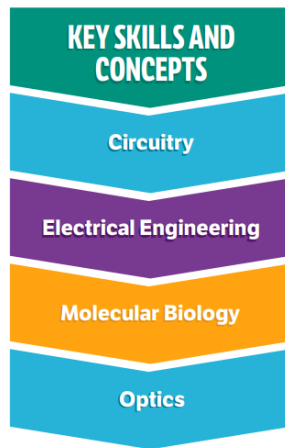
Using creative problem solving to identify novel solutions to real-world water challenges.



Building confidence to affect change through invention.



Using STEM to innovate a better future.



LET'S GLOW MODULE OVERVIEW

In Let's Glow, students learn about biophysics, optics and electrical engineering as they discover illuminating inventions and engineer their own one-of-a-kind Glow Box. They investigate how light works in LEDs, fiber optics and even glowing animals. With ultraviolet light, they uncover clues to reveal a mystery, using the power of light to help their ideas shine.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



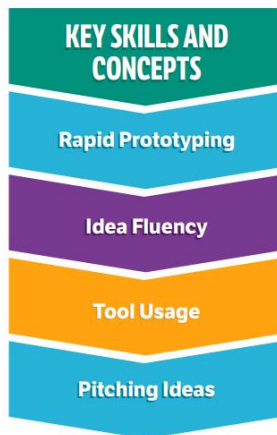
Exploring STEM concepts like genetic engineering and the physics of light while experimenting with glowing materials.



Practicing persistence while building and wiring a Glow Box.



Applying design thinking to create and refine a unique and personalized Glow Box.



PROTOTYPING STUDIO MODULE OVERVIEW

Students star as game show contestants in Prototyping Studio, where they embark on an innovative journey to discover the ultimate place to invent. Equipped with a DIY toolbox, they generate new ideas, bringing them to life by transforming unique inventions. They collaborate with friends for rapid prototyping challenges and learn that invention can happen anywhere.

CURRICULUM HIGHLIGHTS

THIS MODULE EMPHASIZES THESE ASPECTS OF THE I CAN INVENT MINDSET:



Building confidence through bringing invention prototypes from idea to reality.



Using design thinking to consider the user and uses of an invention.



Exploring the places, tools and techniques of innovators to discover their own process of innovation.