



Secure your child's registration with a \$50 deposit today!

Discounts available:

- Early, new registration receives \$25 off through March 29, 2012.
- Alumni receive \$35 off through February 9, 2012.
- Registration of 3 or more siblings at the same time receives \$50 OFF each child (valid all season).

Registration will be opened to non-SAGT members after March 29, 2012.

ACT QUICKLY!! PROGRAM IS LIMITED TO 115 STUDENTS!!

Who:
Incoming 1st through Incoming 6th graders
School year 2012-2013

Where:
Carroll Middle School
1800 E. Kirkwood Blvd Southlake, TX 76092

When:
June 18-22, 2012
Mon-Thurs 9:00am to 3:30pm
Friday 9:00am to 12:00 pm

Cost: \$230 each student

Camp Director:
WGES Quest Teacher Judy Leddy
817-949-4400
Judy.Leddy@southlakecarroll.edu

Each registrant will receive a free Camp Invention T-shirt. Base price is \$230 of which \$50 is non-refundable. Refunds are available up

SAGT is excited to bring back **Camp Invention** to our community this summer.

An ideal solution for parents seeking extended school-year learning through summer fun, the Camp Invention program is a safe, creative outlet for children in grades one through six to explore the unknown, tinker with ideas, and satisfy their natural sense of curiosity - teaching them how to think like leaders and entrepreneurs.

Camp Invention will be led by qualified local educators. This unique program challenges children to think creatively about real-world problems and work as a team to collectively identify solutions.

This year's **ENVISION** program features:

Gadget Garage: Widgets, Gizmos, and Contraptions™: Children become studio crew members for a television show on the Explore Technology channel. These young studio crew members will use design thinking and creative problem solving to help design, create and test gadgets that solve viewer challenges live on air.

Magnetropolis™: Participants are recruited to find a magnificent island by navigating hand-crafted, upcycled ships to the last known location of the island while exploring science skills such as buoyancy, orienteering and magnetism. Children rebuild the island to scale using engineering design and mathematics.

Inventureureka™: Participants will take a fantasy adventure on the Ci6000 Space Modulator Time Machine to explore serendipitous moments in invention history. Participants will build their own inventions and learn more about both the innovative as well as the adaptive parts of the invention process.

I Can Invent: Balloon Burst™: Working in teams, younger children focus on building inventions that burst water balloons, while older children create multi-step, balloon-bursting Rube Goldberg-type machines, signifying their success.

Action and Adventure Games™: Children practice

to 3 weeks prior to the start date of the program. Promotional registration discounts are valid only for registrations received or postmarked by the applicable date and cannot be used with any other discount.

teamwork, cooperation, coordination, and creative problem solving processes during fun, energetic games. Unlike competitive games or sports, this module stresses creative problem solving, rather than winning or losing, and encourages active physical participation while boosting self-confidence.

REGISTRATION IS EASY!

[Click here to register your child.](#)

For more information, go to
www.campinvention.org

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