“Science is Everywhere” Camps

JUNE 3 – JULY 26, 2024
Monday to Friday
7:30 am – 5:30 pm

Grades Pre-K-6th
Come explore, learn, and have fun with us during week-long adventures where science comes to life!

Camp sessions include Starry Wars, Chemistry Cadets, Dino-Roar, Wizarding Wonders, Robots, and more!

NUCLEARMUSEUM.ORG
WEEK ONE JUNE 3-7

Grades Pre-K – 1

MAY THE FORCES BE WITH YOU

You’ll find how strong the Force is during this week of Jedi exploration. We’ll explore the galaxy, build our spaceships, create and destroy a Death Star, and create our lightsabers. Use the Force to make Origami characters, materialize miniature galaxies, and launch rockets in this not-so-distant camp.

Grades 2 – 3

A GALAXY NOT SO FAR AWAY

Join us for a Jedi-inspired week of fun. We will explore The Force, build miniature light sabers, erupt a death star, create glow-in-the-dark slime, and make our own death star-inspired artwork! We’ll also create some Star Wars characters using Origami.

Grades 4 – 6

STARRY WARS

In a summer camp far, far away…We’ll test just how strong the Force is within you with lightsaber-building and duels. Come make your own Star Killer Base, defend Baby Yoda, and program a droid. You can start the cosmic adventure of a lifetime in our out-of-this-world camp.

WEEK TWO JUNE 10 – 14

Grades Pre-K – 1

LITTLE ENGINEERS

Come along as we learn how to build bridges, explore the worlds of architecture and engineering, and use our imaginations to design our own contraptions to solve a problem. We’ll be designing, building, and imagining some truly awesome things.

Grades 2 – 3

IMAGINEER IT

Use your imagination as we explore the world of engineers by building what your imagination beholds. We’ll be building things that could take us out of this world, and we’ll be engineering apparatus that might make this world a better place. Join us as we explore machines, contraptions, and devices that already exist and use our minds to build things better than they already are.

Grades 4 – 6

ENGINEER YOUR WORLD

Do you wonder how stuff works? Do you love making things? Join us in a mechanical engineering week where we’ll learn about simple machines, build predesigned contraptions to study, and put your imagination to the test with engineering design challenges. Not even the sky’s the limit here.

WEEK 3 JUNE 17, 18, 20 & 21

Grades Pre-K – 1

CHEMISTRY CADETS

Come join us as we explore basic chemical reactions, learn how chemistry makes things change, and discover how chemistry makes the world better. We’ll be learning how to make our own reactions, designing our own mad scientist outfits, and safely exploring how and why chemicals react the way they do, always making sure to wear our Chemistry Cadet Safety Gear.

Grades 2 – 3

CHEMISTRY CHANGES

Join us as we explore how matter matters and how matter changes. The journey will take us through hands-on experiments with the three main types of matter and how these exist in the natural world. We’ll safely explore how chemicals react to each other, explore art with candy, and learn how animals and plants convert a food source into energy, all while wearing our protective gear.

Grades 4 – 6

CHEMISTRY MATTERS

Capture your inner “mad” scientist as you explore the world of chemistry. Learn how chemical reactions happen all around you, and conduct some yourself! We’ll cover
topics ranging from electro-chemistry to nuclear decay and everything in between, seeing how it all relates to us because you are matter, and you matter. But don’t forget to wear your lab coat and goggles, both provided by us.

**WEEK 4 JUNE 24-28**

**Grades Pre-K – 1**

**DINO-SOAR!**

Travel back through time as we explore fossils, learn about the different species of dinosaurs, and discover how they adapted to their environment. We’ll be designing our own dinosaurs, digging for dinosaur bones, and learning how real paleontologists identify fossils and how discovering new dinosaurs works, so put on your best fossil-hunting gear and come join us!

**Grades 2 – 3**

**DINO-ROAR!**

Take a trip through history during this camp on some of the world’s most historic and ferocious beasts. We’ll put on our paleontology hats and dig for fossils of all types, create our own dinosaur masks, make our own plaster of Paris fossils, and build our own geological time scale of the dinosaurs and other organisms. Don’t forget to bring your magnifying glass (provided).

**Grades 4 – 6**

**DINO-MIGHT!**

Terrible lizards abound in this camp devoted to paleontology and the geologic forces that preserve and exhume the traces of long-ago organisms. Build volcanic dioramas, make your own fossils, and crack open geodes to discover the dazzling crystals within. We’ll dig up bones, assemble three-dimensional skeletons, and make our dinosaur costumes for a prehistoric LARP.

**WEEK 5 JULY 1 – 3**

**Grades Pre-K – 1**

**FANTASTIC PHYSICS**

In this camp, we’ll learn everything from electricity, magnets, and gravity. In a fun-filled week of experiments, projects, and challenges, we’ll discover how electricity is generated, how magnets are created, and how Earth orbits around the sun. We’ll even see how diamonds are made, so strap yourself into this roller coaster of physics fun!

**Grades 2 – 3**

**LET’S GET PHYSICAL**

In this variety camp, we’ll explore magnetism, electricity, atomic structures, radiation, and all that matters in this physics-based week of fun. We’ll learn how electricity works and multiple ways to power it and create paintings using magnets, inertia, and gravity. Don’t forget the classic egg-drop challenge! We might make a physical mess!

**Grades 4 – 6**

**FORCE FIENDS**

Join us in learning all about physics, from Newton’s apple to Einstein’s relatively famous ideas. We’ll model orbiting objects in our solar system, levitate magnets, and construct our own electric motors. Take a ride on a hovercraft through this all-encompassing physics camp as we study forces.

**WEEK 6 JULY 8 – 12**

**Grades Pre-K – 1**

**SPELLBOUND**

Grab your wands and robes and hop aboard the Hogwarts Express for a week of witchcraft and wizardry. We’ll make our own wands, attend potions class, join the quidditch team, and get sorted out into our Hogwarts houses. We’ll even build our own brooms and use them in the quidditch championships!
Grades 2 – 3

**YOUNG WIZARDS**

Put on your cloaks and wizard hats and join a week of magic. We'll make our monster potion books and fill them with spells and potions. Play tabletop quidditch, get sorted into your Hogwerts houses, and make magic brooms and wands. We'll also explore the various magical creatures of the world of Potter and friends.

Grades 4 – 6

**ROBOTICS**

Come learn the basics of robotics and then build your own to complete tasks or battle each other. Tinker with maker parts, gears, and even legos to construct a creation with a mind of its own. We'll color code with Ozobots, battle Lego bots, and even program a human.

**WEEK 7 JULY 15-19**

Grades Pre-K – 1

**FLYING FRIENDS**

Come aboard as we learn what makes planes, helicopters, and birds fly, design and build our own gliders, and learn how to fold a paper airplane. We'll even build and test our own water bottle rockets and build a spaceship to go to the moon, so please raise your seat backs to the upright position, put away all electronic devices, and stow your tray tables as we prepare for takeoff!

Grades 2 – 3

**LOOK! UP IN THE SKY!**

Tests the bounds of human imagination as we explore the sky with different machines that fly. We'll build and test out various types of rockets, explore how birds and other creatures fly, glide, and float, and imagine and build our own model spaceships to reach the outer limits of our world.

Grades 4 – 6

**FLIGHT FANCIES**

Up, up, and away we go into the sky with our flying machines. Come and learn what it takes to get airborne as we cover Bernoulli’s Principle and the basics of flight. Then, we’ll test various designs of paper airplanes, foam gliders, and balsa wood aircraft in pursuit of the best flying machine.

Grades 4 – 6

**WIZARDING WONDERS**

Quidditch, magic, potions, and more! Get sorted into your “house” teams by the talking sorting hat, create your perfect wand, and cast spells. Join us as we turn muggle children into wondrous wizards and explore the mysterious world of Hogwarts Spellcasting Academy.

**WEEK 8 JULY 22-26**

Grades Pre-K – 1

**ROBO-KIDS**

Come with us as we play with Kubo Bots, design our perfect robot, and more! We’ll learn how robots help people in medicine, manufacturing, and daily life, and we’ll even build our very own robot! So put on your robo-gear and join us for a week of robot fun!

Grades 2 – 3

**ROBOTS**

In this seemingly futuristic fun week, we’ll explore robots and robotics. We’ll journey into the history of humanistic robots and design our own human-like robots. We will also build robots to create art for us, learn how to code robots to accomplish tasks, and conduct a robot race on a track we’ve designed.

Grades 4 – 6

**FLIGHT FANCIES**

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About Our Camps

Our education team has divided camp topics into week-long camps that are multi-age, collaborative camper experiences from 7:30 am – 5:30 pm. The museum offers week-long themed camps during June and July. Enrollment is limited to 10 children for full-day camps for Pre-K four-year-olds to 1st graders. Enrollment is limited to 25 children per camp for full-day camps for 2nd through 6th graders. To provide campers with the best experience possible, summer camps are designed for the advertised grade levels; therefore, children cannot be enrolled in summer camps intended for older or younger children. Our summer camp schedules are educational and fun for all and include time for recreational activities, such as outdoor play.

Summer Camp and FREE Extended Before/After Care Hours

Full-day camps run from 8:30 am to 3:30 pm. Before-care is available from 7:30 – 8:30 am and aftercare from 3:30 – 5:30 pm. Campers should bring a lunch, two snacks, and a refillable water bottle daily. Campers should wear closed-toe shoes. Sunscreen and hats are also recommended for outdoor time. Campers should leave personal items like cell phones and toys at home. The Museum is not responsible for lost, stolen, or damaged items.

Our Instructors

Museum campers learn from the professionals! Our summer camp instructors are experienced museum educators, teachers, or professionals in their field. Volunteers and counselors (where possible) provide extra support, helping us maintain a low camper-to-staff ratio and ensuring children receive the personal attention they need.

Safety and Security

“Science is Everywhere” Summer Camp staff take camper safety seriously. Here are some things parents should know about our safety and security procedures.

- Camp staff reserves the right to contact the parents or guardians and dismiss any child whose behavior violates the Code of Conduct and becomes a safety risk to themselves, other campers, or staff.
- If your child has an allergy or medical issue, please let us know so we may make every possible accommodation. Medications such as epi-pens and inhalers must be signed weekly in and out of camp.
- Instructors are trained to handle minor incidents and injuries. In the event of a major medical issue, the camp staff will contact parents or guardians.
- Parents or guardians must sign their child in and out of camp daily. A valid ID will be required at pickup. We will not release a child to any person not listed on the child’s pickup list.
- Please note that there are times when Museum emails are sent directly to SPAM folders. It is essential to check your SPAM folders frequently for communications from the Museum.

Camp Rates

Weekly full day camps for Pre-K -rising 6th graders
3-day camp $216 (week of July 1st)
4-day camp $288 (week of June 17th)
5-day camp $360

A member discount is available for Museum Family Members or children with a Neutron Membership. A $5 sibling discount is available for family members.

Camp fees include camp, all materials, and activities. Many of our camps attend an off-site field trip or host guest facilitators. This cost is included in the registration fee. Summer camp space is only considered reserved once the Museum issues a confirmation letter upon receiving a completed registration form and payment in full.

Cancellation Policy

If a cancellation is received more than five weeks before the camp, a refund will be issued for the registration fee paid, minus a processing fee of $35.00 per camp.

If a cancellation is received between five weeks and one week before the camp, a refund will be issued for the registration fee paid minus a cancellation fee of 30%.
Camp registrations canceled less than one week prior to the start of a camp will not be refunded. **No Exceptions.**

Refunds are unavailable for missed camp days, and no partial registrations will be offered.

The National Museum of Nuclear Science & History reserves the right to open or close a section of camp based on demand. Should a camp be canceled, registration fees will be refunded in full.

**Individualized Education Plan**

If your camper has an Individualized Education Plan (IEP) through their school, please contact the Museum’s Education Director at 505 245-2137 ext. 101.

As we strive to provide every child with the most engaging and educational experience possible, we would like to discuss possible accommodations.

**For More Information**

For more information including safety procedures and the camp cancellation policy, please visit our website at [nuclearmuseum.org](http://nuclearmuseum.org)

**Register online today!**

Select “Education” the “Science is Everywhere Camps”

**Questions may be directed to:**

Museum Education Enrichment Coordinator
**Linda Anderson**
(505) 245-2137 ext 134

Education Director
**Lisa Guida**
(505) 245-2137 ext 101