

IN-PERSON

"SCIENCE IS EVERYWHERE"

Summer Camps

Grades Pre-K - 6th

Week-long learning adventures
where science comes to life!

MAY 31 - AUGUST 5, 2022

Monday - Friday | 7:30am - 5:30pm

Camps sessions include Code Kids, Engineers of Tomorrow, Realms of Reality, Surviving Zombies, and more!



nuclearmuseum.org



MAY 31 - JUNE 3

WATER WORKS Grades Pre-K - K

Come make a splash and get wet as we explore the wonderful world of water. Watch it bend and magnify light, power hydraulic pistons, and allow things to sink or float. We'll build a protective contraption for a water balloon drop test, design a ship for faring rough seas, and even play around with super soakers. This week we'll dip our toes into the science of water.

WALKING ON SUNSHINE Grades 1-6

Let's get heliocentric as we study what sits at the center of our solar system. We'll stare directly at the sun in real time thanks to special telescopes and eclipse glasses. Utilize the Sun's rays to cook in a solar oven, make a sundial, power your own solar car, and detect levels of invisible UV light. By the end of the week, you'll be beaming with new knowledge about our closest star.

JUNE 6 - 10

I DIG SCIENCE JR. Grades Pre-K - K

Do you want to build a sandcastle, or uncover a buried T-rex skeleton and erect the terrible tyrant? Join us as we learn about all things dirt and what's buried beneath it. Create a soil profile in a jar and see how water percolates the layers to get naturally filtered. Test how well seeds will grow in sandy versus organic soil and make seed bombs to fill your garden with flowers. Prepare to get your hands dirty and dig in!

I DIG SCIENCE Grades 1-3

Explore the world of dirt and dig in! In this introductory archeology and geology camp, you'll excavate some of the secrets of what's buried beneath the surface of the Earth. Make an impression with fossils, discover fascinating artifacts, and get the dirt on digging!

DYNAMIC PLANET Grades 4-6

Come learn about Earth's layers and the churning forces that keep our planet's face changing throughout the eons. Build volcanic dioramas, make your own fossils, and crack open geodes to discover the dazzling crystals within. Learn about the processes that make all these geologic phenomena occur in a hands-on week of rockin' fun.



JUNE 13 - 17

YOUNG WIZARDS Grades Pre-K - K

A wizarding adventure awaits you when science and spells meet at the museum. Mini campers will work together to create their own 'house', concoct bubbling potions, and uproot menacing Mandrakes. Construct a Nimbus 2000 to ride around outside, sew a cloak of invisibility to elude capture by 'He Who Must Not be Named', and design a wand that would make Olivander proud in a week of wonderful wizardry!

HOGWERTS OWLS Grades 1-3

This week, younger campers will explore the wonderful world of Hogwarts School of Wizardry! Campers will create color-changing flowers in the Herbology Greenhouse, explore potions class to learn about chemical processes, use invisible ink to create a secret diary, and create a magical monster!

HOGWERTS NEWTS Grades 4-6

Quidditch, magic, and potions galore! Older campers will get sorted into 'house' teams with a color-changing potion, create the perfect wand to cast Lumos and Nox, and make exploding filibusters! Join us as we turn meager Muggles into wondrous Wizards and explore the magical and mysterious world of Hogwarts School of Wizardry!

JUNE 20 - 24

CODE KIDS Grades Pre-K - K

This week mini campers will be introduced to binary coding, coded scavenger hunts, and the very hungry coding caterpillar!

AWESOME OZOBOTS Grades 1-3

Can colors determine direction and movement? Come play with a little bot as we learn about coding and get introduced to binary. Design a maze to navigate while programming speed and direction, then troubleshoot should problems arise.

AWESOME OZOBOTS PLUS Grades 4-6

Come learn about some little robots as we challenge your minds with five difficulty modes to empower gamers and tech savvy campers to code, create, and play across both physical and digital worlds. Then try your hand at outfitting larger M-bots with tools and program them to move things around, navigate courses, and even battle.



JUNE 27 - JULY 1

BUDDING BUILDERS Grades Pre-K - K

Have you learned about shapes? How about which shapes are stronger or weaker in construction? Can you use design to make weaker materials into stronger components? We'll learn answers to these questions and a lot more as we build with materials such as paper, blocks, pasta, candy, sand, and many other household items in this introduction to engineering.

I CAN BUILD THAT Grades 1-3

Time to get tactile in this hands-on introduction to engineering. Join us as we solve a variety of problems from figuring out how to prevent towers from tumbling down, to determining the best utensils to use for a project. We'll discover how best to support weight, span distances, understand spatial awareness, and how to create what we design.

ENGINEERS OF TOMORROW Grades 4-6

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. The sky isn't a limit here.

JULY 5 - 8

BUBBLE BONANZA! Grades Pre-K - K

Mini campers will explore and play with bubbles as much as possible. Blow pop-resistant touchable bubbles, paint with colorful bubbles, and construct square bubbles. We'll experience demonstrations with burning bubbles, misty dry-ice bubbles, and even produce an explosion of mini bubbles in elephant toothpaste. Just remember not to fret if we burst your bubble, there will be plenty more!

REACTIONS WELCOME Grades 1-6

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're matter, and you matter. But don't forget to wear your lab coat and goggles, both provided by us.



JULY 11 - 15

AMAZING ANIMALS Grades Pre-K - K

Join in on this virtual trip to the zoo where we'll learn about the criteria for something alive to be called an animal. What are all the types of animals and how do they differ? What do they all have in common? Create your own critter and design the habitat in which it resides. Think of what it eats, what might try to eat it, and how it survives from day to day as we explore and think about amazing animals.

ZANY ZOOLOGY Grades 1-3

This camp will focus on the animal kingdom and all of its strangest members alive today. From absurd-looking angler fish glowing in the abyssal depths to transparent glass frogs in the tropics we'll tour the world of bizarre biology and learn about niche adaptation.

IT'S ALIVE!!! Grades 4-6

From creepy crawlies to majestic monsters and plentiful plants we'll stroll through the kingdoms of life in this biology-based camp. Explore ecosystems the world over and create your own in terrariums as you learn about symbiosis and the essentials for life. Grow flowers from seed to transplant at home, watch the life cycle of sea monkeys, and garner a broader view of how all of us are connected on this little blue dot we call home.

JULY 18 - 22

MAP MARAUDERS Grades Pre-K - K

This week, mini campers will be introduced to maps, legends, and swashbuckling tales. Learn the purpose of a map, its components and how to make your own beautifully crafted geographic chart. Then use treasure maps to navigate the seven halls of the museum as you zero in on a chest of wonders.

WHERE ON EARTH AM I!?! Grades 1-3

Younger campers will get an introduction to geography as we learn about faraway places and discover all the features of a map. Get oriented with compasses as we combine story time and a fun introduction to STEM sensory activities while exploring the world and our place in it.

REALMS OF REALITY Grades 4-6

Delve a little deeper into the purpose of modern map-making as we explore geographic projections and data overlay to better understand the world. Create your own cartesian chart and populate it with multiple sets of data points and learn how geographers make inferences for broader decision making.



JULY 25 - 29

SURVIVING ZOMBIES! Grades Pre-K - K

Join us as we engineer our way to surviving Zombies! Mini Campers will dive into STEM challenges and learn how to use science to thrive and survive a Zombie Apocalypse!

GEEK-OLGY POP-SCI JR Grades 1-3

Come work your way through popular science fiction-themed challenges from Death Star mazes to Enterprise engineering. Build your own spacecraft that's bigger on the inside, create a sonic screwdriver, and train with glowing lightsabers. Befriend your own baby yoda puppet and learn to use the Force while dodging Daleks.

GEEK-OLGY POP-SCI Grades 4-6

Is the force strong with you? Will you live long and prosper? Where's your sonic screwdriver? Join us as we hone your lightsaber skills, outrun Klingon forces, and take a ride on the Tardis. Join us for a Comic-Con style camp. Design and make a costume of your favorite Sci-Fi character, create miniatures of the creatures in their fictional worlds, and so much more! May the odds be ever in your favor.

AUGUST 1 - 5

FELT FIENDS Grades Pre-K - K

Are you a fan of cute, fuzzy monster-puppets and a street that smells strangely of sesame seeds? Come design your own felty friend to operate and cast in a puppet show all your own. We'll cover the design process for creating hand-articulated puppets and simple marionettes. Then help the group construct and color a performance stage-box and draft a storyline by yourself or with others to guide your performance.

CARDBOARD CONUNDRUM Grades 1-6

What all can you think to make in this everything cardboard camp? Build a labyrinthian cityscape, design ancient armor, and construct functioning vehicles to crash! Bring your imagination with you as we let loose our creativity, take chances, make mistakes, and get messy!



SUMMER CAMP RATES

Weekly Full-Day Camps for Pre-K - Rising 1st Graders

4-Day Camp . . . \$260 Week of Memorial Day & 4th of July only
5-Day Camp . . . \$325

Weekly Full-Day Camps for Rising 2nd - 6th Graders

4-Day Camp . . . \$260 Week of Memorial Day & 4th of July only
5-Day Camp . . . \$325

** A 10% discount is available for Museum Family Members or children with a Neutron Membership.

** A \$5 sibling discount is available for family members with multiple child registrations.

Camp fees include the 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 not considered reserved until a confirmation letter is issued by the museum upon the receipt of a completed registration form AND payment in full.

For More Information

For more information, including Safety Procedures and Cancellation Policy, about "Science is Everywhere" Summer Camps 2022, please visit our website at nuclearmuseum.org.

Register online TODAY!

Select "Education," then "Kids Camps."

Questions may be directed to our Museum Education Enrichment Coordinator: **Linda Anderson**

Phone (505) 245.2137, extension 134

or the Education Director: **Lisa Guida**

Phone (505) 245.2135, extension 101

Work Cell (505) 333.9533

If your camper has an Individualized Education Plan (IEP) through their school, please contact the museum's Education Director, Lisa Guida, at 505-245-2137, extension 101. As we strive to provide every child with the most engaging and educational experience possible, we would like to take the time to discuss accommodations before registering your camper.



Summer Camp Enrollment

Our education team has divided camp topics into week-long camps that are multi-age and collaborative camper experiences from 7:30 am-5:30 pm. Each in-person camp will maintain CDC safety protocols (where applicable), with small camp ratios. All campers and staff must wear a face mask (if required by the New Mexico DOH). The museum offers week-long themed camps during the months of June, July, and early August. Enrollment is limited to 10 children for full-day camps for Pre-K 4-year-olds to rising 1st graders. Enrollment is limited to 15 children per camp for full-day camps for rising 2nd graders through rising 6th graders.

In order 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 NEW EXTENDED Before/After Care Hours

The full-day camps run from 8:30 am-3:30 pm. Before care is available from 7:30-8:30 am and after care from 3:30-5:30 pm. Campers should bring a lunch, two snacks, and a refillable water bottle each day. Campers should wear closed-toed shoes. Sunscreen and hats are also recommended for outdoor time. Pre-K campers should be toilet trained. Campers should leave personal items like cell phones and toys at home. The museum is not responsible for lost, stolen, or damaged items.

*Before and after care is available for FREE no matter your camper's use.

Safety & Security

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

- Parents and guardians will receive a link to the Camper Code of Conduct and the Community Mitigation Guidelines to review with their camper during the registration process.
- Camp staff reserve the right to contact the parents / guardians or dismiss any child whose behavior violates this 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 the Director of Education know prior to camp enrollment, to ensure we can make every possible accommodation.
- Instructors are trained to handle minor incidents and injuries. In the event of a major medical issue, parents or guardians will be contacted by the camp staff.
- Parents or guardians must sign their child in and out of camp each day. 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.
- Parents or guardians must wear a face mask during drop off and pick-up times. No adults will be allowed in the classroom outside of the museum educational team.
- All campers must wear a face mask at all times with the exception for eating and drinking and outdoor play.

Cancellation Policy

- If a cancellation is received more than 5 weeks before the camp, a refund will be issued for the registration fee paid, minus a processing fee of \$30.00 per camp.
- If a cancellation is received between 5 weeks and one week before the camp, a refund will be issued for the registration fee paid, minus a cancellation fee of 25%.
- Camp registrations cancelled less than one week prior to the start of a camp will not be refunded.
- If a single-day camp cancellation is received 5 days or more before the camp, a refund will be issued for the registration fee paid, minus a processing fee of \$10.00.
- If a single-day camp cancellation is received 1-5 days before the camp, a refund will be issued for the registration fee paid, minus a cancellation fee of 25%.
- Single-day camp registrations cancelled less than 24 hours prior to the start of a camp will not be refunded.
- Refunds are not available 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 cancelled, registration fees will be refunded in full.

Instructors

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

