

A NOTE TO FAMILIES

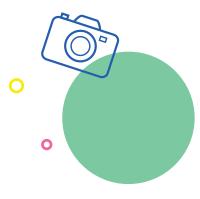
Your kids are curious, talented, creative, and eager to try everything. Let them explore new ideas, develop new abilities, design, and make at Discovery World.

Whether you have a curious questioner in 5th grade, a bored child who wants to express themselves, or a kid looking to have some fun, Discovery World Summer Camp is for them. Each camp has a unique and exciting theme. Come for one camp, or spend the whole summer with us!

We'll see you this summer!

-The Discovery World Education Team





WE OFFER

- 1st grade campspg 5
- 2nd and 3rd grade campspg 6
- 4th and 5th grade campspg 9
- 6th 8th grade campspg 13

*Grade requirement: Participants must be entering the required grade in the 2021-2022 school year. Thank you for understanding.

\$320 members per week

\$355 non-members per week

Special pricing for Learn to Sail Camp pg 4

TO REGISTER FOR CAMPS

Online: www.discoveryworld.org/summercamp Call: Reservations Department 414-765-8625

COVID-19 Health Policies

Prior to registering for camp, please review the summary of our COVID-19 health policies and procedures on page 3 and read the full policy on our website at www.discoveryworld.org/summercamp

SUMMER CAMP POLICIES

Payment

Payment is due at the time of registration. Camps cannot be held without payment.

Refunds and Rescheduling

All cancellations or reschedule requests must be made with the Reservations Department by phone or email. Please contact 414-765-8625 or reservations@discoveryworld.org. Please note that camps are sold as a package and no prorated refund can be given for days that your camper does not attend.

Rescheduling requests made at least three (3) weeks in advance of the camp start will be granted, minus a \$25 processing fee.

Rescheduling requests made within three (3) weeks of the camp start will not be granted.

Cancellations

If you wish to cancel your camp reservation, you must contact the Reservations Department at 414-765-8625 at least three (3) weeks prior to the start of the scheduled camp. Cancellations made at least three (3) weeks prior to the start of the scheduled camp will receive a refund, minus a \$75 cancellation fee. Cancellations made after the three-week deadline will not receive a refund. Please note that camps are sold as a package and no prorated refund can be given for days your camper does not attend. Cancellations made within three (3) weeks of the camp start date will not receive a refund.

In the event that the child or household member does not meet the health requirements in the Discovery World COVID-19 policy, a refund will be given for the days missed of camp. Please see the COVID-19 Operating Plan and Refund Policy for more details.

A camp may be canceled if it does not meet the minimum attendance threshold. In the event that fewer campers register than is required for a camp to take place, Discovery World will notify parents/guardians at least two weeks before the camp's start date. In this case, your child can either switch to an alternate camp for no additional fee (pending space availability) or receive a full refund.

Scholarships

Discovery World's Access Fund provides scholarships based on financial need. For eligibility details or to apply for a scholarship, please visit www.discoveryworld.org/summercamp.

COVID-19 OPERATING PLAN AND REFUND POLICY

Discovery World's Summer Camp Operating Plan is based on guidance from public health officials, recommendations from the Centers for Disease Control and Prevention, and the American Camp Association. Please review these policies in full prior to making your reservation. For the safety of all campers and staff, all camp participants and families are required to adhere to the COVID-19 policies. At the time of reservation, you will be required to agree to the COVID-19 operating and refund policies. Violation of any of the COVID-19 operating procedures may result in removal from camp. Please note that the COVID-19 Operating Plan may change at any time based on regulations and recommendations from public health officials. Any change to the Discovery World COVID-19 Operating Plan will be communicated with registered camp families via email and posted to the Discovery World website.

The full COVID-19 Operating Plan is available on our website at www.discoveryworld.org/summercamp.

Operating Plan Highlights

- All campers, staff, guests, and visitors must wear a mask or face covering.
- All campers and staff must complete a daily health screening prior to arrival at Discovery World, including a check-list of symptoms and potential COVID-19 exposure. Any camper, staff, or visitor who does not meet the requirements in the COVID-19 health screening will be required to stay home. In this instance, a refund will be given.
- Capacity restrictions are in place throughout the museum and in each classroom.
- Discovery World will offer increased cleaning throughout the building and provide access to hand sanitizer and handwashing stations.
- Campers will be asked to physically distance during the camp day. This may mean staying at their own desk/workstation, distanced seating at lunch, and playing non-contact games at recess times.
- Drop-off and pick-up procedures have been modified to be no-contact.

EXTENDED CARE

We offer extended, supervised care on a pre-registration basis. Our camp day begins at 9:30 AM and ends at 4:15 PM Monday-Thursday, and 3:30 PM on Friday.

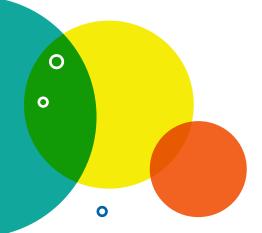
AM Care Session: Tues-Fri 8:00 Am – 9:10 Am \$10 per session PM Care Session: Mon-Thurs 4:45 pm-5:30 pm \$5 per session

PM Care Session: Friday 4:00 pm-5:30 pm \$5 per session

Pre-registration is required. All extended care must be reserved 24 hours in advance of the camp day. Late registrations will not be accepted. There will be a \$20 fee per day for any child who participates in extended care but is not preregistered, in addition to the \$10 AM or \$5 PM fee.

Parents/Guardians must remain in their vehicles for all pick-up and drop-off procedures. Any camper who arrives before 9:10 AM or is picked up after 4:45 PM Monday-Thursday, or after 4:00 PM on Friday, will need to register in advance for extended care. All pickups must be completed before 5:30 PM. Campers picked up after 5:30 PM will be charged an additional \$5 for every 5 minutes

For tax information: The federal ID is 391691578



LEARN TO SAIL

Age is strictly restricted to 8-11 year olds

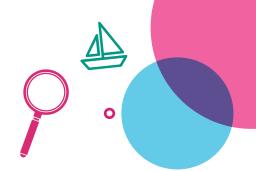
\$400 per week

June 14th-18th
July 12th-16th
August 9th-13th



Discovery World and the Milwaukee Community Sailing Center (MCSC) are partnering to explore the world of sailing, including water safety, sail rigging and theory, basic maneuvers, and more. Campers will spend half the day sailing the waters of Lake Michigan and the other half exploring the science behind this pastime.

Note: Ability to swim is required. Each child must submit a Swim Check Form to be completed by a certified lifeguard. Please note that campers will not wear masks while in their individual boats during the Learn to Sail camp due to the water safety hazard.



TO REGISTER FOR CAMPS

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1ST GRADE CAMPS

Discovery World offers programming specifically designed for Early Childhood learners. These camps take into consideration the developmental stages and active nature of our youngest campers. Our educators will lead 1st graders in science activities, exploration, and investigation!

Week 1: June 14-18

BUILD

Design a new city underwater, on a hill, or even a different planet. Build models of buildings, bridges, and more in this constructive camp!

Week 2: June 21-25

CHEMISTRY

Conduct science experiments designed for young and curious minds. Create color-changing reactions, experiment with slime, and learn about the chemical reactions seen every day in this explosive camp!

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Week 3: June 28-July 2

ANIMALS

Discover the creatures that live both at home and in all corners of the world! Find out the tricks that allow animals to hibernate, identify animal paw prints, create camouflage, and more in this wild camp!

Week 4: July 5-9

SPACE

Learn how rockets fly, create lunar landscapes, and find out about the tools needed for a mission to space. Blast off for fun that is is out-of-this-world!

Week 5: July 12-16

ART & SCIENCE

Some of the most beautiful art is made by Nature. Create amazing patterns, shapes, and designs inspired by science in this colorful camp!

Week 6: July 19-23

MOVE

Sliding, falling, and jumping. Use Newton's laws and the power of you to explore forces and motion in this action-packed camp!

Week 7: July 26-30

FLIGHT

Birds, planes, and hot air balloons. Explore things that fly and soar to new heights in this uplifting exploration camp!

Week 8: August 2-6

ANIMALS

Discover the creatures that live both at home and in all corners of the world! Find out the tricks that allow animals to hibernate, identify animal paw prints, create camouflage, and more in this wild camp!

Week 9: August 9-13

CHEMISTRY

Conduct science experiments designed for young and curious minds. Create color-changing reactions, experiment with slime, and learn about the chemical reactions seen every day in this explosive camp!

Week 10: August 16-20

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Learn how rockets fly, create lunar landscapes, and find out about the tools needed for a mission to space. Blast off for fun that is is out-of-this-world!

Week 11: August 23-27

ART & SCIENCE

Some of the most beautiful art is made by Nature. Create amazing patterns, shapes, and designs inspired by science in this colorful camp!





Our early elementary camps appeal to the curiosity and boundless energy of young innovators and scientists. With more exploration time and a slower pace than our older camps, campers have more opportunities to investigate and brainstorm.

Week 1: June 14-18

BACKYARD SCIENCE

Your laboratory is as close as your own backyard! Learn about the animals that share our neighborhoods, make a weather station, use a magnifying glass to explore hidden worlds, and carry out other experiments you can continue to do back at home.

MEDIEVAL SCIENCE

Hear ye, hear ye! The realm of Discovery World needs your aid! Use the knowledge of centuries past to complete a series of challenges. Design a castle to withstand a battle, construct a machine to lift a boulder, create a catapult, and mix potions and elixirs as you take a trip through time.

Week 2: June 21-25

FISH, FISH, FISH

Become an ichthyologist! Cast off and fish with help from the WI DNR Lakeshore State Park, pet the animals in the Reiman Aquarium, look at invasive species, and make your own fish art to take home as you explore some amazing underwater creatures.

ICKY SCIENCE

Explore the science of all things gross - from dissections to the chemistry of snot. Get ready to be astonished as you investigate scientific topics that will make your stomach churn and your skin crawl.

MONSTER MAKERS

Get inspired by beasts real and mythical as you create a monster! Explore different materials as you design your monster costume, construct a habitat for your creature, and assemble a soft plushie version of your terrifying new friend.



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Week 3: June 28-July 2

IT'S ELECTRIC

Spark your curiosity as you explore simple circuits and components such as batteries, breadboards, conductors, and insulators. Design and build flashlights, electromagnets, and other gadgets to charge your electrical knowledge.

JR. PRINTMAKER

Roll up your sleeves and get creative! Make block prints, explore screen printing, use natural artifacts to create unique shapes and textures, and even print using the sun in this introduction to printmaking.

JR. ROBOTICS

Learn how to program and use different robots throughout the week to solve problems, including LEGO® Mindstorms® EV3 and Sphero SPRK+®. Discover the difference between robot types, and modify one of our robots to complete a challenge.

Week 4: July 5-9

AMAZING HABITATS

Does it rain every day in the rainforest? How do penguin feet stay warm? Learn about climates, habitats, animals, and plants from around the world as you discover the most amazing ecosystems on Earth.

RACE TO SPACE

Get ready for blast off! Learn how astronauts prepare for life in space, find out how vehicles and space suits are constructed, and use what you know about planets and constellations to navigate our solar system.

SUPERHERO SCIENCE

Can you ever be as strong as Superman? Control things with your mind like Jean Grey? Heal as quickly as Wolverine? Learn about the science behind super powers, how far our bodies can go, and discover living things with powers we can only dream of.



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Week 5: July 12-16

DETECTIVE ACADEMY

You're on the case! Put your knowledge and observation skills to the test as you examine fingerprints, scrutinize evidence left behind, and decipher the crime scene. Discover how detectives unravel the clues by solving a mysterious case at Discovery World.

INSIDE YOU

Discover the fabulous things going on inside of you! Make a life-sized anatomy diagram, dissect an eyeball, and create a model of a cell as you learn about the basics of the human body.

SHIPS AHOY

Ahoy, new pirate recruits! Set course for adventure and find out what it takes to live a life at sea by learning how to navigate uncharted waters, keep your ship afloat, and decipher the markings on a map. Master these skills and the treasure be yarrrrs!

Week 6: July 19-23

AMUSEMENT PARK SCIENCE

What keeps a roller coaster on the track? How does a carousel work? Discover what it takes to make loop-de-loops, twists, and drops exciting and safe. Explore the physics behind the fun as you design and build models of these thrill machines.

BUBBLE, POP, BANG!

Get ready for an explosion! Explore chemistry through experiments designed for young and curious minds as you create reaction bags, whip up some slime, discover liquids that won't mix, and learn about everyday chemistry.

SCIENCE SMÖRGÅSBORD

Experience the best of Discovery World in this exploratory science camp. Learn about circuitry, solve a crime, build a rocket, and more as you experience activities from our favorite camps.

Week 7: July 26-30

ICKY SCIENCE

Explore the science of all things gross - from dissections to the chemistry of snot. Get ready to be astonished as you investigate scientific topics that will make your stomach churn and your skin crawl.

SCIENCE MADNESS

Spend the week learning how to use lab tools, materials, and chemicals to bring out the scientist in you. Experiment with reactions, explore acids and bases, and create a spectacle with dry ice. Campers will showcase new skills in a virtual science demo at the end of camp!

MONSTER MAKERS

Get inspired by beasts real and mythical as you create a monster! Explore different materials as you design your monster costume, construct a habitat for your creature, and assemble a soft plushie version of your terrifying new friend.

Week 8: August 2-6

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What keeps a roller coaster on the track? How does a carousel work? Discover what it takes to make loop-de-loops, twists, and drops exciting and safe. Explore the physics behind the fun as you design and build models of these thrill machines.

MAGIC & ILLUSIONS

Sleight of hand, misdirection, and persuasion. Learn the secrets behind the tricks and hone your presentation skills by using techniques blending science and illusion. Showcase your own magic during a virtual camper-led show at the end of the week.

Week 11: August 23-27

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Our upper elementary school camps appeal to builders, creators, and explorers. From technology to the environment, campers can find a topic to keep their interest, while experiencing one-on-one interactions, handson activities, and optimal engagement.

Week 1: June 14-18

JR. CLOTHING DESIGNER

Design and assemble a clothing line from head to toe! Experiment with sewing methods and professional tools to learn about textile design, clothing engineering, and how garments are made. See what incredible fashions you can create using everyday items.

CLAYMATION

Become the creative mind behind the camera. Discover what it takes to make a claymation video as you design and model characters, create a story, and use a camera to bring it to life! Each camper will have the opportunity to practice their photography and video techniques, and will take home a copy of their project.

SURVIVAL CHALLENGE

Focus on the human body and its limits to find out how to survive in any scenario. Learn to fish, design a paracord bracelet, and make a survival pack to take home. If you can think on your feet, be creative, and stay calm, you'll survive the week!

LEARN TO SAIL

Restricted to ages 8-11, special pricing- see pg 4

Discovery World and the Milwaukee Community Sailing Center (MCSC) are partnering to explore the world of sailing, including water safety, sail rigging and theory, basic maneuvers, and more. Campers will spend half the day sailing the waters of Lake Michigan and the other half exploring the science behind this pastime.

Note: Ability to swim is required. Each child must submit a Swim Check Form to be completed by a certified lifequard. Please note that campers will not wear masks while in their individual boats during the Learn to Sail camp due to the water safety hazard.



Week 2: June 21-25

LEGO® ROBOT ENGINEER

Do you have what it takes to make a robot come to life? Build and program one of our LEGO® Mindstorms® EV3s to complete a series of challenges. Think creatively to problem solve as you take your robot building and programming skills to the next level.

SPY CENTRAL

Your mission: Uncover the science of spying! Agents will collect evidence, design spy gadgets, use escape and evasion techniques, and learn how to make and break secret codes. Report for duty and await further contact.

SPA CHEMISTRY

It takes a lot of work to relax! Learn how to make items like sugar scrubs, lotions, soaps, and more as you create a product line. Discover how extract scents from objects, develop your brand, and test and tweak your product until it's ready for the shelves!

Week 3: June 28-July 2

HYDRO-POWERED MACHINES

Explore the science and physics behind hydraulic machines and how water's power has been used for thousands of years. Create and build mini machines, water blasters, and more as you harness the power and potential of water.

INSPIRED BY NATURE

Calling all artists and explorers of nature! Let the environment inspire you as you explore media and art techniques, including drawing, printmaking, sculptures, and more. Create individual and collaborative art projects that make nature both the inspiration and the palette.

MARINE BIOLOGIST

Explore marine and freshwater sciences and get up close with the creatures in the Reiman Aquarium! Learn about the science of SCUBA, get a close look into the anatomy of fish and other sea creatures through a dissection. and explore what it takes to care for underwater habitats.



Our upper elementary school camps appeal to builders, creators, and explorers. From technology to the environment, campers can find a topic to keep their interest, while experiencing one-on-one interactions, hands-on activities, and optimal engagement.

Week 4: July 5-9

INTERGALACTIC DESIGN

To the moon and beyond! Grab your space helmet and let your creativity blast off as you design a home for a new planet, explore what it takes to colonize the galaxy, and learn about the problems real astronauts face in zero gravity.

MICROSCOPIC MARVELS

Small, but mighty! Microbes can survive almost anywhere, and do more than just make us sick. Investigate the unseen world of microorganisms, collect samples and examine them with microscopes, and learn how bacteria, amoebas, and fungi do amazing things from making our food to cleaning our clothes.

ROCKET SCIENTIST

Design your own mission and explore the solar system as you engage in the science of space travel. Engineer rockets, conduct fuel chemistry experiments, and explore the principles of lift and thrust as you attempt to defy gravity.

Week 5: July 12-16

JR. ARCHITECTURE

Prepare yourself to become the next great architect! Carry out experiments to test the strength of shapes and forms, learn how to use them in architectural designs, and create your own models, designs, spaces, and much more!

SCIENCE SMÖRGÅSBORD

Experience the best of Discovery World in this exploratory science camp. Learn about circuitry, solve a crime, build a rocket, and more as you experience activities from our favorite camps.

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Week 6: July 19-23

IT'S A DISASTER

Tornadoes, earthquakes, lightning strikes - learn about the world's most extreme weather conditions, why they happen, and their effects on planet Earth and the things we build. Discover what it takes to withstand high winds, absorb an earthquake, and survive a flood.

JR. PHOTOGRAPHER

Learn to take pictures like a professional! Experiment with camera settings and photography strategies, edit with Adobe® Photoshop® Elements, take part in a photo scavenger hunt around Discovery World, and learn how to mat your work as you become a photography whiz!

TECHIE TRICKSTERS

Use circuits and electronics in unusual ways. Design and make door alarms, paper speakers, circuits without wires, and a device to send secret communications to your friends. Leave with a handful of electronic gadgets that will make your room light up, buzz, and sound an alarm!





Our upper elementary school camps appeal to builders, creators, and explorers. From technology to the environment, campers can find a topic to keep their interest, while experiencing one-on-one interactions, hands-on activities, and optimal engagement.

Week 7: July 26-30

DESIGN FOR YOUR ROOM

Your bedroom is a blank canvas and we'll help you make it your own. Use graphic design techniques, printmaking skills, and apply some chemistry to make custom pillows, personalized stickers, and interactive clothing. Let your style shine as you take all these pieces home!

ROCKET SCIENTIST

Design your own mission and explore the solar system as you engage in the science of space travel. Engineer rockets, conduct fuel chemistry experiments, and explore the principles of lift and thrust as you attempt to defy gravity.

HYDRO-POWERED MACHINES

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Week 8: August 2-6

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Week 10: August 16-20

LEGO ROBOT® ENGINEER-GIRLS ONLY!

Do you have what it takes to make a robot come to life? Build and program one of our LEGO® Mindstorms® EV3s to complete a series of challenges. Think creatively to problem solve as you take your robot building and programming skills to the next level.

SURVIVAL CHALLENGE

Focus on the human body and its limits to find out how to survive in any scenario. Learn to fish, design a paracord bracelet, and make a survival pack to take home. If you can think on your feet, be creative, and stay calm, you'll survive the week!

TECHIE TRICKSTERS

Use circuits and electronics in unusual ways. Design and make door alarms, paper speakers, circuits without wires, and a device to send secret communications to your friends. Leave with a handful of electronic gadgets that will make your room light up, buzz, and sound an alarm!

Week 11: August 23-27

SET YOUR GREEN ON

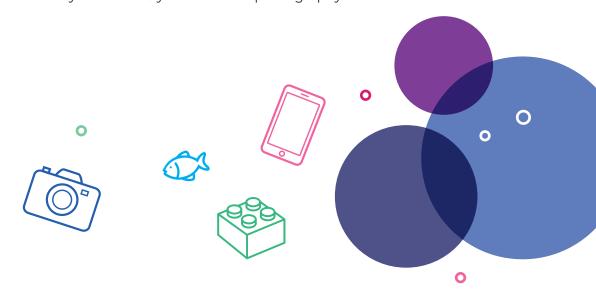
Big or small, each of us can play a part in caring for our planet. Upcycle clothing into new items, make your own eco-safe products, discover how gardens can do more than just grow flowers, and learn about ways to lighten your environmental footprint. See you on the green team!

JR. ARCHITECTURE

Prepare yourself to become the next great architect! Carry out experiments to test the strength of shapes and forms, learn how to use them in architectural designs, and create your own models, designs, spaces, and much more!

JR. PHOTOGRAPHER

Learn to take pictures like a professional! Experiment with camera settings and photography strategies, edit with Adobe® Photoshop® Elements, take part in a photo scavenger hunt around Discovery World, and learn how to mat your work as you become a photography whiz!



6TH-8TH GRADE CAMPS

Our middle school camps appeal to creators, designers, and budding scientists. From photography to health sciences, campers can find a topic that supports their interests, while experiencing one-on-one interactions, hands-on activities, and in-depth projects.

Week 1: June 14-18

READY, SET, CODE

Want to make your world smarter? Learn the basics of programming and use sensors to delve into the world of coding. Use your newfound techy skills to create a project of your own design and take home your own Arduino microcontroller at the end of the week.

Note: Additional \$35 fee required for Arduino materials

VIDEO GAME DESIGNER

What does it take to develop a video game? Learn the process of creating a game as you design a digital world, set up rules, add assets to your environment, and end with a playable game you can take home! Game on.

Week 2: June 21-25

DIGITAL PHOTOGRAPHER

Learn how to capture the perfect image with help from one of Discovery World's professional photographers. Explore the basics of cameras and photography as you hit the streets around downtown Milwaukee. Learn how to edit, print, and mat your photos to build a collection.

Note: Campers are welcome to bring their own cameras, but it is not required.

UNDERWATER ROBOTICS

Dive into the world of underwater robots. Learn about ROVs (Remotely Operated Vehicles) and their role in current science and discovery. Build and test your own ROV - from making the frame to soldering the control box - and end the week by putting your own design to the test in an underwater environment before taking it home.

*Note: Additional \$50 fee required for materials.

Week 3: June 28-July 2

FILMMAKER 101

Rolling! Go behind-the-scenes to film and edit your own video with professional gear and video-editing software. Create a portable green screen to help you get creative, cover all angles of filmmaking techniques, and take home your short video project.

SPA CHEMISTRY

It takes a lot of work to relax! Learn how to make items like sugar scrubs, lotions, soaps, and more as you create a product line. Discover how extract scents from objects, develop your brand, and test and tweak your product until it's ready for the shelves!

Week 4: July 5-9

ROBOT GAMES

Build and pilot radio-controlled vehicles while learning about engineering, mechanics, and robot design. Begin by developing a unique game for robots to play, then work to construct and operate a kit-based robot. Compete with and against other robots to complete goals and win the match.

VIDEO GAME DESIGNER - GIRLS ONLY!

What does it take to develop a video game? Learn the process of creating a game as you design a digital world, set up rules, add assets to your environment, and end with a playable game you can take home! Game on.

Week 5: July 12-16

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Note: Additional \$35 fee required for Arduino materials

ADVANCED VIDEO GAME DESIGNER

Advanced Game Designer continues where Video Game Designer left off. Learn how 3D modeling can be used to create objects and characters, use the same software as the pros to create a level for a game, and find out how these skills can be used in careers outside of games.

6TH-8TH GRADE CAMPS

Our middle school camps appeal to creators, designers, and budding scientists. From photography to health sciences, campers can find a topic that supports their interests, while experiencing one-on-one interactions, hands-on activities, and in-depth projects.

Week 6: July 19-23

INSIDE THE HUMAN BODY

Explore the complexity of human anatomy from your muscles to your senses. Learn how your organs function, participate in dissections, meet medical professionals, and discover the systems that allow your body to work as one smooth organism.

STRUCTURAL ENGINEER

How do you design a building unlike any other? Create structures from materials both weak and strong, design bridges to span great distances, and build towers to withstand incredible force. Learn techniques from professionals and put your constructions to the test.

Week 7: July 26-30

FILMMAKER 101

Rolling! Go behind-the-scenes to film and edit your own video with professional gear and video-editing software. Create a portable green screen to help you get creative, cover all angles of filmmaking techniques, and take home your short video project.

ROBOT GAMES

Build and pilot radio-controlled vehicles while learning about engineering, mechanics, and robot design. Begin by developing a unique game for robots to play, then work to construct and operate a kit-based robot. Compete with and against other robots to complete goals and win the match.

Week 8: August 2-6

VIDEO GAME DESIGNER

What does it take to develop a video game? Learn the process of creating a game as you design a digital world, set up rules, add assets to your environment, and end with a playable game you can take home! Game on.

UNDERWATER ROBOTICS

Dive into the world of underwater robots. Learn about ROVs (Remotely Operated Vehicles) and their role in current science and discovery. Build and test your own ROV - from making the frame to soldering the control box - and end the week by putting your own design to the test in an underwater environment before taking it home.

*Note: Additional \$50 fee required for materials.

Week 9: August 9-13

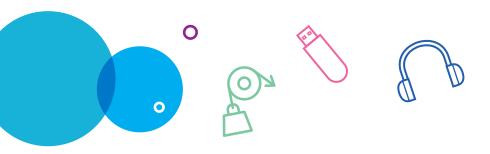
DIGITAL PHOTOGRAPHER

Learn how to capture the perfect image with help from one of Discovery World's professional photographers. Explore the basics of cameras and photography as you capture images of downtown Milwaukee. Learn how to edit, print, and mat your photos to build a collection.

Note: Campers are welcome to bring their own cameras, but it is not required.

ROBOT GAMES - GIRLS ONLY!

Build and pilot radio-controlled vehicles while learning about engineering, mechanics, and robot design. Begin by developing a unique game for robots to play, then work to construct and operate a kit-based robot. Compete with and against other robots to complete goals and win the match.



6TH-8TH GRADE CAMPS

Our middle school camps appeal to creators, designers, and budding scientists. From photography to health sciences, campers can find a topic that supports their interests, while experiencing one-on-one interactions, hands-on activities, and in-depth projects.

Week 10: August 16-20

INSIDE THE HUMAN BODY

Explore the complexity of human anatomy from your muscles to your senses. Learn how your organs function, participate in dissections, meet medical professionals, and discover the systems that allow your body to work as one smooth organism.



MAKERS GONNA MAKE

Your brain is filled with wonderful creations waiting to come alive. Use the design thinking process to dream up ideas, design, prototype, and test solutions to real and fantastical challenges. From problem to product, turn your ideas into reality.

ADVANCED VIDEO GAME DESIGNER

Advanced Game Designer continues where Video Game Designer left off. Learn how 3D modeling can be used to create objects and characters, use the same software as the pros to create a level for a game, and find out how these skills can be used in careers outside of games.

Week 11: August 23-27

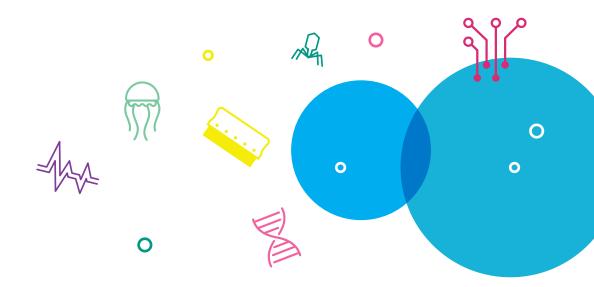
AQUARIST IN TRAINING

Get familiar with the processes that professional aquarists perform on a daily basis, from cleaning tanks to feeding fish! Meet Discovery World's team of aquarists to learn about what it takes to maintain the Reiman Aquarium. Finish the experience by setting up a small aquarium to take home.

READY, SET, CODE - GIRLS ONLY!

Want to make your world smarter? Learn the basics of programming and use sensors to delve into the world of coding. Use your newfound techy skills to create a project of your own design and take home your own Arduino microcontroller at the end of the week.

Note: Additional \$35 fee required for Arduino materials



SUMMER CAMP SCHEDULE

	Week 1: Jun 14-18	Week 2: Jun 21-25	Week 3: Jun 28-Jul 2	Week 4: Jul 5-9	Week 5: Jul 12-16	Week 6: Jul 19-23	Week 7: Jul 26-30	Week 8: Aug 2-6	Week 9: Aug 9-13	Week 10: Aug 16-20	Week 11: Aug 23-27
1 st Grade	Build	Chemistry	Animals	Space	Art & Science	Move	Flight	Animals	Chemistry	Space	Art & Science
2 nd - 3 rd Grade	Backyard Science Medieval Science	Fish, Fish, Fish	It's Electric	Amazing Habitats	Detective Academy	Amusement Park Science	Icky Science	Amazing Habitats	Detective Academy	Amusement Park Science Magic & Illusions	Bubble, Pop, Bang!
		Icky Science	Jr. Printmaker	Race to Space	Inside You	Bubble, Pop, Bang!	Science Madness	Inside You	Fish, Fish, Fish		Jr. Robotics
		Monster Makers	Jr. Robotics	Superhero Science	Ships Ahoy	Science Smörgåsbord	Monster Makers	Superhero Science	Jr. Robotics		Science Madness
4 th - 5 th Grade	Jr. Clothing Designer	LEGO® Robot Engineer	Hydro- Powered Machines	Intergalactic Design	Jr. Architecture	It's A Disaster	Design For Your Room	Inspired By Nature	Jr. Clothing Designer	LEGO® Robot Engineer- Girls Only!	Get Your Green On
	Chaymation	Spy Central	Inspired By Nature	Microscopic Marvels	Science Smörgåsbord	Jr. Photographer	Rocket Scientist	LEGO® Robot Engineer	Spy Central	Survival Challenge	Jr. Architecture
	Challenge Learn to Sail	Spa Chemistry	Marine Biologist	Rocket Scientist	Learn to Sail	Techie Tricksters	Hydro- Powered Machines	Microscopic Marvels	Learn to Sail	Techie Tricksters	Jr. Photographer
6 th , 7 th , 8 th Grade	Ready, Set, Code	Digital Filmmaker Photographer 101	Robot Games	Ready, Set, Code	Inside the Human Body	Filmmaker 101	Video Game Designer	Digital Photographer	Body	Aquarist in Training	
									Robot Games – Girls Only!	Makers Gonna Make	
	Video Game Designer	Underwater Robotics	Spa Chemistry	Video Game Designer – Girls Only!	Advanced Video Game Designer	Structural Engineer	Robot Games	Underwater Robotics	Ready, Set, Code	Advanced Video Game Designer	Ready, Set, Code – Girls Only!

FREQUENTLY ASKED QUESTIONS

What are the hours of summer camp?

Discovery World summer camp begins at 9:30 AM and ends at 4:15 PM Monday-Thursday, but ends at 3:30 PM on Friday. Morning drop-off is from 9:10-9:30 AM and afternoon pick-up is from 4:15-4:45 PM Monday-Thursday, and 3:30-4:00 PM on Friday. Extended Care is available on a pre-registration basis for children who need to arrive prior to 9:10 AM or get picked up after 4:45 PM (Monday-Thursday), or after 4:00 PM (Friday). Please see the Extended Care policy on page 4 for more information.

Can I register my child for a camp outside of their grade level?

No. We strictly enforce age requirements. Your child must be the correct age or entering the correct grade level of the camp.

Will my child go on any field trips?

In registering your child for camp, you grant permission for your camper to explore the museum, the outdoor area east of Discovery World, and Lakeshore State Park, located next to Discovery World. Any other, additional off-site field trips and in-person guest speakers have currently been removed from camp curriculum. Virtual field trips and guest speakers may still be integrated into camps. Field trip safety will continue to be reassessed based on recommendations from public health officials. Parents/guardians will be notified if their camp has a field trip opportunity.

Does my child need to wear a mask or face covering?

Yes. All campers, staff, and visitors must wear a mask or face covering at all times. Not wearing a mask or face covering may result in removal from camp. Please note that campers will not wear masks while in their individual boats during the Learn to Sail camp due to the water safety hazard.

Will my child explore the museum during camp?

Discovery World campers will be focused on learning about the topic they've signed up for each week in their private classroom. If there is a connection to the camp topic in the exhibits and/or extra time in the day, campers will explore the museum.

What if I need to cancel or change my summer camp reservation?

Changes to summer camp reservations can be made up to three (3) weeks in advance of the camp start. You can view the Discovery World reservation policy on page 3 of this brochure. Please note changes to your camp reservation may incur a \$25 rescheduling fee or a \$75 cancellation fee. If you are unable to meet the health requirements in the COVID-19 policy, you may receive a refund.

Is my child permitted to bring a cell phone or other electronic device to camp?

To avoid devices becoming a distraction, we ask that all cell phones and electronic devices be turned off and stored away during camp hours, including lunch and recess times. If a camper is using an electronic device during camp hours, a Summer Camp staff member will hold on to the device until the end of the day. Campers who bring devices may choose to have their device safely secured in our electronics lock box during the camp day by speaking with a Summer Camp staff member.

What if I need to drop off my child late or pick up my child early from camp?

We understand that your family has a busy schedule. We ask that you notify the Summer Camp staff by phone, email, or in person of the change in timing. When you drop your child off late, please accompany your child into the building and wait with them until they get checked in.

Please note:

We are unable to accommodate any pick-ups between 3:45-4:15 PM (Mon-Thur) or between 3:00-3:30 PM (Fri). If you wish to pick up your child in the afternoon, you must do so by 3:45 PM (Mon-Thur) or by 3:00 PM (Fri). Otherwise you must wait until the check-out procedure begins at 4:15 PM (Mon-Thur) or 3:30 PM (Fri).



