New This Year

- Extended Care is now available from 8:00 - 9:00 a.m. and 4:00 - 5:15 p.m. for $75 per week.

- All half-day Camps will run from 9:00 a.m. - noon or 1:00 - 4:00 p.m. and full-day Camps from 9:00 a.m. - 4:00 p.m.

- Book a full-day Camp or combine two half-day Camps and receive Lunch Bunch Care at no additional charge.

We look forward to seeing you this summer!
Pre K (Ages 3-4)
Half-Day (9:00 a.m. - noon or 1:00 - 4:00 p.m.)
$160 Member / $180 Non-Member
Combine for a full day of Camp with Lunch Care included.

AMAZING ANIMALS
June 5 – 9 (9:00 a.m. - noon)
Meet the animals you can find in your backyard, from bugs to birds. Learn what these animals are like, how they grow and get up close to some cool Museum critters.

LITTLE BUILDERS
June 5 – 9 (1:00 - 4:00 p.m.)
Draw, assemble and construct as you get hands-on with building in this fun preschool Camp. We’ll be working with blocks, DUPLOS® and other materials to create amazing things.

Rising K-1
Full-Day (9:00 a.m. – 4:00 p.m.)
$300 Member / $350 Non-Member

JUNIOR SUMMER SCIENCE INSTITUTE
June 12 - 16 or July 24 - 28
Enter the world of science and engineering. Start with cool experiments, create slimy concoctions, build skyscrapers and study the science of gross things.

BLAST OFF
June 19 - 23 or July 31 - August 4
Start your day practicing stomp rocket launches and find out what it’s like to be in space. Learn about life as an astronaut and create your own space gear.

TAILS & SCALES
June 26 - 30 or August 7 - 11
Learn about aquatic animals as you study, observe and touch marine creatures and take a behind-the-scenes look at our state-of-the-art aquarium. Then dig for fossils as you study colossal creatures that once roamed the Earth. Create dinosaur eggs, investigate pterodactyl flight and practice your excavation skills. Plus, make your own dinosaur to take home.

FIZZ, BUBBLE, GOO & GLOW
July 10 - 14 or August 14 - 18
Explore the messy side of science through chemistry. Learn how things glow, why certain experiments bubble over and what makes goo so mucky, yucky and fun to play with!

NATURE ADVENTURERS
July 17 - 21 or August 21 - 25
The world is full of amazing animals, and zoologists study them all. Learn about native and exotic animals, from their diets to their behaviors as you explore their world. How about budding botanists? There are trees, flowers and plants all around us too. Explore plant cycles, identification and care as we look at plants that live in our own backyards and beyond.
**GIRLS ONLY: FULL STEM AHEAD**
June 12 - 16
Participate in age-appropriate activities including engineering, programming, robotics, biology and chemistry to develop the awesome within! This week-long Camp is sure to increase your passion for the exciting world of science, technology, engineering and math.

**KITCHEN CONCOCTIONS**
June 19 - 23 or July 31 - August 4
The kitchen is chock-full of science. We’ll measure, mix and mold, from yummy snacks to no-bake play dough. Bring your imagination and creativity along to make a variety of wonderful things.

**SUMMER SCIENCE INSTITUTE**
June 26 - 30 or August 14 - 18
Go behind the scenes at Discovery Place Science with an elite group of summer scientists and enjoy exclusive access to Museum educators. Dissect a frog, design a model house, build a biome, learn the physics of projectiles and much more.

**ASTRONAUT ACADEMY**
July 10 - 14 or August 7 - 11
Do you have what it takes to become an astronaut and help colonize the moon or Mars? Trainees will prepare by testing their engineering and problem-solving skills with design challenges, building and launching rockets and designing their own Mars base.

**THE INCREDIBLE HUMAN BODY**
July 17 - 21
Explore the human body and all of its incredible systems, from nervous to digestive and everything in between. Learn ways to keep fit and healthy in our all-new Explore More Me lab and the IMAX film *The Human Body*.

**ANIMALS: THEN AND NOW**
July 24 - 28
Learn about the incredible animals that lived from the late Triassic through the Cretaceous periods and see how they compare to animals who roam Earth today. Dig and learn as you work to become a future scientist. Then explore the adaptations and environments found in today’s aquatic creatures by going behind the scenes of the *World Alive* aquarium.

**COOL CHEMISTRY**
August 21 - 25
What happens when you mix things together? Create something amazing through the science of chemistry. Campers will grow their own crystal garden, make slime and build better bubbles.
ULTIMATE GAME MAKERS
June 12 - 16
Do you love games? Ever wonder what it takes to build your own? Explore everything from the classic board game to video games like Minecraft as we design games ourselves.

GIRLS ONLY: FULL STEM AHEAD
June 19 - 23
Participate in age-appropriate activities including engineering, programming, robotics, biology and chemistry to develop the awesome within! This week-long Camp is sure to increase your passion for the exciting world of science, technology, engineering and math.

WIZARDING WORLD
June 26 - 30 or July 31 - August 4
Dive into the wizarding world and discover the science behind magic. Be sorted into Hogwarts houses, attend potions class and learn what it takes to be a wizard.

SUMMER SCIENCE INSTITUTE
July 10 - 14 or August 21 - 25
Go behind the scenes at Discovery Place Science with an elite group of summer scientists and enjoy exclusive access to Museum educators. Dissect a frog, design a model house, build a biome, learn the physics of projectiles and more.

TINKER, INNOVATE & MAKE
July 17 - 21
Think outside the box for engineering, inventing and design and experience the future by participating in the Maker Movement. Learn how to use 3D design software and show off your inspirations with family and friends at our “Innovators Fair” at the end of Camp.

ROBOTIC INNOVATORS
July 24 - 28 or August 14 - 18
Learn to build and program robots that can sense light, follow commands, trace a path and avoid obstacles. Compete with other Campers’ bots in speed, accuracy and agility. Campers will have the opportunity to build a solar robot to take home.

SUPERHERO SCIENCE
August 7 - 11
Discover the real science behind some of your favorite superheroes. How does science make things fly or appear invisible? Where does super strength come from? How can we use X-rays to see through walls? Develop your own superhero to star in a comic book of your creation.

Rising Grades 4-5
Full Day (9:00 a.m. – 4:00 p.m.)
$300 Member / $350 Non-Member
Rising Grades 6-8

**Full Day (9:00 a.m. - 4:00 p.m.)**

$300 Member / $350 Non-Member

**CRIME SCENE INVESTIGATORS**
**June 12 - 16 or July 17 - 21**
Study crime scene investigation to see if you have what it takes to be a criminalist. Hone your powers of observation and critical thinking skills as you process “evidence” through fingerprinting, chromatography, DNA extraction, blood spatter analysis and more.

**ROCKET SCIENTISTS**
**June 19 - 23 or August 14 - 18**
Learn about force, physics, Newton’s laws of motion and space in this exciting Camp. From the history of the space program to its future, find out what it takes to send a craft into the atmosphere and beyond. Build and test rockets to see if you’ve got the right stuff.

**GIRLS ONLY: FULL STEM AHEAD**
**June 26 - 30**
Participate in age-appropriate activities including engineering, programming, robotics, biology and chemistry to develop the awesome within! This week-long Camp is sure to increase your passion for the exciting world of science, technology, engineering and math.

**CODE DESIGN**
**July 10 - 14 or August 21 - 25**
Want to make components move, make sounds, flash and more? All it takes is a little know-how, a programmable circuit board and some creativity! Learn to code and program a variety of microcontrollers including Makey-Makeys®, RaspberryPi® and Arduinos® in this introduction to coding Camp.

**EXPLODING SCIENCE MYTHS**
**July 24 - 28**
Myths and urban legends are everywhere, but which are true? Using physics, chemistry and the scientific method, study some of the more famous myths and test your own. What myths will you shatter when you take science into your hands?

**GUTS**
**July 31 - August 4**
Explore the fascinating anatomy of creatures and electrical components as we dissect everything from critters to computers. What things do they have in common? How do they function? Campers will use their new understanding of tech to get creative and become part of the Maker Movement. Show off your inspirations with family and friends at the “Innovators Fair” at the end of Camp.

**ROBOTICS**
**August 7 - 11**
Learn to build and program robots that can sense light, follow commands, trace a path and avoid obstacles. Compete with other Campers’ bots in speed, accuracy and agility. Can you build the best robot? At the end of the week, Campers will have the opportunity to build a solar robot to take home.
<table>
<thead>
<tr>
<th>Date</th>
<th>Camp</th>
<th>Time</th>
<th>Rising Grades</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 5 - 9</td>
<td>Amazing Animals</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td></td>
<td>Little Builders</td>
<td>1:00 - 4:00 p.m.</td>
<td>Pre K</td>
</tr>
<tr>
<td>June 12 - 16</td>
<td>Jr. Summer Science Institute [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Girls Only: Full STEM Ahead [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Ultimate Game Makers</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Crime Scene Investigators</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>June 19 - 23</td>
<td>Blast Off</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Kitchen Concoctions</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Girls Only: Full STEM Ahead [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Rocket Scientists</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>June 26 - 30</td>
<td>Tails &amp; Scales [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Wizarding World [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Girls Only: Full STEM Ahead [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>July 10 - 14</td>
<td>Fizz, Bubble, Goo and Glow [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Astronaut Academy</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Code Design</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>July 17 - 21</td>
<td>Nature Adventurers [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>The Incredible Human Body</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Tinker, Innovate &amp; Make [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Crime Scene Investigators</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>Date</td>
<td>Camp</td>
<td>Time</td>
<td>Rising Grades</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------------------------------</td>
<td>--------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>July 24 - 28</td>
<td>Jr. Summer Science Institute [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Animals: Then and Now [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Robotic Innovators</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Exploding Science Myths</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>July 31 - Aug 4</td>
<td>Blast Off</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Kitchen Concoctions</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Wizarding World [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Guts</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>August 7 - 11</td>
<td>Tails &amp; Scales [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Astronaut Academy</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Superhero Science</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Robotics</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>August 14 - 18</td>
<td>Fizz, Bubble, Goo and Glow [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Robotic Innovators</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Rocket Scientists</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
<tr>
<td>August 21 - 25</td>
<td>Nature Adventurers [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
</tr>
<tr>
<td></td>
<td>Cool Chemistry</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
</tr>
<tr>
<td></td>
<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
</tr>
<tr>
<td></td>
<td>Code Design</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
</tr>
</tbody>
</table>
FINS, FUR AND FEATHERS
June 5 - 8 or August 21 - 24
Flipping fish, furry mammals and feathery birds. Explore different animal groups and learn what they have in common and what makes them different.

WILDLIFE RAINBOW
June 12 - 15 or July 31 - August 3
From red ladybugs to yellow butterflies, the world of nature is full of color. Investigate the Museum from field to forest looking for critters that come in all colors.

CURIOUS ABOUT CRITTERS
June 19 - 22
Have close encounters with backyard buddies and learn more about the animals that live in and around Charlotte.

JUNIOR EXPLORERS
June 26 - 29
From chipmunk burrows to bird nests, explore nature from the ground up. Start in the soil and end high in the trees to discover the natural world all around us.

WONDER BUGS
July 10 - 13 or August 14 - 17
Explore the pond and trek on our trails as you discover the small world of bugs and other creepy crawlers.

HANDS ON HABITAT
July 24 - 27
Many animals call the Museum’s Paw Paw Nature Trail their home. Unearth all the layers of the 100-year-old forest as we search for animal habitats and learn how to build one of your own using natural materials.
Rising K
Half-Day (9:00 a.m. – noon)
$160 Member / $180 Non-Member

THE FURRED AND THE FEATHERED
June 5 - 9 or July 31 - August 4
Explore the world of furry and feathery creatures through interaction with Museum resident animals and investigation of the outside world. Gain a better understanding of the lives of native birds and mammals.

LEAPING LIZARDS AND SLITHERING SNAKES
June 19 - 23
Learn all about reptiles and amphibians through outdoor investigation, hands-on activities and close encounters of the scaly kind!

WILD BY NATURE
June 26 - 30
Wiggly worms, slippery slugs and mushy mushrooms are fun! Conduct hands-on experiments, observe creepy crawlies and explore nature from flowers to flies.

BACKYARD EXPLORERS
July 10 - 14
Discover the amazing animals and natural treasures that we can find right in our backyard! Learn new ways to identify and take care of creatures in your backyard as you get close to live species in the Museum and outdoors.

UNDERWATER CRITTERS
July 17 - 21
Explore the water habitats in and around Discovery Place Nature including Little Sugar Creek and Freedom Park. Learn about animals that live in water as they troll for tadpoles, search for fish and build aquatic habitats.

ANIMAL EXPLORATIONS
August 7 - 11
How are mammals different from amphibians? What makes an animal an invertebrate? Explore what makes animals unique as we get up close and personal with some of the Museum’s native residents.
CSI: CRITTER SCENE INVESTIGATOR  
June 19 - 23  
Learn common tracking techniques used by naturalists to find evidence of animals that have been moving through the Museum’s Paw Paw Nature Trail.

SCALES, TAILS AND SLIME  
June 26 - 30  
From bugs to slugs to other creepy crawlers, explore the benefits of creatures that can sometimes make us squirm. Hands-on experiments and up-close animal encounters make this a memorable experience.

WILD WOODS ADVENTURES  
July 10 - 14  
The woods are wild and full of life. Join us this week as we discover native North Carolina wildlife through close encounters, nature treks, and observation in the woods they call home.

ANIMAL ARCHITECTS  
July 17 - 21  
Animals can be amazing architects, capable of building complex shelters. Examine natural structures, learn more about the animals that built them and try your hand at building your own habitats out of natural materials.

OUTDOOR ADVENTURERS  
July 24 - 28  
Join us for an adventure filled week as Campers learn tricks of the trade that keep animals and humans alive in the wild. Practice survival skills by building shelters, navigating through the woods and observing animals in their natural habitats.

JUNIOR CURATORS  
July 31 - August 4  
Do you have what it takes to run a nature museum? Spend a week in an animal keeper’s shoes as Campers become junior curators and help care for some of the Museum’s live collection through feedings, enrichment and hands-on activities.

RISING GRADE 1
Full-Day (9:00 a.m. - 4:00 p.m.)  
$300 Member / $350 Non-Member

WILD IN THE CITY  
July 24 - 28  
Explore urban wildlife and the unique survival habits of animals and plants that make the city their home. Visit with the Museum’s animal residents through animal encounters and interactions.

JUNIOR NATURALIST  
July 10 - 14  
Ever wonder what it takes to become a naturalist? Discover nature through a naturalist’s eyes as Campers investigate animal habitats, study animal artifacts, observe animals in action and design their own behavior experiments.

RISING GRADES 2-3
Full-Day (9:00 a.m. - 4:00 p.m.)  
$300 Member / $350 Non-Member
Rising Grades 2-3 continued

**THE DIRT ON DIRT**
*July 17 - 21*
There is an abundance of life that can be found in one cubic foot of water or dirt. Learn field techniques to examine the little things living in microhabitats around the Museum.

**ANIMAL FAMILIES**
*August 7 - 11*
From birds to fish, learn all about the different animal families that live in and around the Museum. Each day, Campers will participate in fun-filled activities including art projects, animal games and even taking care of the Museum’s ambassador species.

**SCIENCE OF SURVIVAL**
*July 31 - August 4*
Traipse along the grounds of the Museum and learn basic survival skills, design and build your own shelter, make tools out of natural materials and build habitats to support local wildlife.

Rising Grades 4-5

**BE A NATURALIST**
*June 26 - 30*
Learn what it’s like to be a naturalist in the field! Go behind the scenes observing and interacting with Museum staff and become honorary naturalists through engaging in animal care, habitat investigation and nature interpretation.

**SURVIVAL SKILLS**
*July 24 - 28*
It’s a tough world out there, and every animal is trying to survive. Learn how native animals have adapted to live in many different habitats and how humans have acquired essential skills to survive in the great outdoors.

**ANIMAL FAMILIES**
*August 7 - 11*
From birds to fish, learn all about the different animal families that live in and around the Museum. Each day, Campers will participate in fun-filled activities including art projects, animal games and even taking care of the Museum’s ambassador species.

**ECO-WARRIORS**
*July 17 - 21*
What can we do as individuals to help our environment? This week, make a positive impact on your ecosystem by collecting data and using the results to create an action plan to benefit the community. Campers will also learn the importance of leadership and teamwork in the conservation field while experiencing all the fun of Camp.

**ORIENTEERING MASTERS**
*August 7 - 11*
Explore the world of orienteering by learning how to use a GPS device on a geocaching course, how to use a map and compass to steer yourself through the woods, and best of all, using our new planetarium to find their way using the stars. Campers will compare their experiences to the different methods that animals use, such as migration and echolocation.
<table>
<thead>
<tr>
<th>Date</th>
<th>Camp</th>
<th>Time</th>
<th>Rising Grades</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 5 - 8</td>
<td>Fins, Fur and Feathers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>June 5 - 9</td>
<td>The Furred and the Feathered</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td>June 12 - 15</td>
<td>Wildlife Rainbow</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>June 19 - 22</td>
<td>Curious About Critters [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>June 19 - 23</td>
<td>Leaping Lizards and Slithering Snakes [new]</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>CSI: Critter Scene Investigator</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td>June 26 - 29</td>
<td>Junior Explorers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>June 26 - 30</td>
<td>Wild by Nature</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>Scales, Tails and Slime</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td></td>
<td>Be a Naturalist</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 4 - 5</td>
</tr>
<tr>
<td>July 10 - 13</td>
<td>Wonder Bugs</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>July 10 - 14</td>
<td>Backyard Explorers</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>Wild Woods Adventures [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td></td>
<td>Junior Naturalist</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 2 - 3</td>
</tr>
<tr>
<td>July 17 - 21</td>
<td>Underwater Critters</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>Animal Architects</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td></td>
<td>The Dirt on Dirt [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 2 - 3</td>
</tr>
<tr>
<td></td>
<td>Eco-Warriors [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 4 - 5</td>
</tr>
<tr>
<td>Date</td>
<td>Camp</td>
<td>Time</td>
<td>Rising Grades</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------</td>
<td>------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>July 24 - 27</td>
<td>Hands on Habitat</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>July 24 - 28</td>
<td>Outdoor Adventurers [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td></td>
<td>Wild in the City</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 2 - 3</td>
</tr>
<tr>
<td></td>
<td>Survival Skills</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 4 - 5</td>
</tr>
<tr>
<td>July 31 - Aug 3</td>
<td>Wildlife Rainbow</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>July 31 - Aug 4</td>
<td>The Furred and the Feathered</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>Junior Curators [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 1</td>
</tr>
<tr>
<td></td>
<td>Science of Survival [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 2 - 3</td>
</tr>
<tr>
<td>August 7 - 11</td>
<td>Animal Explorations [new]</td>
<td>9:00 a.m. - noon</td>
<td>Rising K</td>
</tr>
<tr>
<td></td>
<td>Animal Families</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 2 - 3</td>
</tr>
<tr>
<td></td>
<td>Orienteering Masters [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>Rising 4 - 5</td>
</tr>
<tr>
<td>August 14 - 17</td>
<td>Wonder Bugs</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td>August 21 - 24</td>
<td>Fins, Fur and Feathers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
</tbody>
</table>
Ages 18-36 Months with Adult  
$50 Member / $65 Non-Member

TOODLER TIME WITH DR. SEUSS  
June 6 - 8 (10:00 - 11:00 a.m.)  
Silly rhymes and bright colors will inspire little artists to create wonderful masterpieces! We’ll share stories and use all our senses in this wacky art Camp.

TOODLER TIME WITH OCEAN ADVENTURES  
June 20 - 22 (10:00 - 11:00 a.m.)  
Dive down deep to learn about life under the sea. Campers will explore marine life through stories, songs and art while meeting some special ocean friends!

TOODLER TIME WITH SPACE ADVENTURES  
June 27 - 29 (10:00 - 11:00 a.m.)  
Little astronauts will explore space through art, stories, and hands-on activities. Learn about the moon, stars, planets and so much more!

TOODLER TIME WITH ERIC CARLE  
July 18 - 20 (10:00 - 11:00 a.m.)  
Little artists will explore colors and textures through hands-on art activities inspired by the work of Eric Carle. Using stories, singing and new art materials, toddlers can express their creativity in an exciting environment.

TOODLER TIME WITH BROWN BEAR  
August 8 - 10 (10:00 - 11:00 a.m.)  
Brown Bear, Brown Bear what do you see? I see a toddler looking at me! Campers will recreate the Brown Bear storybook by Bill Martin, Jr. with the help of their parents and caregivers.

TOODLER TIME WITH ANIMAL FUN  
August 22 - 24 (10:00 - 11:00 a.m.)  
Little zookeepers will have fun listening to stories, singing songs and creating wonderful art projects with an animal theme.
Pre K-Rising K (Ages 3-5)
Half-Day $160 Member / $180 Non-Member

JUNIOR CHEFS
June 5 - 9 (9:00 a.m. - noon)
Play with your food in this creative cooking Camp! Mix, measure, slice and dice as Campers learn to create appetizing snacks through hands-on activities.

START YOUR ENGINES
June 5 - 9 (9:00 a.m. - noon)
From cars and boats, to trains and rockets, we’ll be using our STEAM skills (science, technology, engineering, art, and math) to design and build all things that race.

ART EXPLORATION
June 12 - 16 (9:00 a.m. - noon)
Explore various art forms and gain new skills with hands-on and messy art projects. Campers will create with printmaking, sculpture, and painting, all while experimenting with a variety of different tools and techniques.

EXTREME WEATHER
June 12 - 16 (9:00 a.m. - noon)
How are tornadoes formed? Why do hurricanes appear in warmer months? How do we overcome a drought? These are the questions our budding meteorologist will use their STEAM skills (science, technology, engineering, art, and math) to answer!

OCEAN EXPLORERS
June 19 - 23 (9:00 a.m. - noon)
From cnidarians (jelly fish) to chondrichtyes (sharks), Campers will explore the deep sea in this STEAM (science, technology, engineering, art and math) based Camp. We’ll make coral, barnacles and sea slime to experience marine life.

LITTLE MAKERS
June 26 - 30 (9:00 a.m. - noon)
Explore new materials, design projects, and expand your creativity in this engineering Camp. Little makers will tinker with tools, solve problem, and create something new to take home.

KNIGHTS AND PRINCESSES
July 10 - 14 (9:00 a.m. - noon)
Calling all knights and princesses! Travel back to medieval times and stretch your imaginations through this fantasy Camp. Build a castle worthy of the royal court.

DINO DISCOVERIES
July 17 - 21 (9:00 a.m. - noon)
Travel back to prehistoric times and discover the world of dinosaurs. Little paleontologists will learn special characteristics of dinosaurs and their environment through stories, puppets, art, science and more.

SUPERHERO TRAINING CAMP
July 24 - 28 (9:00 a.m. - noon)
Calling all superheroes! Our training Camp is designed to help you uncover your secret powers. You’ll develop your superhero name and costume, learn to spot a villain and test your super powers. You’ll have opportunities throughout the week to save the day.

DUPLOS®
July 31 - August 4 (9:00 a.m. - noon)
Grab a hardhat and head to DUPLOS Camp. This week will be filled with building fun for our littlest friends. Follow a blueprint or make your own creations with DUPLOS, blocks and more.

discoveryplacekids.org | 704.372.6261 x300
AROUND THE WORLD WITH ANIMALS
August 7 - 11 (9:00 a.m. - noon)
Explore how animals around the world survive and thrive. Campers will take an imaginary trip to the cold arctic, the wet rainforest, the dry desert and other parts of the world as we dive into science and investigate the habitats and lifestyles of various animals.

SPACE ADVENTURES
August 14 - 18 (9:00 a.m. - noon)
3,2,1...Blast off to a week of fun activities on stars, planets, comets and more! Little astronauts will learn about the universe through science experiments, space stories and art projects. Put on your spacesuit and travel to the stars and back.

THINK IT UP
June 12 - 16 (9:00 a.m. - 4:00 p.m.)
Campers will test their imaginations as they spend a fun-filled week designing and creating projects that they think up. From engineering to chemistry, nothing is off limits (almost). We’ll pull out some of our favorite projects to get the creative juices flowing!

JUNIOR ENGINEERS
June 19 - 23 (9:00 a.m. - noon)
The best of STEAM (science, technology, engineering, art and math) is in full force in this hands-on experience. Campers will have the opportunity to explore their own creativity by inventing and making projects to take home.

JUNIOR CHEFS
June 19 - 23 (1:00 - 4:00 p.m.)
Play with your food in this creative cooking Camp! Campers will mix, measure, slice and dice as they learn to create appetizing snacks through hands-on activities.

WIZARD SCHOOL
June 26 - 30 (9:00 a.m. - noon)
Discover the science of magic from your favorite stories. Concoct potions, participate in friendly tournaments, and investigate the lives of interesting animals. Campers will learn about the history of Harry Potter characters and become experts in scientific wizardry.

KITCHEN SCIENCE
June 26 - 30 (1:00 - 4:00 p.m.) or
July 17 - 21 (9:00 a.m. - noon)
Campers will use everyday ingredients to create a number of concoctions. We’ll scoop and measure, mix, and pour to test our scientific theories and create something yummy!

BACKYARD BIOLOGY
July 10 - 14 (9:00 a.m. - 4:00 p.m.)
There’s a lot of activity that takes place in our own backyard! Campers will conduct a week long investigation as they explore the habitats of our backyard friends. We’ll count, track and chart our way through some meaningful projects that bring out the scientist in us all.
**JUNIOR PALEONTOLOGIST**  
**July 10 - 14 (9:00 a.m. - noon) or August 7 - 11 (1:00 - 4:00 p.m.)**  
How big was the largest dinosaur? What’s the difference between an herbivore and a carnivore? Learn all about dinosaurs this week as we examine fossils, go on a dinosaur dig, and tell stories. We’ll work together to learn about the life of dinosaurs.

**SPY ACADEMY**  
**July 17 - 21 (1:00 - 4:00 p.m.) or August 14 - 18 (1:00 - 4:00 p.m.)**  
Somewhere deep inside the Museum, an elite group of Campers is lurking in the shadows preparing to take on top secret missions. Each day, Campers will be given top secret briefings and activities that will put their spy skills to the test. Now recruiting for the summer of 2017.

**LEGO® MANIA**  
**July 24 - 28 (9:00 a.m. - noon)**  
What does it take to build a race car, a house, or a famous building? Campers will create their own blueprints, participate in LEGO science and work together on group projects to put their skills to the test.

**SCIENCE ACADEMY**  
**July 24 - 28 (9:00 a.m. - 4:00 p.m.)**  
If you like to ask questions, this is the Camp for you! Bring your questions, theories and hypothesis to this week of wonder. We’ll explore a variety of science myths, conduct experiments and investigate our world with fun, hands-on projects.

**FIZZ, KERPLUNK, POW**  
**July 31 - August 4 (9:00 a.m. - noon)**  
Campers will use a variety of material to make a big, loud mess each day. We’ll drop, launch, mix and measure all we can find to learn about the scientific process and develop critical thinking skills.

**WHODUNNIT**  
**July 31 - August 4 (9:00 a.m. - 4:00 p.m.)**  
Clues are all around us. Do you know how to find them? Learn the skills you’ll need to study the scene and see if you can uncover the answers to our daily mysteries.

**MAKER, TINKER, TESTER**  
**August 7 - 11 (9:00 a.m. - noon)**  
Campers will learn about the scientific process while developing critical thinking skills as they bring their creations to life. This STEAM (science, technology, engineering, art and math) Camp will foster creativity and Campers will have a blast!

**ASTRONAUT ACADEMY**  
**August 14 - 18 (9:00 a.m. - noon)**  
This week-long training session will begin to prepare campers for their mission to outer space. From learning about the solar system, to how to eat in space, there is a lot to cover. This Camp is jam-packed with adventures that are out of this world!
<table>
<thead>
<tr>
<th>Date</th>
<th>Camp</th>
<th>Time</th>
<th>Rising Grades</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 6 - 8</td>
<td>Toddler Time with Dr. Seuss</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
<tr>
<td>June 5 - 9</td>
<td>Start Your Engines [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Junior Chefs</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td>June 12 - 16</td>
<td>Extreme Weather</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Art Exploration</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Think It Up [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>June 20 - 22</td>
<td>Toddler Time with Ocean Adventures</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
<tr>
<td>June 19 - 23</td>
<td>Ocean Explorers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Junior Engineers</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Junior Chefs</td>
<td>1:00 - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>June 27 - 29</td>
<td>Toddler Time with Space Adventures</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
<tr>
<td>June 26 - 30</td>
<td>Little Makers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Wizard School</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Kitchen Science</td>
<td>1:00 - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>July 10 - 14</td>
<td>Knights and Princesses</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Junior Paleontologist</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Backyard Biology</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>Date</td>
<td>Camp</td>
<td>Time</td>
<td>Rising Grades</td>
</tr>
<tr>
<td>---------</td>
<td>-------------------------------------------</td>
<td>-----------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>July 18 - 20</td>
<td>Toddler Time with Eric Carle</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
<tr>
<td>July 17 - 21</td>
<td>Dino Discoveries</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Kitchen Science</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Spy Academy</td>
<td>1:00 - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>July 24 - 28</td>
<td>Superhero Training Camp [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>LEGO Mania</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Science Academy</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>July 31 - Aug 4</td>
<td>DUPLOS</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Fizz, Kerplunk, Pow</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Whodunnit</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>Aug 8 - 10</td>
<td>Toddler Time with Brown Bear</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
<tr>
<td>Aug 7 - 11</td>
<td>Around the World with Animals [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Maker, Tinker, Tester</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Junior Paleontologist</td>
<td>1:00 - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>Aug 14 - 18</td>
<td>Space Adventures [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K - K</td>
</tr>
<tr>
<td></td>
<td>Astronaut Academy</td>
<td>9:00 a.m. - noon</td>
<td>1 - 2</td>
</tr>
<tr>
<td></td>
<td>Spy Academy</td>
<td>1:00 - 4:00 p.m.</td>
<td>1 - 2</td>
</tr>
<tr>
<td>Aug 22 - 24</td>
<td>Toddler Time with Animal Fun</td>
<td>10:00 - 11:00 a.m.</td>
<td>18 - 36 months</td>
</tr>
</tbody>
</table>
Camp Information

Half-day Camps run 9:00 a.m. - noon or 1:00 - 4:00 p.m.
Full-day Camps run 9:00 a.m. - 4:00 p.m.

Campers must bring their own lunches and a nut-free snack.

Campers must be potty trained by age 3.

Discovery Place Nature Campers are asked to wear comfortable “can-get-dirty” clothes and closed-toed shoes. We also recommend packing reusable water bottles along with bug spray and sunblock.

Discovery Place Science Campers may order bag lunches in advance through Curio City Kitchen at 704.334.0031.

Limited scholarships are available for Summer Camps based on financial need. Please call 704.372.6261 x359 for more information.
Registration Information

REGISTRATION DATES
• Registration for Members begins January 26
• Registration for Non-Members begins February 2

REGISTRATION PROCESS
• Register online at discoveryplace.org or by calling 800.935.0553 or 704.372.6261 x300 from 8:00 a.m. – 4:00 p.m.
• Full payment must be made at the time of registration, plus any applicable sales and use tax
• Emergency medical forms must be completed online prior to the start of Camp

LUNCH BUNCH AND EXTENDED CARE
• Lunch time supervision is offered free of charge from noon - 1:00 p.m. when booking a full-day Camp or one morning and one afternoon Camp during the same week
• Lunch Bunch Care is available for half-day Camps from noon - 1:00 p.m. for $25 per week
• Extended Care is now available from 8:00 - 9:00 a.m. and 4:00 - 5:15 p.m. for $75 per week
• Children will bring their own lunch and/or snack and participate in board games, simple crafts, watch movies or other activities as planned by the extended care team

CANCELLATION POLICY
• Cancellation notice of 3 weeks is required for a full refund. A $35 processing fee per child, per Camp, will be charged for all refunds
• Programs with low enrollment 3 weeks prior to the start date are subject to cancellation
• If cancellation occurs, the family will be notified and given the opportunity to select another Camp or receive a refund
Extended Care Now Available

All Discovery Place Museums now offer before and after care for only $75 per week.