EVER WONDER

how to make this summer the best summer ever?

When the school year ends, the summer of wonder begins.

With over 100 STEAM-based Summer Camps, campers of every age will find something that sparks their imagination. Discovery Place Science, Discovery Place Nature and Discovery Place Kids-Huntersville offer camps built around fun, educational and hands-on activities.

Summer Camp at Discovery Place helps kids make friends, expand horizons and gain confidence. Campers are encouraged to explore STEAM-related challenges as they work through solutions using teamwork and creativity. While working alongside their peers, children will explore new ideas and build a healthy foundation for the upcoming school year.

Summer Camps at Discovery Place push the boundaries of imagination for kids who love science, art, technology and everything in between. After experiencing the wonder of Summer Camp at Discovery Place, children will have a newfound love and appreciation for the adventure of learning.
Pre K (Ages 3-4)

LITTLE BUILDERS
June 1 – 5, morning
Explore the world of building and design. Young minds draw, assemble and construct towers, buildings and more, using blocks and other materials.

DIGGING FOR DINOSAURS
June 8 – 12, afternoon
Travel back to a time when dinosaurs roamed the earth. Budding paleontologists will dig for fossils and learn all about colossal creatures.

OCEAN DETECTIVES
June 1 – 5, afternoon or June 8 – 12, morning
Dive into the ocean and explore its beauty. Learn about the different layers and wildlife that inhabit the ocean.

Rising K - 1

JR. SUPERHERO
June 15 – 19 or August 17 - 21
Put on your cape and show us your inner superhero! Dive into the action as you become your alter ego while training like a superhero.

OCEAN EXPLORATIONS
June 22 - 26
Dive under the sea and meet some of our amazing sea animals that inhabit the ocean. Learn about different ocean animals, while exploring the habitat they live in.

JUNIOR BUILDERS
June 29 – July 3
Let your creativity soar and step into a world of building and design. Construct blueprints, buildings, bridges and skyscrapers.

DESTINATION EARTH
July 6 – 10 or August 10 - 14
Come explore the Earth’s layers. Campers will dig into each layer and uncover some of the secrets beneath its crust.

Rising Grades 2 - 3

GIRLS ONLY: FULL STEM AHEAD
June 15 - 19
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.

DIGGING THROUGH TIME
June 22 - 26
Learn about the history of Earth and the geologic timescale from the perspective of three different scientific disciplines: Archaeology, Paleontology, and Geology.

MASTER ARCHITECTS
June 29 – July 3
Jump into a world of building! Learn about the construction of building, bridges and skyscrapers, while building your own.

THE INCREDIBLE HUMAN BODY
July 6 - 10
We’ll be exploring the human body and all it’s incredible systems, from nervous to digestive and everything in between. Learn ways to keep fit and healthy in this celebration of all the things that make us one of the most complex species on the planet.

ANIMAL ENCOUNTERS
July 13 – 17 or August 10 - 14
Explore the natural world and the magnificent animals that live there. Learn about native and exotic animals, form their diets to their behavior and meet a few of the animals that call Discovery Place home.

Girls Only: Full STEM Ahead
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RISING GRADES 4 – 5

ARCHITECTURE MADNESS
June 15 - 19
Ever wonder how buildings are designed? Campers will get hand on experience drawing blueprints, designing and constructing towers, bridges and more.

GIRLS ONLY: FULL STEM AHEAD
June 22 - 26
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 29 - July 3
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.

STRUCTURES OF THE EARTH
July 6 - 10 or August 17 - 21
Dig deeper into the earth’s crust. Explore the different layers of the earth and see what seismic activity occurs.

TINKER, INNOVATE AND MAKE
July 13 - 17
Think outside the box for engineering, inventing and designing by participating in the maker movement. Learn how to use the tools of the trade to show off your design skills. Show off your inspirations with family and friends at our “Innovators Fair” at the end of camp.

RISING GRADES 6 – 8

SUMMER SCIENCE INSTITUTE
July 20 - 24
Join an elite group of Museum educators and enjoy exclusive access to the Museum. Dissect a frog, design a model house, build a biome, learn the physics of projectiles and much more.

ULTIMATE GAME MAKERS
July 27 - 31
Do you love games? Ever wonder what it take to build your own? Explore everything from classic board games to video games, as we design games ourselves.

POWER UP: ENGINEERING ENERGY SOLUTIONS
August 3 - 7
Can your trash power your cellphone? Can the wind power your WiFi? Explore these questions and more by investigating renewable energy sources and applications. Harness your creativity as you become an energy engineer. Design, build, and test devices that can utilize renewable energy to power the future.

BIODIVERSITY
August 10 - 14
Start your journey by exploring the biodiversity of the earth. Explore 5 different biomes and the organisms that inhabit them. Meet a few of the plants and animals along the way.

ANATOMY AND PHYSIOLOGY
July 20 - 24
Explore the fascinating anatomy of living creatures while learning about the structure and function of cells, tissues, organs and the systems of the body. What things do we all have in common? How have animals adapted to their environments? Campers will have an opportunity to perform a variety of dissections in a safe environment.

INNOVATORS OF TOMORROW
August 3 - 7
Think outside the box of engineering, inventing and designing. Get a closer look at architecture, tinkering and making, while joining the make movement.

POWER UP: ENGINEERING ENERGY SOLUTIONS
August 10 - 14
Can your trash power your cellphone? Can the wind power your WiFi? Explore these questions and more by investigating renewable energy sources and applications. Harness your creativity as you become an energy engineer! Design, build, and test devices that can utilize renewable energy to power the future.
<table>
<thead>
<tr>
<th>Date</th>
<th>Program</th>
<th>Time</th>
<th>Age</th>
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</thead>
<tbody>
<tr>
<td>June 1 - 5</td>
<td>Little Builders</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
</tr>
<tr>
<td></td>
<td>Ocean Detectives [new]</td>
<td>1:00 - 4:00 p.m.</td>
<td>Pre K</td>
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<tr>
<td>June 8 - 12</td>
<td>Ocean Detectives [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<tr>
<td></td>
<td>Digging For Dinosaurs</td>
<td>1:00 - 4:00 p.m.</td>
<td>Pre K</td>
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<tr>
<td>June 15 - 19</td>
<td>Jr. Superhero [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td></td>
<td>Girls Only: Full Stem Ahead</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td></td>
<td>Architecture Madness</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Crime Scene Investigators</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
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<td>June 22 - 26</td>
<td>Ocean Explorations</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Digging Through Time [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Science Myths</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
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<td>June 29 - July 3</td>
<td>Junior Builders</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td>Master Architects</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Wizarding World</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
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<tr>
<td>July 6 - 10</td>
<td>Destination Earth [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td></td>
<td>The Incredible Human Body</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td></td>
<td>Structures Of The Earth [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>4 - 5</td>
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<td>Animal Adaptations [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
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<tr>
<td>July 13 - 17</td>
<td>Blast Off</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td>Animal Encounters</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Tinker, Innovate And Make</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Creative Chemistry [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>6 - 8</td>
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<td>July 20 - 24</td>
<td>Incredible Me New</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td>Young Entomologists [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>2 - 3</td>
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<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Anatomy And Physiology</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>July 27 - 31</td>
<td>All About Animals</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td>Astronaut Academy</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Ultimate Game Makers</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Creative Chemistry [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>August 3 - 7</td>
<td>Incredible Me [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Summer Science Institute</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Power Up: Engineering Energy Solutions</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Innovators Of Tomorrow</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>August 10 - 14</td>
<td>Destination Earth [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Biodiversity [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>August 17 - 21</td>
<td>Jr. Superhero [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Young Entomologists [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Structures Of The Earth [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>Animal Adaptations [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>August 24 - 31</td>
<td>Destination Earth [new]</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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Pre K (ages 3 – 4)

**WONDER BUGS**
June 1 - 5 or August 21 - 28
Explore the pond and trek the Paw Paw Nature Trail to discover the small world of bugs and other creepy crawlers.

**HANDS ON HABITAT**
June 29 - July 3 or August 10 - 14
The Paw Paw Nature Trail is home to many animals. Unearth all the layers of the 100-year-old forest as you search for animal habitats and learn how to build one of your own!

**WILDLIFE RAINBOW**
June 8 - 12 or July 20 - 24
From red ladybugs to yellow butterflies, the world of nature is full of color. Investigate the Museum from field to forest and look for critters that come in an array of colors.

**FINS, FUR, AND FEATHERS**
June 15 - 19 or July 27 - 31
Flipping fish, furry mammals and feathery birds; explore different types of animals and learn about what they have in common, as well as what makes them different.

**CURIOUS ABOUT CRITTERS**
June 22 - 26 or August 3 - 7
Experience close encounters with our backyard buddies and learn more about the animals that live in and around Charlotte.

**Rising K**

**UNDERWATER WONDERS**
June 1 - 5 or July 13 - 17
Investigate the water habitats in and around Discovery Place Nature, including Little Sugar Creek and Freedom Park. Learn about animals that live in water as you hunt for tadpoles and search for fish.

**WILD BY NATURE**
June 8 - 12 or July 20 - 24
Conduct hands-on experiments, observe creepy crawlies and explore nature including flowers, flies, worms and mushrooms.

**MESS IT UP**
June 15 - 19 or July 27 - 31
Explore the great outdoors by digging in the dirt, meeting some slippery, slimy animals and having fun with magnificently muddy activities. Get ready to get messy!

**BACKYARD EXPLORERS**
June 22 - 26 or August 3 - 7
Learn new ways to identify and take care of the creatures in your backyard as you get up close with animals in and around the Museum.

**GREEN THUMB GARDENERS**
July 13 - 17
Learn why leaves are green, what a seed needs to grow and how to make a little tree a happy little tree as we get hands-on in the garden. Your little gardener will have a green thumb in no time!

**ANYL EXPLORATION**
July 6 - 10 or August 17 - 21
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 residents.

**FANTASTIC FLYERS**
August 10 - 14
What’s that flying high in the sky? It might be a bird, a bat, or even a bug! Explore the different animals that can be found flying through the skies of North Carolina, meet the aerodynamic animals that call the Museum home and even design your own forest flier!
Rising Grade 1

**JUNIOR CURATORS**
June 15 – 19 or July 20 – 24
Do you have what it takes to run a nature museum? Spend a week in an animal keeper’s shoes. Campers will become junior curators and help care for the Museum’s live collection through feedings, enrichment and hands-on activities.

**WILD WOODS ADVENTURES**
July 6 – 10 or August 3 – 7
The woods are wild and full of life. Join us as we discover native North Carolina wildlife through close encounters, nature treks and observation in the woods these animals call home.

**CREATIVE CRITTERS**
July 13 – 17 or August 17 – 21
Animals can be creative architects, capable of building complex shelters. Campers will examine natural structures, learn more about the animals that built them, and try their hand at building their very own creative habitats out of natural materials.

**SEEKING THE STARS**
August 10 – 14
From constellations to comets, investigate our solar system and beyond with hands-on activities and exploration in the Discovery Place Nature Planetarium.

**BE A MUSEUM KEEPER**
June 15 – 19 or August 3 – 7
Learn what it’s like to be a Museum keeper. Go behind the scenes and interact with Museum staff, engage in animal care and other hands-on activities.

**POLLINATOR PREP SCHOOL**
June 22 – 26 or August 10 – 14
Everyone can take part in the magic of pollination! Join us as we explore the natural world and discover how butterflies, birds and bees help put food on the table. During this fun-filled scientific journey you will become a pollinator and participate in interactive games, bug hunts, honeybee explorations and even citizen science.

**OUTDOOR ADVENTURES**
June 22 – 26 or August 21 – 28
Learn the 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.

**CSI: CRITTER SCENE INVESTIGATORS**
June 29 – July 3 or July 27 – 31
Campers will become nature sleuths and learn what it takes to track all critters, predator and prey, along the Paw Paw Nature Trail. Using scientific tools and tracking techniques we will work together to solve nature’s mysteries!

**AMATEUR ASTRONOMERS**
July 20 – 24
Become an amateur astronomer and explore the wonders of space. Investigate stars, planets, galaxies and more by participating in interactive planetarium shows, scientific experiments and outdoor observations.

**ANIMAL FAMILIES**
August 24 – 28
From birds to fish, campers will learn all about the different animal families that live in and around the Museum. Campers will participate in fun-filled activities including art projects, animal games and even taking care of the Museum’s resident animals.

Rising Grades 2 – 3

**SCIENCE OF SURVIVAL**
June 29 – July 3 or July 27 – 31
Trek along the Paw Paw Nature Trail and learn basic survival skills. Design and build your own shelter, make tools out of natural materials and build habitats to support local wildlife.

**SUPER SENSES**
July 6 – 10 or August 17 – 21
Join us for a weeklong sensory safari! From touch to taste, practice using your senses to investigate the natural world around you and discover the extraordinary animals with a sixth sense.

**QUEEN CITY CRITTERS**
July 13 – 17
Explore urban wildlife and the unique survival habits of the animals and plants that make the Queen City their home. Visit with the Museum’s animal residents through animal encounters and interactions.
## 2020 Discovery Place Nature
### Summer Camps-at-a-Glance

**June 1 - 5**  
- Wonder Bugs 9:00 a.m. - noon Pre K  
- Underwater Wonders 9:00 a.m. - noon K  

**June 8 - 12**  
- Wildlife Rainbow 9:00 a.m. - noon Pre K  
- Wild By Nature 9:00 a.m. - noon K  

**June 15 - 19**  
- Fins, Fur And Feathers 9:00 a.m. - noon Pre K  
- Mess It Up 9:00 a.m. - noon K  
- Junior Curators 9:00 a.m. - 4:00 p.m. 1  
- Be A Museum Keeper 9:00 a.m. - 4:00 p.m. 2 – 3  

**June 22 - 26**  
- Curious About Critters 9:00 a.m. - noon Pre K  
- Backyard Explorers 9:00 a.m. - noon K  
- Outdoor Adventures 9:00 a.m. - 4:00 p.m. 1  
- Pollinator Prep School [new] 9:00 a.m. - 4:00 p.m. 2 – 3  

**June 29 - July 3**  
- Hands On Habitat 9:00 a.m. - noon Pre K  
- Wings And Things 9:00 a.m. - noon K  
- CSI: Critter Scene Investigators [new] 9:00 a.m. - 4:00 p.m. 1  
- Science Of Survival 9:00 a.m. - 4:00 p.m. 2 – 3  

**July 6 - 10**  
- Junior Explorers 9:00 a.m. - noon Pre K  
- Animal Exploration 9:00 a.m. - noon K  
- Wild Woods Adventures 9:00 a.m. - 4:00 p.m. 1  
- Super Senses [new] 9:00 a.m. - 4:00 p.m. 2 – 3  

**July 13 - 17**  
- Green Thumb Gardeners [new] 9:00 a.m. - noon Pre K  
- Underwater Wonders 9:00 a.m. - noon K  
- Creative Critters [new] 9:00 a.m. - 4:00 p.m. 1  
- Queen City Critters 9:00 a.m. - 4:00 p.m. 2 – 3  

**July 20 - 24**  
- Wildlife Rainbow 9:00 a.m. - noon Pre K  
- Wild By Nature 9:00 a.m. - noon K  
- Junior Curators 9:00 a.m. - 4:00 p.m. 1  
- Amateur Astronomers 9:00 a.m. - 4:00 p.m. 2 – 3  

**July 27 - 31**  
- Fins, Fur, And Feathers 9:00 a.m. - noon Pre K  
- Mess It Up 9:00 a.m. - noon K  
- CSI: Critter Scene Investigators [new] 9:00 a.m. - 4:00 p.m. 1  
- Science Of Survival 9:00 a.m. - 4:00 p.m. 2 – 3  

**August 3 - 7**  
- Curious About Critters 9:00 a.m. - noon Pre K  
- Backyard Explorers 9:00 a.m. - noon K  
- Wild Woods Adventures 9:00 a.m. - 4:00 p.m. 1  
- Be A Museum Keeper 9:00 a.m. - 4:00 p.m. 2 – 3  

**August 10 - 14**  
- Hands On Habitat 9:00 a.m. - noon Pre K  
- Fantastic Fliers [new] 9:00 a.m. - noon K  
- Seeking The Stars 9:00 a.m. - 4:00 p.m. 1  
- Pollinator Prep School [new] 9:00 a.m. - 4:00 p.m. 2 – 3  

**August 17 - 21**  
- Junior Explorers 9:00 a.m. - noon Pre K  
- Animal Exploration 9:00 a.m. - noon K  
- Creative Critters [new] 9:00 a.m. - 4:00 p.m. 1  
- Super Senses [new] 9:00 a.m. - 4:00 p.m. 2 – 3  

**August 24 - 28**  
- Wonder Bugs 9:00 a.m. - noon Pre K  
- Wings And Things 9:00 a.m. - noon K  
- Outdoor Adventures 9:00 a.m. - 4:00 p.m. 1  
- Animal Families 9:00 a.m. - 4:00 p.m. 2 – 3
Pre K (ages 3 – 4)

**MAKE SOME NOISE**
June 1 - 5
Let's get loud! Music, cars, trains, games and more will all be explored in this noisy adventure.

**DINO DISCOVERIES**
June 1 - 5 or August 21 - 25
Travel back to prehistoric times and discover the world of dinosaurs. Little paleontologists will learn special characteristics of dinosaurs and their environments through stories, art projects, science experiments and more.

**ANIMALS AROUND THE WORLD**
June 8 - 12
Explore how animals around the world survive and thrive. Campers will take an imaginary trip to the cold Artic, the wet rainforest, the dry desert and other parts of the world as we investigate the habitats and lifestyles of various animals.

**ILLUSTRATING IMAGINATIONS**
June 8 - 12
We love stories - especially seeing all the pictures! Campers will look at amazing illustrators, like Eric Carle, as inspiration for their own artistic creations.

**UP IN THE NIGHT SKY**
June 15 - 19
Let’s explore all that is up in the night sky. From planets to comets, stars to rockets, not even the sky is our limit as we discover all things out of this world.

**LITTLE SCIENTISTS**
June 22 - 26
Ever wondered why a volcano explodes? Or why some animals only live underwater? Little scientists will be encouraged to ask questions and to explore the world around them.

**MASTERPIECE MAKERS**
June 29 - July 3
From Van Gogh to Pollock, get to know some of the world’s most famous artists. Campers will have an opportunity to experiment with a variety of techniques and materials to create their own masterpieces.

**UNDER THE SEA**
July 6 - 10
Dive into the deep sea and learn about the amazing animals that call it home and what adaptations they have developed to survive. Make coral, barnacles, sea slime and more.

**LITTLE HANDS, BIG PROJECTS**
July 13 - 17
Explore new materials, design projects and expand your creativity with STEAM (science, technology, engineering, art and math). Tinker with tools, problem solve and create items to take home.

**SUPERHERO TRAINING ACADEMY**
July 20 - 24
Calling all superheroes! Our training camp is designed to help you uncover your secret powers. Develop your superhero name and costume, learn to spot a villain and test your superpowers. Campers will have opportunities all throughout the week to save the day.

**MESS MAKERS**
July 27 - 31
Warning: this camp is not for those who like clean hands! We will spend all week investigating and experimenting with all things gooey, ooeey and ewwry. From a plethora of paint to oodles of oobleck, we will have a blast getting messy.

**EDIBLE CONCOCTIONS**
August 3 - 7
What’s more fun than creating culinary concoctions? Eating them, of course. From edible slime to Jell-O, to silly putty, we’ll use kitchen science skills to make some yummy creations.

**FAIRYTALE FANTASY**
August 10 - 14
Travel back in time and all around the globe. Stretch your imagination and become a part of your favorite fairytales. Activities and crafts will be worthy of the royal court.

**WACKY WORLD OF DR. SEUSS**
August 17 - 21
Dr. Seuss’s vivid imagination and creativity gave us some of our beloved books. We will jump right into his world and explore it from the inside out!
Rising K

START YOUR ENGINE
June 1 – 5, morning
From cars and boats to trains and planes, Campers will use STEAM (science, technology, engineering, art and math) to design and build all things that race.

NAUTICAL NONSENSE
June 8 – 12, morning
Ahoy mateys! Come aboard with us as we explore the seven seas and the deepest depths of the ocean. We will learn about the many myths and legends the sea has and participate in STEAM (science, technology, engineering, art and math) experiments.

ALL AROUND THE WORLD
June 8 – 12, afternoon
There is a whole wide world out there for us to explore. From games to cuisine and everything in between, we will trek around our world and see what we can learn.

SPACE ADVENTURES
June 15 - 19, morning
August 24 – 28, afternoon
3,2,1…. Blast off to a week of fun activities around stars, planets, comets, and more. Astronauts in training will learn about the universe through space experiments, space stories and art projects. Put on your spacesuit and travel to the stars and back.

DIY MANIA
June 15 – 19, afternoon
August 17 - 21, morning
Design a new project, use real tools and make items to take home. Campers will use STEAM (science, technology, engineering, art and math) concepts while exploring their creative side.

Half Day (9:00 am. - noon)
$160 Member/ $180 Non-Member
Combine for a full day of Camp with Lunch Bunch Care included.

STORYBOOK COOKS
June 22 – 26, morning
This camp combines two of our favorite things: books and cooking. Bring your favorite storybooks to life by creating some delicious recipes to go along with the tales.

GIRLS ONLY: STEAM ACADEMY
June 22 – 26, afternoon
If you like to ask questions, this is the Camp for you. Bring your questions, theories and hypotheses to this week of wonder. Explore a variety of science myths, conduct experiments and investigate our world with fun, hands-on projects. Who run the world; girls!

LEGO ADVENTURES
June 29 - July 3, morning
It’s time to start building. Campers will create their own blueprints, participate in LEGO challenges and work together on group projects to expand their STEM (science, technology, engineering and math) knowledge.

ART EXPLORATION
June 29 – July 3, afternoon
Explore various art forms and gain new skills in hands-on and messy art projects. Participate in printmaking, sculpture and painting, all while experimenting with a variety of different tools and techniques.

JUNIOR PALEONTOLOGISTS
July 6 - 10, morning
How big was the largest dinosaur? What’s the difference between an herbivore and a carnivore? Learn all about dinosaurs as you examine fossils, go on a dino dig and tell stories.

SCIENCE OF STORIES
July 6 – 10, afternoon
Have you ever wondered how your favorite book, movie and television characters are able to do what they do? Well, through science, of course! We will look at some examples and replicate them all week long.

SUPERHERO TRAINING ACADEMY
July 13 – 17, morning
August 24 – 28, morning
Calling all superheroes! Our training camp is designed to help you uncover your secret powers. Develop your superhero name and costume, learn to spot a villain and test your superpowers. Campers will have opportunities all throughout the week to save the day.

MINI MAKERS
July 13 – 17, afternoon
Calling all engineers. It’s time to ask a question, design a solution and test it out. Campers will be encouraged to use their creativity to topple the challenges we face in this STEAM (science, technology, engineering, art and math) based camp.

MESSY MADNESS
July 20 – 24, afternoon
Warning: this camp is not for those who like clean hands! We will spend all week investigating and experimenting with all things gooey, ooey and ewwy. From a plethora of paint to oodles of oobleck, we will have a blast getting messy!

ANIMAL PASSPORT
July 20 – 24, afternoon
Get your passports ready, it’s time to explore the world through animals. 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.

THINK LIKE A SCIENTIST
July 27 - 31, morning
Scientists study the world around us by asking questions. Join us in the “-ology” camp as we ask questions, make a hypothesis and come to conclusions.

EAT THE RAINBOW
July 27 – 31, afternoon
Combine your love of food with your love of all things colorful, as you create some scrumptious dishes using all the colors of the rainbow.

INTO THE BOOK
August 3 - 7, morning
Travel all around the world, into the past and even into the future as we stretch our imaginations and become a part of our favorite fairytales and myths.

JUNIOR CHEFS
August 3 - 7, afternoon
Play with your food in this creative cooking camp. Mix, measure, slice and dice as you learn to create appetizing snacks through hands-on experience.

FOOD SCIENTISTS
August 10 - 14, morning
Let’s play with our food (in the name of science). Everyday ingredients found in our homes will be turned into experiments of edible proportions!

MUSIC MAKERS
August 10 - 14, afternoon
Strum and drum together in the Museum’s ensemble while learning key music and math concepts and maybe getting into a little treble along the way.
Rising Grades 1 - 2

ASTRONAUT ACADEMY
June 15 - 19, morning
August 24 - 28, afternoon
This week-long training will 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!

LEGO MANIA
June 29 - July 3, morning
August 24 - 28, morning
Put your engineering skills to the test. Campers will create their own blueprints, participate in LEGO science experiments and work together on group projects to expand their STEM (science, technology, engineering, and math) knowledge.

OPERATION: DESTRUCTION
June 29 - July 3, afternoon
What goes up must come down, right? In this Camp, we will look at how things are made and then take them all apart! We will use real tools (safely of course) to pull apart all types of items to learn more about how they function.

ASTOUNDING ARCHITECTS
July 6 - 10, morning
This hands-on and immersive camp will inspire budding architects. We will use STEAM (science, technology, engineering, art and math) principles and design theory to create and build our own cities and structures.

INTO THE PAST
July 6 - 10, afternoon
Grab your tools and let’s get digging. Campers will be transported back in time to when dinosaurs roamed and explore to the present day in this archeology and paleontology camp.

ROVING ROBOTS
July 13 - 17, morning
An introduction to robots. You will be able to learn the many uses for robots, and even make your own. Campers will learn basic concepts of design, programming and coding.

KITCHEN SCIENCE
July 13 – 17, afternoon
Use everyday ingredients to create a number of concoctions. Scoop, measure, mix and pour to test scientific theories and create something yummy.

SUPERHERO TRAINING ACADEMY
July 20 - 24, morning
Calling all superheroes. Our training camp is designed to help you uncover your secret powers. Develop your superhero name and costume, learn to spot a villain and test your superpowers. Campers will have opportunities all throughout the week to save the day.

SPY ACADEMY
July 20 - 24, afternoon
It’s time to start preparing for your mission. Each day, you will be given a top-secret briefing and activities that will put your spy skills to the test.

JUNIOR ENGINEERS
July 27 - 31, morning
The best of STEAM (science, technology, engineering, art and math) is in full force in this hands-on experience. You will have the opportunity to explore creativity and make inventions.

STAR WARS SCIENCE
July 27 - 31, afternoon
The physics and technology from a galaxy far, far away will be brought to Earth for this hands-on space themed Camp. From lightsabers to the Force, we’ll explore some of our favorite things from the Star Wars universe.

CHEF ACADEMY
August 3 - 7, morning
Do you want to be the next Iron Chef? Campers will learn the importance of safety in the kitchen all while learning how to cook amazing meals. Measure, mix, simmer and stir with us this week as we delve into the basics of cooking.

FULL STEAM AHEAD
August 3 - 7, afternoon
STEAM stands for science, technology, engineering, art and math. We will look at these concepts by themselves, but also see what amazing things they can do when they are all used together.

WIZARD SCHOOL
August 10 – 14, morning
Discover the science of magic from your favorite stories. Concoct potions, participate in friendly tournaments and investigate the lives of fantastic beasts. You will learn about the history of Harry Potter character and become experts in scientific wizardry.

INCREDIBLE ANIMALS
August 10 - 14, afternoon
Humans share this world with many different types of animals. We will look at their adaptations, how they raise a family and how we can be better neighbors in this STEAM (science, technology, engineering, art and math) based camp.

THE ART OF SCIENCE
August 17 – 21, morning
Campers will fuse two amazing things together: art and science. We will use chemical reactions, trajectory planning and other scientific principles to create unique art. Campers will have the opportunity to pick their best piece and present it in their own art show.

NEW

Half Day (9:00 am. - noon)
$160 Member/ $180 Non-Member
Combine for a full day of Camp with Lunch Bunch Care included.

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<table>
<thead>
<tr>
<th>Date</th>
<th>Activity</th>
<th>Time</th>
<th>Grade(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 1 - 5</td>
<td>Make Some Noise [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Dino Discoveries</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Start Your Engine</td>
<td>9:00 a.m. - noon</td>
<td>K</td>
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<td>June 8 - 12</td>
<td>Animals Around The World</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Illustrating Imaginations [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Nautical Nonsense</td>
<td>9:00 a.m. - noon</td>
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<td>Around The World [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>June 15 - 19</td>
<td>Up In The Night Sky [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Space Adventures</td>
<td>9:00 a.m. - noon</td>
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<td>DIY Mania</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Astronaut Academy</td>
<td>9:00 a.m. - noon</td>
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<td>Maker, Tinker, Tester</td>
<td>1:00 – 4:00 p.m.</td>
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<td>June 22 - 26</td>
<td>Little Scientists [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Storybook Cooks</td>
<td>9:00 a.m. - noon</td>
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<td>Girls Only: STEAM Academy [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Sweet Science</td>
<td>9:00 a.m. - noon</td>
<td>1 – 2</td>
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<td>Girls Only: STEAM Academy [new]</td>
<td>1:00 – 4:00 p.m.</td>
<td>1 – 2</td>
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<tr>
<td>June 29 - July 3</td>
<td>Masterpiece Makers</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Lego Adventures [new]</td>
<td>9:00 a.m. - noon</td>
<td>K</td>
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<td>Art Exploration</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Lego Mania</td>
<td>9:00 a.m. - noon</td>
<td>1 – 2</td>
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<td>Operation Destruction [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>July 6 - 10</td>
<td>Under the Sea</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Junior Paleontologists</td>
<td>9:00 a.m. - noon</td>
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<td>Science of Stories [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Astounding Architects</td>
<td>9:00 a.m. - noon</td>
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<td>Into The Past [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<tr>
<td>July 13 - 17</td>
<td>Little Hands, Big Projects</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Superhero Training Academy</td>
<td>9:00 a.m. - noon</td>
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<td>Mini Makers [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Roving Robots [new]</td>
<td>9:00 a.m. - noon</td>
<td>1 – 2</td>
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<td>Kitchen Science</td>
<td>1:00 – 4:00 p.m.</td>
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<td>July 20 - 24</td>
<td>Superhero Training Academy</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Messy Madness</td>
<td>9:00 a.m. - noon</td>
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<td>Animal Passport [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Superhero Training Academy</td>
<td>9:00 a.m. - noon</td>
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<td>Spy Academy</td>
<td>1:00 – 4:00 p.m.</td>
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<td>July 27 - 31</td>
<td>Mess Makers [new]</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Think Like A Scientist [new]</td>
<td>9:00 a.m. - noon</td>
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<td>Eat the Rainbow [new]</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Junior Engineers</td>
<td>9:00 a.m. - noon</td>
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<td>Star Wars Science</td>
<td>1:00 – 4:00 p.m.</td>
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<td>August 3 - 7</td>
<td>Edible Concoctions</td>
<td>9:00 a.m. - noon</td>
<td>Pre K</td>
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<td>Into The Book [new]</td>
<td>9:00 a.m. - noon</td>
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<td>Junior Chef</td>
<td>1:00 – 4:00 p.m.</td>
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<td>Chef Academy</td>
<td>9:00 a.m. - noon</td>
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<td>Full Steam Ahead [new]</td>
<td>1:00 – 4:00 p.m.</td>
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</table>

**2020 Discovery Place Kids - Huntersville**

**Summer Camps-at-a-Glance**

**SUMMER of WONDER**

**discoveryplacekids.org | 704.372.6261 x300**
### REGISTRATION DATES
- Registration for Members begins January 23.
- Registration for General Public begins January 30.

### REGISTRATION PROCESS
- Register online or by calling 704.372.6261 x300.
- Full payment must be made at the time of registration, plus any applicable sales and use tax.
- Emergency medical forms must be completed online, no later than one week prior to the start of Camp.
- Campers must be entering the grade level that is designated for the Camp.
- All Campers must be potty trained and able to use the restroom unassisted by the start of Camp.

### LUNCH BUNCH AND EXTENDED CARE
- Lunchtime 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. (Campers must bring their own lunch.)
- Extended Care is 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
- Programs with low enrollment 3 weeks prior to the start date are subject to cancellation.
- If cancellation occurs, you will be notified and given the opportunity to select another Camp or receive a refund.

#### Refunds, Cancellations, etc.
- $35 cancellation fee for half-day Camps
- $50 cancellation fee for full-day Camps
- 100% refund (less cancellation fee) if cancelled by April 15
- 50% refund (less cancellation fee) if cancelled by May 1
- 25% refund (less cancellation fee) if cancelled by May 15
- 0% refund after May 15
- $20 transfer fee (moving Camp registration to a different week) per Camp

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| August 10 - 14 | Fairytale Fantasy | 9:00 a.m. - noon | Pre K |
| Food Scientists [new] | 9:00 a.m. - noon | K |
| Music Makers | 1:00 - 4:00 p.m. | K |
| Wizard School | 9:00 a.m. - noon | 1 - 2 |
| Incredible Animals [new] | 1:00 - 4:00 p.m. | 1 - 2 |

| August 17 - 21 | Wacky World of Dr. Suess [new] | 9:00 a.m. - noon | Pre K |
| DIY Mania [new] | 9:00 a.m. - noon | K |
| The Art of Science | 9:00 a.m. - noon | 1 - 2 |

| August 24 - 28 | Dino Discoveries | 9:00 a.m. - noon | Pre K |
| Superhero Training Academy | 9:00 a.m. - noon | K |
| Space Adventures | 1:00 - 4:00 p.m. | K |
| Lego Mania | 9:00 a.m. - noon | 1 - 2 |
| Astronaut Academy | 1:00 - 4:00 p.m. | 1 - 2 |
FOUR NEW SPECIES

ONE CHILLING EXPEDITION

ANTARCTIC DINOSAURS

PRESENTED IN CHARLOTTE BY

CHASE

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