While this Summer is bound to be different than year’s past, one thing remains certain: our commitment to fun and engaging educational experiences. Summer Camps at Discovery Place turn curious kids into happy (and safe) Campers. Transform your child’s summer break into the adventure of a lifetime and be amazed as their imaginations soar. From art to animals and cooking to chemistry, Campers will delve into fascinating subjects, learn through engaging experiences and create cherished memories. With over 100 Camps to choose from, across three convenient locations, there is something for every imagination.

**COVID-19 Safety**

With experience hosting Summer Camps, School Camps and general Museum visitation across four locations, we’ve got safety down to a science. Our team follows the latest guidance from federal, state and local public health officials and has created a set of standards and procedures designed to keep our staff and your Campers safe and happy.

Rest assured that we strictly enforce our mask policy (required for all Campers ages 2 and up), maintain social distancing, practice frequent hand washing and have modified our Summer Camp programs as necessary to put health and safety first. Families in the program are valued partners in our safety program, and we encourage you to maintain healthy practices at home.

You can find more information about our COVID-19 safety protocols in the back of this guide.
Pre K (Ages 3-4)

OCEAN DETECTIVES
June 7 – 11, morning
Dive into the ocean and explore its beauty. Learn about the different layers and wildlife that inhabit the ocean.

LITTLE BUILDERS
June 7 – 11, afternoon
Explore the world of building and design. Young minds draw, assemble and construct towers, buildings and more, using blocks and other materials.

Rising K - 1

BLAST OFF
June 14 – 18 or July 12 – 16
Start your day practicing stomp rocket launches and find out what it’s like to be in space. Learn about life as an astronaut.

OCEAN EXPLORATIONS
June 21 – 25
Dive under the sea and meet some of our amazing sea animals that inhabit the ocean. Learn about different ocean animals, while exploring the habitats they live in.

JUNIOR BUILDERS
June 28 – July 2 or August 16 – 20
Let your creativity soar and step into a world of building and design. Construct blueprints, buildings, bridges and skyscrapers.

DESTINATION EARTH
July 5 – 9 or August 9 – 13
Come explore the Earth’s layers. Campers will dig into each layer and uncover some of the secrets beneath Earth’s crust.

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 Bunch Care included.

OCEAN EXPLORATIONS
June 21 – 25
Dive under the sea and meet some of our amazing sea animals that inhabit the ocean. Learn about different ocean animals, while exploring the habitats they live in.

ALL ABOUT ANIMALS
July 26 – 30
The world is full of amazing animals and in this Camp we will study them all. Learn about native and exotic animals, from their diets to their behaviors, as you explore their world.

INCREDBLE ME
July 19 – 23 or August 2 – 6
Ever wonder how the human body works? Explore how different organ systems work together to help the everyday functions of the human body.

Pre K (Ages 3-4)

OCEAN DETECTIVES
June 7 – 11, morning
Dive into the ocean and explore its beauty. Learn about the different layers and wildlife that inhabit the ocean.

LITTLE BUILDERS
June 7 – 11, afternoon
Explore the world of building and design. Young minds draw, assemble and construct towers, buildings and more, using blocks and other materials.

Rising K - 1

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JUNIOR BUILDERS
June 28 – July 2 or August 16 – 20
Let your creativity soar and step into a world of building and design. Construct blueprints, buildings, bridges and skyscrapers.

DESTINATION EARTH
July 5 – 9 or August 9 – 13
Come explore the Earth’s layers. Campers will dig into each layer and uncover some of the secrets beneath Earth’s crust.

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 Bunch Care included.
GIRLS ONLY: FULL STEM AHEAD
June 14 – 18
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 21 – 25 or August 2 – 6
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 28 – July 2
Jump into a world of building! Learn about the construction of building, bridges and skyscrapers, while building your own.

THE INCREDIBLE HUMAN BODY
July 5 – 9
Explore the human body and all its 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 12 – 16 or August 9 – 13
Explore the natural world and the magnificent animals that live there. Learn about native and exotic animals, from their diets to their behavior and meet a few of the animals that call Discovery Place home.

YOUNG ENTOMOLOGISTS
July 19 – 23 or August 16 – 20
Put on your explorer hat and learn about a handful of arthropods that make up 90% of our world’s insects. Young entomologists will get an up-close look at some of our own arthropods.

ASTRONAUT ACADEMY
July 26 – 30
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.
Rising Grades 4 - 5

ARCHITECTURE MADNESS
June 14 – 18
Ever wonder how buildings are designed? Campers will get hands-on experience drawing blueprints, designing and constructing towers, bridges and more.

GIRLS ONLY: FULL STEM AHEAD
June 21 – 25
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 28 – July 2
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 5 – 9 or August 16 – 20
Dig deeper into Earth’s crust. Explore the different layers of the Earth and see what seismic activity occurs.

TINKER, INNOVATE AND MAKE
July 12 – 16
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.

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

BIODIVERSITY
July 19 – 23 or August 9 – 13
Start your journey by exploring the biodiversity of the Earth. Explore five different biomes and the organisms that inhabit them. Meet a few plants and animals along the way.

ULTIMATE GAME MAKERS
July 26 – 30
Do you love games? Ever wonder what it takes to build your own? Explore everything from classic board games to video games, as we design games ourselves.

POWER UP: ENGINEERING ENERGY SOLUTIONS
August 2 – 6
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.
RISING GRADES 6 – 8

INNOVATORS OF TOMORROW
June 14 – 18 or August 2 – 6
Think outside the box of engineering, inventing and designing. Get a closer look at architecture, tinkering and making, while joining the make movement.

SCIENCE MYTHS
June 21 – 25
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?

GIRLS ONLY: FULL STEM AHEAD
June 28 – July 2
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.

ANIMAL ADAPTATIONS
July 5 – 9 or August 16 – 20
Dive into a world of amazing animals. Learn about the adaptations they use to survive in their natural habitat. Get an up close look at the animals around our Museum.

CREATIVE CHEMISTRY
July 12 – 16 or August 9 – 13
Get hands on with basic chemistry. Learn about mixing solutions, acids, bases and compounds. Explore atoms and see how they bond to make reactions.

ANATOMY AND PHYSIOLOGY
July 19 – 23
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.

POWER UP: ENGINEERING ENERGY SOLUTIONS
July 26 – 30
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>
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<th>Week</th>
<th>Program</th>
<th>Time</th>
<th>Grade Range</th>
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<tbody>
<tr>
<td>June 7 – 11</td>
<td>Ocean Detectives</td>
<td>9:00 a.m. – noon</td>
<td>Pre K</td>
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<td></td>
<td>Little Builders</td>
<td>1:00 – 4:00 p.m.</td>
<td>Pre K</td>
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<td>June 14 – 18</td>
<td>Blast Off</td>
<td>9:00 a.m. – 4:00 p.m.</td>
<td>K - 1</td>
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<td>Girls Only: Full Stem Ahead</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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<td>Architecture Madness</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>
<td>6 - 8</td>
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<td>June 21 – 25</td>
<td>Ocean Explorations</td>
<td>9:00 a.m. – 4:00 p.m.</td>
<td>K - 1</td>
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<td></td>
<td>Digging Through Time</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>
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<td>June 28 – July 2</td>
<td>Junior Builders</td>
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<td>Master Architects</td>
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<td>Wizarding World</td>
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<td>Girls Only: Full Stem Ahead</td>
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<td>6 - 8</td>
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<td>July 5 – 9</td>
<td>Destination Earth</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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<td>The Incredible Human Body</td>
<td>9:00 a.m. – 4:00 p.m.</td>
<td>2 - 3</td>
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<td></td>
<td>Structures Of The Earth</td>
<td>9:00 a.m. – 4:00 p.m.</td>
<td>4 - 5</td>
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<td>Animal Adaptations</td>
<td>9:00 a.m. – 4:00 p.m.</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</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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2021 Discovery Place Science
Summer Camps-at-a-Glance
<table>
<thead>
<tr>
<th>Start Date</th>
<th>Program</th>
<th>Time</th>
<th>Grades</th>
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<tbody>
<tr>
<td>July 19 – 23</td>
<td>Incredible Me</td>
<td>9:00 a.m. - 4:00 p.m.</td>
<td>K - 1</td>
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<td>Young Entomologists</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td></td>
<td>Biodiversity</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>
<td>6 - 8</td>
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<td>July 26 – 30</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>
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<td>Power Up: Engineering Energy Solutions</td>
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<td>6 - 8</td>
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<tr>
<td>August 2 – 6</td>
<td>Incredible Me</td>
<td>9:00 a.m. - 4:00 p.m.</td>
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<td>August 16 – 20</td>
<td>Junior Builders</td>
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Pre K (ages 3 - 4)

**WILDLIFE RAINBOW**  
June 7 - 11 or July 19 - 23  
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 14 - 18 or July 26 - 30  
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 21 - 25  
Experience close encounters with our backyard buddies and learn more about the animals that live in and around Charlotte.

**HANDS ON HABITAT**  
June 28 - July 2 or August 9 - 13  
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!

**JUNIOR EXPLORERS**  
July 5 - 9 or August 16 - 20  
From chipmunk burrows to bird nests, explore nature from the ground up. Start in the soil and end high up in the trees to discover the natural world all around you.

**GREEN THUMB GARDENERS**  
July 12 - 16  
Learn why leaves are green, what a seed needs to grow and how to make a happy little tree as we get hands on in the garden. Your little gardener will have a green thumb in no time!

**WONDER BUGS**  
August 2 - 6  
Explore the pond and trek the Paw Paw Nature Trail to discover the small world of bugs and other creepy crawlers.

Rising K

**WILD BY NATURE**  
June 7 - 11 or July 19 - 23  
Conduct hands-on experiments, observe creepy crawlies and explore nature including flowers, flies, worms and mushrooms.

**MESS IT UP**  
June 14 - 18 or July 26 - 30  
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 21 – 25 or August 2 – 6
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.

WINGS AND THINGS
June 28 – July 2
Gain a better understanding of the incredible lives of native birds, mammals and reptiles as you interact with resident animals at the Museum and explore the natural world.

ANIMAL EXPLORATION
July 5 – 9 or August 16 – 20
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.

UNDERWATER WONDERS
July 12 – 16
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.

FANTASTIC FLIERS
August 9 – 13
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 design your own forest flier!
Rising Grade 1

SEEKING THE STARS
June 14 – 18
From constellations to comets, investigate our solar system and beyond with hands-on activities and exploration in the Discovery Place Nature Planetarium.

OUTDOOR ADVENTURES
June 21 – 25
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 28 – July 2 or July 26 – 30
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!

WILD WOODS ADVENTURES
July 5 – 9 or August 2 – 6
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 12 – 16 or August 16 – 20
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.

ENTOMOLOGY ADVENTURES
July 19 – 23 or August 9 – 13
Grab your bug net and get ready to explore the fascinating world of invertebrates. Build roly-poly traps, look at differences between moths and butterflies and so much more.

Rising Grades 2 – 3

BE A MUSEUM KEEPER
June 14 – 18 or August 2 – 6
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 21 – 25 or August 9 – 13
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.
SCIENCE OF SURVIVAL  
June 28 – July 2 or July 26 – 30  
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 5 – 9 or August 16 – 20  
Join us for a weeklong sensory safari! From touch to taste, practice using your senses to investigate the natural world around you and discover extraordinary animals with a sixth sense.

QUEEN CITY CRITTERS  
July 12 – 16  
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.

AMATEUR ASTRONOMERS  
July 19 – 23  
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.
## 2021 Discovery Place Nature Summer Camps-at-a-Glance

### June 7 – 11
- **Wildlife Rainbow**  
  9:00 a.m. – noon  
  Pre K
- **Wild By Nature**  
  9:00 a.m. – noon  
  K

### June 14 – 18
- **Fins, Fur And Feathers**  
  9:00 a.m. – noon  
  Pre K
- **Mess It Up**  
  9:00 a.m. – noon  
  K
- **Seeking The Stars**  
  9:00 a.m. – 4:00 p.m.  
  1
- **Be A Museum Keeper**  
  9:00 a.m. – 4:00 p.m.  
  2 – 3

### June 21 – 25
- **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**  
  9:00 a.m. – 4:00 p.m.  
  2 – 3

### June 28 – July 2
- **Hands On Habitat**  
  9:00 a.m. – noon  
  Pre K
- **Wings And Things**  
  9:00 a.m. – noon  
  K
- **CSI: Critter Scene Investigators**  
  9:00 a.m. – 4:00 p.m.  
  1
- **Science Of Survival**  
  9:00 a.m. – 4:00 p.m.  
  2 – 3

### July 5 – 9
- **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**  
  9:00 a.m. – 4:00 p.m.  
  2 – 3

### July 12 – 16
- **Green Thumb Gardeners**  
  9:00 a.m. – noon  
  Pre K
- **Underwater Wonders**  
  9:00 a.m. – noon  
  K
- **Creative Critters**  
  9:00 a.m. – 4:00 p.m.  
  1
- **Queen City Critters**  
  9:00 a.m. – 4:00 p.m.  
  2 – 3
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<th>Date</th>
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<td>Entomology Adventures</td>
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<td>Amateur Astronomers</td>
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<td>2 – 3</td>
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<td>July 26 – 30</td>
<td>Fins, Fur And Feathers</td>
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<td>Science Of Survival</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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<tr>
<td>August 2 – 6</td>
<td>Wonder Bugs</td>
<td>9:00 a.m. – noon</td>
<td>Pre K</td>
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<td></td>
<td>Backyard Explorers</td>
<td>9:00 a.m. – noon</td>
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<td>Wild Woods Adventures</td>
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<td>Be A Museum Keeper</td>
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<td>August 9 – 13</td>
<td>Hands On Habitat</td>
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<td>Pre K</td>
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<td>Fantastic Fliers</td>
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<td>August 16 – 20</td>
<td>Junior Explorers</td>
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<td>Pre K</td>
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<td>Animal Exploration</td>
<td>9:00 a.m. – noon</td>
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<td>Creative Critters</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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<td>Super Senses</td>
<td>9:00 a.m. – 4:00 p.m.</td>
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</table>
Pre K (ages 3 - 4)  

**DINO DISCOVERIES**  
**June 7 - 11 or August 16 - 20**  
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 14 - 18**  
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 investigate the habitats and lifestyles of various animals.

**UP IN THE NIGHT SKY**  
**June 21 - 25**  
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 28 - July 2**  
Ever wonder 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.

Half Day (9:00 am - noon)  
$160 Member / $180 Non-Member  
Combine for a full day of Camp with Lunch Bunch Care included.
MASTERPIECE MAKERS  
July 5 – July 9  
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 12 – 16  
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 19 – 23  
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 26 – 30  
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  
August 2 – 6  
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.

WACKY WORLD OF DR. SEUSS  
August 9 – 13  
Dr. Seuss’s vivid imagination and creativity gave us some of our most beloved books. We will jump right into his world and explore it from the inside out!

FAIRYTALE FANTASY  
August 16 – 20  
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.
Rising K

START YOUR ENGINE
June 7 - 11, 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.

LITTLE HANDS, BIG PROJECTS
June 7 - 11, afternoon
Explore new materials, design projects and expand your creativity in this STEAM (science, technology, engineering, art and math) Camp! Campers will tinker with tools, problem solve and create items to take home.

NAUTICAL NONSENSE
June 14 - 18, 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 14 - 18, 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 21 - 25, morning
July 12 - 16, 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 science experiments, space stories and art projects. Put on your spacesuit and travel to the stars and back.

DIY MANIA
June 21 - 25, afternoon
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.

STORYBOOK COOKS
June 28 – July 2, 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 28 – July 2, 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
July 5 – 9, 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
July 5 – 9, 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 12 – 16, 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.

SUPERHERO TRAINING ACADEMY
July 19 – 23, 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 19 – 23, 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 26 – 30, morning
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 26 – 30, afternoon
Get your passports ready, it’s time to explore the world through animals. Campers will take an imaginary trip to the cold Artic, 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
August 2 – 6, 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
August 2 – 6, 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 9 – 13, morning
Travel all around the world, into the past and into the future as we stretch our imaginations and become a part of our favorite fairytales and myths.

JUNIOR CHEFS
August 9 – 13, 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 experiences.

FOOD SCIENTISTS
August 16 – 20, 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!
Rising Grades 1 - 2

JUNIOR ENGINEERS
June 7 – 11, morning
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.

ART EXPLORATION
June 7 – 11, afternoon
Explore various art forms and gain new skills in 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.

WIZARD SCHOOL
June 14 – 18, 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 the Harry Potter character and become an expert in scientific wizardry.

SCIENCE IS REAL
June 14 – 18, afternoon
Ever wonder what it takes to present a Science Show? This week we will take a dive into all the science shows Discovery Place Kids has presented to guests of the Museum. Be ready to learn the behind-the-scenes of a real science show.

ASTRONAUT ACADEMY
June 21 – 25, morning
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!

MAKER, TINKER, TESTER
June 21 – 25, afternoon
Think it up and make it. From creating plans to completing a project, Campers will imagine, create and test their very own inventions.

SWEET SCIENCE
June 28 – July 2, morning
From engineering to chemistry, polish off that sweet tooth and get your creative juices flowing. Test your imagination during a fun-filled week designing and creating projects with a candy theme.

GIRLS ONLY: STEAM ACADEMY
June 28 – July 2, 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 MANIA
July 5 – July 9, 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
July 5 – July 9, 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 (safety of course) to pull apart all types of items to learn more about how they function.

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 Bunch Care included.
ASTOUNDING ARCHITECTS
July 12 – 16, 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 12 – 16, afternoon
Grab your tools and let’s get digging. Campers will be transported back in time to when dinosaurs roamed and then will explore to the present day in this archeology and paleontology Camp.

THE ART OF SCIENCE
July 19 – 23, 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.

KITCHEN SCIENCE
July 19 – 23, 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 26 – 30, 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 26 – 30, 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
August 2 – 6, 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
August 2 – 6, 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 9 – 13, 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 9 – 13, 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.

BEST OF SUMMER 2021
August 16 – 20, morning
Join us as we journey through Discovery Place Kids’ top hits of the summer. All Camps are on the table— and it’s up to the Campers to decide what we will learn about next!
## 2021 Discovery Place Kids - Huntersville

### Summer Camps-at-a-Glance

<table>
<thead>
<tr>
<th>June 7 - 11</th>
<th>Dino Discoveries</th>
<th>9:00 a.m. - noon</th>
<th>Pre K</th>
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<tbody>
<tr>
<td></td>
<td>Start your Engines</td>
<td>9:00 a.m. - noon</td>
<td>K</td>
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<td>Little Hands, Big Projects</td>
<td>1:00 - 4:00 p.m.</td>
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<td>Junior Engineers</td>
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<td>Art Exploration</td>
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<th>Animals Around the World</th>
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<td>Nautical Nonsense</td>
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<td>All Around the World</td>
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<td>Wizard School</td>
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<td>Science is Real</td>
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<tr>
<th>June 21 - 25</th>
<th>Up in the Night Sky</th>
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<td>Space Adventures</td>
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<td>DIY Mania</td>
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<td>Astro Academy</td>
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<td>Maker, Tinker, Tester</td>
<td>1:00 - 4:00 p.m.</td>
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<tr>
<th>June 28 - July 2</th>
<th>Little Scientists</th>
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<td>Storybook Cooks</td>
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<td>Girls Only: STEAM</td>
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<tr>
<th>July 5 - 9</th>
<th>Masterpiece Makers</th>
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<td>LEGO Adventures</td>
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<td>Art Exploration</td>
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<td>LEGO</td>
<td>9:00 a.m. - noon</td>
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<td>Operation: Destruction</td>
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<td>Week</td>
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<td>July 12 – 16</td>
<td>Under the Sea</td>
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<td>Jr. Paleontologists</td>
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<td>Space Adventures</td>
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<td>Astounding Architects</td>
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<td>Into the Past</td>
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<td>July 19 – 23</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>
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<td>Mini Makers</td>
<td>1:00 – 4:00 p.m.</td>
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<td>The Art of Science</td>
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<td></td>
<td>Kitchen Science</td>
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<td>July 26 – 30</td>
<td>Superhero Training</td>
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<td>Messy Madness</td>
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<td>Animal Passport</td>
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<td>Superhero Training Academy</td>
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<td>Spy Academy</td>
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<td>August 2 – 6</td>
<td>Mess Makers</td>
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<td>Think Like a Scientist</td>
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<td>Eat the Rainbow</td>
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<td>Star Wars Science</td>
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<td>August 9 – 13</td>
<td>Wacky World of Dr. Seuss</td>
<td>9:00 a.m. – noon</td>
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<td>Into the Book</td>
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<td>Jr. Chefs</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</td>
<td>1:00 – 4:00 p.m.</td>
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<tr>
<td>August 16 – 20</td>
<td>Fairytale Fantasy</td>
<td>9:00 a.m. – noon</td>
<td>Pre K</td>
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<td>Food Scientists</td>
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<td>Best of Summer 2021</td>
<td>9:00 a.m. – noon</td>
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</table>
REGISTRATION DATES

• Registration for Members begins January 27.
• Registration for General Public begins February 3.

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

• Extended Care and Lunch Bunch options will be offered provided that health conditions at the time are suitable. You may register for these programs now and will be notified in May if we are not able to provide them.
• 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 and Cancellations**

• Camp registration may be cancelled up to 4 weeks prior to the start of Camp for a full refund, less cancellation fee ($50 for full-day Camps, $35 for half-day Camps).
• Camps cancelled less than 4 weeks prior to the start of Camp will not be refunded.
• Camp registrations may be moved from week to week and will be charged $20 per transfer, with 2-week notice (subject to availability).
• Missed days cannot be applied to future dates.
We have modified our Summer Camp programs to address the health and safety of Campers and staff. These updated programs allow for students to engage in high-energy learning experiences in science, technology and nature while maintaining a safe environment for everyone.

**LIMITED CAMP SIZE**
Our Camps will operate at reduced capacities to allow for proper social distancing.

**MASKS OR CLOTH FACE COVERINGS ARE REQUIRED**
Campers age 2 and older are required to wear a face mask or cloth face covering that covers the nose and mouth while at Camp. No exceptions, medical or otherwise. Staff members will also be wearing masks.

**HEALTH SCREENINGS**
All Campers will participate in a contactless temperature scan and health screen prior to each Camp day.

**SOCIAL DISTANCING**
Each Camp will have its own dedicated space and contact with those outside of Camp will be minimized.

**HAND WASHING AND HAND SANITIZERS**
Each Camp room includes a hand-washing station and Campers are required to wash their hands throughout the day.

**RIGOROUS CLEANING**
Several new cleaning protocols have been put into place at our Museums to limit the spread of germs.

For more information, you can find our detailed Summer Safety Plan online: bit.ly/CampSafetyPlan
Protocols may be subject to change in response to public health guidelines.

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**Extended Care Available**

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

*Extended Care will be offered provided that health conditions at the time are suitable.*
EVER WONDER
IF A COMPUTER
IS SMARTER
THAN YOU?

On Exhibition
January 16 – August 22
We bring science, nature and design together to create transformative experiences that enable our community to understand, enjoy and apply science to their lives.