



Mad Science of Minnesota Schoolhouse Chess of Minnesota



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2015 SCHOOL AGE SUMMER CAMPS

Dates, times, length of camp (4 days or 5 days), and pricing vary by location.

Visit <https://register.madscience.org/mn/camp-register.aspx> for details and availability in your area.

Please contact mail@madsciencemn.org if you would like to see a Mad Science camp near you.

GEOLOGY ROCKS - Ages 6 to 12



Become a Mad Science Geologist as we explore Earth and its hidden treasures. Discover the wonders of rocks, fossils, dinosaurs, minerals and geological phenomena like earthquakes, mountains and volcanoes. Start your own rock & mineral collection, grow a crystal, build a sedimentary stacker and prepare a fossil to take home.

CRAZY CHEMWORKS - Ages 6 to 12

Try your hand with some super solutions and explore the chemistry of everyday life. The Mad Science camp is bubbling over with classic experiments and crazy concoctions with spectacular hands-on activities. The camp includes real chemistry tools, stunning demonstrations and your own set of lab ware to take home.



EUREKA! The Inventor's Camp - Ages 6 to 12

Are you a budding inventor? If so, join Mad Science as we learn about famous inventors such as Leonardo da Vinci, Thomas Edison, Rube Goldberg, Archimedes and Ben Franklin and the contributions they made to science. Use your knowledge and creativity to overcome a series of challenges using basic materials, simple machines, tips from famous inventors and the most important of all - your mind. While Thomas Edison said "invention is 10% inspiration and 90% perspiration, this camp is 100% FUN!



FLIGHT ACADEMY - Ages 6 to 12

Calling all pilots! As a Mad Science flight cadet in training, you will discover how airplanes fly. Test your airplane's performance in a wind tunnel. Build your own kite, stunt plane and model rocket. Ride the air on a Hovercraft. Discover how hot air balloons, blimps and parachutes work.

FORENSIC LAB - Ages 8 to 12

Use forensic science to help solve some Mad Science mysteries. Learn about cells as you extract the DNA from wheat germ and make a model cell. Collect evidence with your own Inspektikit. Reconstruct a mystery scene and the face of the suspect with your Whodunit take home kit. Examine footprints; use your own Fingerprint Finder to identify fingerprints left at the scene.



JR. SCIENTIST - Ages 5 to 7

Have you ever wanted to be a chemist, geologist, biologist, illusionist, or paleontologist? These are just some of the Mad Science scientists you will become while learning about bugs, sea life, fossils, minerals, optical illusions, magic and what makes slime slimy and putty sticky. Enjoy hands-on fun and experiments as you explore a different theme each day.

JR. ROBOTICS ENGINEER - Ages 6 to 8

Discover the world of robots inspired by science fiction writers like Isaac Asimov and Karl Capek. Build a robot to take home. Learn about robot programming with Mad Science's Baby Steps and Sandwich programming. Program a **LEGO Mindstorms® RCX Robot** to navigate through an obstacle course.



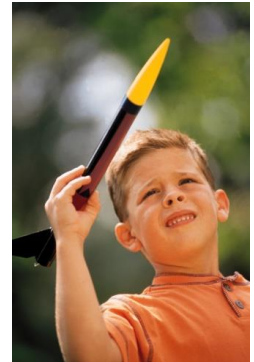
SR. ROBOTICS ENGINEER - Ages 9 to 13

Build an OWI Robotic Arm Edge to take home. Explore the mechanical and electrical engineering that makes robots possible. Build circuits, experiment with gears and explore sensors that robots use to see and hear to guide their actions. Learn the fundamentals of programming robots with Mad Science's Sandwich programming. **LEGO Mindstorms® NXT Robots** are available for both building and programming.



ROCKET BLAST OFF - Ages 7 to 12

3-2-1 Blast Off! This action packed week focuses solely on rockets and rocket flight. Learn about model rocket design, building, aerodynamics, propulsion, launching, safety, recovery, and repair. Take part in daily launches. Take home your own rockets and an abundance of model rocket knowledge. This Mad Science camp is a blast for girls & boys.



SCIENCE KALEIDOSCOPE - Ages 6 to 12

Have fun with Mad Science as you learn about chemistry, Egyptology and engineering. Help build a giant geodesic dome, build a model pyramid, and write with hieroglyphs. Mix different chemicals to create sidewalk chalk, chromatography T-shirt, tootsie rolls, and ice cream.



SECRET AGENT - Ages 7 to 12

Can you outwit the Mad Science Spy? James Bond's gadgets weren't all science fiction. Discover the science behind some real spy technology as you listen to distant voices and sounds. Learn about different secret codes, their use in clandestine communications and a little of the history behind them. Experiment passing your messages using a spy technique called a "dead drop". Build an alarm system, a secret safe and attempt to defeat several security systems.

SCHOOLHOUSE CHESS - Ages 6 to 12

Chess is fun, Schoolhouse Chess camp is super fun as it brings the game of chess to life using creative personalities. You will be captivated by our imaginative characters and learn chess with ease. Play a game with our gigantic chess set - the biggest you have ever seen! The camp covers all the rules, strategies and tactics and is appropriate for beginners through intermediate players.

