



# REGISTER FOR SUMMER CAMP

[mn.madscience.org](http://mn.madscience.org)



## GEOLOGY ROCKS - Ages 6 to 12

Discover the wonders of rocks, fossils, dinosaurs, minerals and geological phenomena like earthquakes, mountains and volcanoes. Start your own rock and mineral collection, grow a crystal, build a sedimentary stacker and **prepare a fossil to take home.**

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

Learn about famous inventors such as **Leonardo da Vinci and Archimedes**. Use your **knowledge and creativity to overcome challenges** using basic materials and tips from famous inventors and **the most important of all – your mind.**



## FLIGHT ACADEMY - Ages 6 to 12

Calling all pilots! 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.**

## FORENSIC LAB - Ages 8 to 12

Use forensic science to help solve mysteries. Learn about cells as you

**extract the DNA** from wheat germ. Collect evidence with your own Inspectikit. **Reconstruct the face of the suspect** with your Whodunit take home kit. Use your own Fingerprint Finder to **identify fingerprints** left at the scene.

## JR. SCIENTIST - Ages 5 to 7

Become a paleontologist, geologist, biologist, illusionist, and chemist while learning about **dinosaur fossils, minerals, bugs, sea life, optical illusions, magic,** and what makes **slime slimy and putty sticky.**

## NASA: Academy of Space Explorers - Ages 6 to 12

Go on a quest of galactic exploration! Learn the challenges of space travel and living in space. **Build a model rocket and participate in a rocket launch.**



## ROCKET BLAST OFF - Ages 7 to 12

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!**

## JR. ROBOTICS ENGINEER - Ages 6 to 8

Build an **OWI EM4Robot** to take home. Learn about robot programming with Mad Science's Baby Steps and Sandwich programming. Program a **Lego Mindstorms® NXT Robot** to navigate through an obstacle course.

## SR. ROBOTICS ENGINEER - Ages 9 to 13

Build the **OWI All Terrain 3-in-1 Robot** to take home. 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. **Lego Mindstorms® NXT Robots** are available for both building and programming.

## SECRET AGENT - Ages 7 to 12

Discover the science behind some **real spy technology**. Learn about different secret codes, their use in **clandestine communications** and a little of the history behind them. Experiment passing your messages using a **"dead drop"** and more!



**Sign up for eNews alerts at [mn.madscience.org](http://mn.madscience.org)**

## SCHOOLHOUSE CHESS - Ages 6 to 12



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! **Appropriate for beginners through intermediate players.**

Search for camps near you at...

[mn.madscience.org](http://mn.madscience.org)