GEOLGY 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!

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