

Look for the icon to see the latest camp offerings for your age group.

Register Online at RoperMountain.org

Members only online registration begins Tuesday, March 11 at 7:00am. No walk-in registration on Tuesday, March 11.

Public registration opens online Thursday, March 13 at 8:00am.





Summer 2025

Activity-based camps that mix learning and fun!

RoperMountain.org





Summer Adventure May 28 - July 26, 2025

Explore our buildings and exhibits including our featured traveling exhibit "Wild Kratts: Creature Power!"



This guide lists all the different hands-on camps offered in Roper Mountain labs, habitats and classrooms. Camps are arranged by the grade your student will complete at the end of this school year. Each camp is filled with exciting activities and materials, many of which campers can take home to extend their experience.

Camp Staff: Instructional staff are professional educators or experts in their field.

Daily Snack: A snack and reusable water bottle are provided for all camps. While we make every effort to avoid allergens, snacks are not guaranteed to be allergen free. You are welcome to send alternate snacks with your child.

Camp Size: Camps are limited to 16 students or less.

Fees: See camp descriptions.

Full Day Camps: Campers will be provided with lunch and drink at no charge, but may choose to bring their own lunch each day. Dress in layers to be comfortable in cool indoor and hot outdoor temperatures, as students will likely spend time outside (weather permitting). Please wear footwear appropriate for outdoor activity (no flip-flops or backless sandals).

Early Drop Off & Extended Lunch Stay: page 8

Medication Policy: Staff cannot administer medication to students. The only exception to this rule is in the event of an allergy emergency. Students with allergies must keep their medication and written treatment instructions with them at all times

Behavior Expectations: Campers are required to participate in all camp activities, use appropriate language and show respect for teachers, staff, other campers and the facility. Bullying and violence will not be tolerated. Students who do not exhibit proper behavior will have parents contacted and may be dismissed from camp if behavior is not improved.

In This Guide

Use the information below to find all of the camps available for your child's completed grade level.

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Events at Roper Mountain

Pi Day Party March 11

Join us for an evening of fun, hands-on STEM demonstrations, drinks, hors d'oeuvres, and pie (of course!) at our annual Pi Day Party, hosted by the Roper Mountain Science Center Association. *Adults Only*

Friday Starry Nights Year Round on Friday Nights

Planetarium showtimes include:

- Feature Presentation
 Live Sky Talk
- Spacepark 360 Virtual Rollercoaster
- Observatory viewing available (weather permitting).

Summer Adventure May 28 - July 26

- Get up close to hundreds of butterflies in our Butterfly Encounter
- Encounter traveling exhibit "Wild Kratts: Creature Power!"
- Pet a stingray in our Marine Lab Discover our Living History Farm
- Visit the new Outdoor Dinosaur Trails And so much more...

Laser Shows in the Planetarium Summer, Halloween and Holiday Seasons

Completed Grades K4 or K5

Science Explorers

Campers will become scientists discovering many of the wonders around them. They will ask questions and hopefully answer a few, too. They will collect evidence, complete science experiments, gather information, and use their reasoning to learn about the wonderful world of science.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: K4 or K5
Instructor: Jasmin Poor
Location: Symmes Hall Lab 8

Fee: \$165

Session: 2
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: K4 or K5
Instructor: Jasmin Poor
Location: Symmes Hall Lab 8

Fee: \$165

The World Around Us

We'll journey through our walking trails, meet the animals that call the mountain home, take a look through a telescope, and use technology to view RMSC from the sky. Campers will get an in-depth look at how observation can tell them a lot about the world around them. Each day will focus on one of the five senses as we learn to be good observers and use all of our senses.

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: K4 or K5
Instructor: Jasmin Poor
Location: Symmes Hall Lab 4

Fee: \$165

Session: 2
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: K4 or K5
Instructor: Jasmin Poor
Location: Symmes Hall Lab 4

Fee: \$165

K4-K5 campers must be starting K5 or Grade 1 this fall

Activate Creature Powers

What are "creature powers?" All of the special skills and cool characteristics of animals!

Join us while we search for animals at Roper Mountain and discover their unique abilities.

We will craft some of their cool characteristics for ourselves and use our imagination to

activate creature powers!

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: K4 or K5 Instructor: Erin EuDaly Location: Symmes Hall Lab 7

Fee: \$165

Session: 2

Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: K4 or K5
Instructor: Erin EuDaly
Location: Symmes Hall Lab 7

Fee: \$165



Fairy Tales



We will read some classic fairy tales together, and then we will explore the wooded trails, tree houses, gardens, bridge and farm where we will re-enact our fairy tale of the day. Campers will create projects and puppet shows, sing songs and play games centered around our daily theme. Stories will include Jack and the Beanstalk, Little Red Riding Hood, The Three Little Pigs, The Billy Goats Gruff and more!

Session: 1

Date: July 21 - 25 **Time:** 9:00am - 12noon **Completed Grade:** K4 or K5 **Instructor:** Leslie Baxley **Location:** Symmes Hall Lab 8

Fee: \$165



Mermaids and Monsters

From Mermaids to the Loch Ness Monster, campers will have fun looking for clues that these mythical creatures may exist in the world around us. Students will be encouraged to use their imagination while participating in fun crafts and activities like making seashell necklaces, ocean sensory jars, sea monster slime, and more!

Session: 1

Date: July 28 - August 1 **Time:** 9:00am - 12noon **Completed Grade:** K4 or K5 **Instructor:** Ashley Zalabak

Location: Harrison Hall Discovery D

New!

Completed Grades K5 or 1

Seussapalooza

Oh, the places we'll go!! Come on a fantastic adventure of science fun taken from the pages of Dr. Seuss favorites. There will be stories to read and fun STEM science too. We'll take a microscopic search for Who-ville and Whos, hike to the pond for fun with a turtle named Yertle and make crazy fish. We'll make Truffula Tree Treats and explore Hop on Pop Popcorn Science. Dr. Seuss is on the loose at Roper Mountain, so join us! "We'll have lots of good fun that is funny!"

Session: 1
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Madison Mann
Location: Astronomy Classroom

Fee: \$165

Storytime Science

Each day we will read a picture or story book featuring a scientific idea and then we will explore it through hands-on crafts, experiments, activities and our own storytelling. We'll visit all of the places that make Roper Mountain special, like the dino trail, marine lab and planetarium as we stretch our imaginations from the earth to the sky!

Session: 1
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Lydia Burgess
Location: Symmes Hall Lab 7

Fee: \$165

Jurassic Giants

We'll go back in time exploring pre-history as we create our own dinosaurs in a habitat we construct and learn about the lives and extinction of these Jurassic giants. Students will make a dino terrarium that we'll watch grow all week and have fun with daily crafts. At the end of the week, campers become dinosaurs in a play they will perform!

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon

Completed Grade: K5 or 1 Instructor: Susan Shaw

Location: Wilkins Conference Center

Fee: \$165

Mini Makers

Using our creative mind and hands-on exploration method, we will have fun creating works of art. Who's ready to play with watercolor and paint, get your hands messy as we build a hanging sculpture and even make our own upcycled animal art? Students will keep a sketch book of their work which they will take home with them at the end of the week along with all their handmade masterpieces.

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Kristin LaRoy
Location: Symmes Hall Lab 4

Fee: \$165

Farm Animals & Garden Fun!

Let's be farmers for a week! Each day we'll visit the barn to feed, care for, and learn about our special farm animals. We'll have fun gardening in our huge vegetable and fruit garden, sit on the hay to hear funny farm stories and run in the pasture to play silly farm games! There'll be cool critter crafts to create and plants to pot up and take home. Put your boots on and come on down to the farm!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Lisa Dye

Location: Living History Farm

Fee: \$165

Session: 2
Date: June 16 - 20
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Dana Lackey
Location: Living History Farm

Fee: \$165

Session: 3

Date: July 28 - August 1
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Trisha Bryant
Location: Living History Farm

Fee: \$165

Circus Science

Come one, come all to the Under the Big Top Science Circus! We'll have fun juggling, balancing, doing magic, and even walking on a tightrope. We'll experiment with popcorn, make cotton candy play dough, ice cream clowns and much more! Step right up and dream big at the Science Circus!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Erin EuDaly
Location: Symmes Hall Lab 7

Fee: \$165

Session: 2
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Erin EuDaly
Location: Symmes Hall Lab 7

Fee: \$165

Creepy Crawly Critters

Worms, spiders, caterpillars and ladybugs, oh my! We will follow the Eric Carle series The Very Hungry Caterpillar, The Grouchy Ladybug, The Quiet Cricket and The Very Busy Spider as we explore their favorite hiding spots around Roper Mountain, including visits to our interactive Butterfly Adventure. These garden friends will be our inspiration as we create crafts, paintings, drawing and sculptures. Get your magnifying glasses ready for some

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Leslie Baxley

great observations!

Location: Harrison Hall Discovery C

Fee: \$165

Session: 2
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: K5 or 1
Instructor: Leslie Baxley

Location: Harrison Hall Discovery C



Completed Grades 1 or 2

Snow Much Fun

Summer fun has never been so chilly! Join us for a week filled with frozen fun. We'll make instasnow, marshmallow snowmen, frozen slime and so much more! The cold won't bother you when you're having Snow Much Fun!

Session: 1

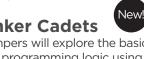
Date: June 16 - 20 **Time:** 9:00am - 12noon Completed Grade: K5 or 1 **Instructor:** Lydia Burgess Location: Symmes Hall Lab 4

Fee: \$165

Session: 2 **Date:** June 23 - 27 Time: 9:00am - 12noon Completed Grade: K5 or 1 **Instructor:** Lydia Burgess Location: Symmes Hall Lab 4

Fee: \$165

Tinker Cadets



Campers will explore the basics of coding and programming logic using fun, ageappropriate tools. They'll unleash their creativity through engaging design challenges that encourage critical thinking and problem-solving. With opportunities to collaborate, experiment, and refine their ideas, campers will build confidence in tackling challenges with hands-on exploration and teamwork while learning how to turn imaginative concepts into reality.

Session: 1 **Date:** July 21 - 25 **Time:** 9:00am - 12noon Completed Grade: K5 or 1 **Instructor:** Joe Blizzard Location: Symmes Hall Lab 3

Fee: \$165

Session: 2

Date: July 28 - August 1 **Time:** 9:00am - 12noon Completed Grade: K5 or 1 **Instructor:** Joe Blizzard Location: Symmes Hall Lab 3

Fee: \$165

Kitchen Chemistry

Using common items from the kitchen, we'll examine and create fun and interesting mixtures and solutions. We'll make our own play dough, make super bubbles and more as we explore how we can find science in our very own homes!

Session: 1

Date: July 14 - 18 Time: 9:00am - 12noon Completed Grade: 1 or 2 **Instructor:** Kyle Rollins Location: Universe Classroom

Fee: \$165

Pop, Bang, Sputter FULL DAY

Campers soak up science as they spend all day experimenting with topics such as surface tension, matter, heat and color. They will be amazed as they create rainbows, silly putty, CO2 poppers, volcanoes, oceans in a bottle and way 'cool' demonstrations. Students will love using their science senses to see how 'egg-citing' exploring science can be!

Session: 1

Date: June 23 - 27 **Time:** 9:00am - 4:00pm Completed Grade: 1 or 2 Instructor: Caitlyn Brubaker Location: Symmes Hall Lab 8

Fee: \$350



Away We Grow

Budding botanists will love learning about flowers and plants in our Rainforest, Butterfly Garden, Herb Garden and plant labs. We'll learn about all kinds of flowery friends from near and far, and make fun projects to take home.

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 1 or 2 **Instructor:** Kyle Rollins **Location:** Universe Classroom

Fee: \$165

Solar System Explorers

Our explorers will have an exciting week learning all about our solar system, constellations, and galaxies beyond our own as they make stars, moon craters, space shuttles, and rockets. We will study the space station and our upcoming mission to Mars. Students will take all they have learned to make their own costumes and write their own lines for an "all-star" solar system play that they will perform!

Session: 1 **Date:** July 14 - 18 **Time:** 9:00am - 12noon Completed Grade: 1 or 2 **Instructor:** Susan Shaw

Location: Wilkins Conference Center

Fee: \$165

Young Engineers Academy

Get ready to design and create a variety of structures, flying machines, robots, and more! In this fun-filled week, students will learn how to turn simple materials into the amazing ideas of their imaginations. They will test their designs and have the chance to change their designs for re-tests. Learning the engineering process has never been so much fun!

Session: 1 **Date:** July 21 - 25 **Time:** 9:00am - 12noon Completed Grade: 1 or 2 **Instructor:** Susan Shaw

Location: Wilkins Conference Center



Little House on the Farm I

What was life like for Laura Ingalls, Ma, Pa, and the rest of her family in the 1870's? We will bring these classic books to life as we play schoolyard games, make butter, and practice baking. Campers will enjoy making their own potpourri, wood cabins, rope and clothes pin dolls, as well as panning for gold. We will help with cabin, barn and garden chores, including picking garden vegetables and fruit.

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Lisa Dye

Location: Living History Farm

Fee: \$165

Science Sleuths

Join us for a week of discovery as we explore all the different parts of Roper Mountain. We will examine the past as we learn about science in the 1800s, the present as we design and build our own roller coasters, and the future of science with the exploration of space! Throughout our week we will complete hands-on investigation activities as we become Science Sleuths!

Session: 1

Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Amy St. John
Location: Universe Classroom

Fee: \$165

Silly Slime

Silly Slime! Gooey Gak! Flubber! Kids will explore and enjoy mixing simple ingredients to make different recipes, while learning the science behind the slimy wonder. We will make all kinds of slime, including magnetic, glow in the dark, color-changing and more!

Session: 1

Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Jennifer Brown
Location: Astronomy Classroom

Fee: \$165

More! Creature Powers

Delve deeper into the world of creature powers as we explore the unique abilities of animals. Roam the grounds, uncover their secrets, and craft your own creature powers through imaginative activities. From the agility of a squirrel to the wings of a butterfly, channel these traits into hands-on creations. Join us for another chapter of creativity, curiosity, and magic of the animal kingdom!

Session: 1 **Date:** July 7 - 11 **Time:** 9:00am -

Time: 9:00am - 12noon Completed Grade: 1 or 2 Instructor: Erin EuDaly Location: Symmes Hall Lab 7

Fee: \$165

Session: 2
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Erin EuDaly
Location: Symmes Hall Lab 7

Fee: \$165

Animal Habitats FULL DAY



From rainforest to butterfly garden, and from pond to woodland – each day will bring new adventures as students explore a different habitat theme. We will enjoy engaging story times, creative craft projects, guided outdoor hikes and live animal interactions. Investigation destinations include the marine lab, nature trails and gardens as well as a field trip to the wetland habitats at Conestee Nature Park.

Session: 1

Date: July 28 - Aug 1 **Time:** 9:00am - 4:00pm **Completed Grade:** 1 or 2 **Instructor:** Sherry Williams

Location: Harrison Hall Ecology Lab

Fee: \$360

Field trips are subject to availability of venue and may be cancelled or changed due to weather or other extenuating circumstances.

Animal Detectives

Each student will be paired with an "Animal of the Week" from our collection of live animals (such as turtles, salamanders, snakes, frogs, and mammals) as they learn about animal habits and care. As Animal Detectives, campers will also search for animal clues in our forest and pond through discovery hikes, outdoor hunts and do take-home projects as well.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Tim Taylor

Location: Harrison Hall Discovery A

Fee: \$165

Session: 2
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Tim Taylor

Location: Harrison Hall Discovery A

Fee: \$165

Session: 3

Date: July 28 - Aug 1
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Meg McKnight

Location: Harrison Hall Discovery A



Completed Grades 2 or 3

Ahoy Matey!

Join the crew on the high seas and have some incredible adventures along the way! We'll learn all about the pirate life as we swab the deck, build a catapult, learn about shipwrecks, walk the plank, meet alligators and sharks and more! X marks the spot for a thrilling pirate adventure!

Session: 1
Date: June 16 - 20
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Delaney Fleming
Location: Symmes Hall Lab 8

Fee: \$165

Dino Detectives

Can scientists bring dinosaurs and other prehistoric animals back to life using DNA? We'll explore the mysteries that surround these extinct animals as we examine real fossils, explore and catalog our dinosaur trail, meet living fossils, and study microscopic dinosaurs. We'll investigate a future where creatures like the woolly mammoth might live again!

Session: 1
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: John Hurley

Location: Harrison Hall Discovery C

Fee: \$165

Session: 2

Date: July 28 - August 1 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: John Hurley

Location: Harrison Hall Discovery C

Fee: \$165



Magic Tree House Adventure FULL DAY

We'll go on magical journeys to faraway lands and ages past: Ancient Greece, medieval times, Japan and to the Moon. Explore the Amazon Jungle, Ancient Rome and more through crafts, games, discovery, and imagination. We will travel to the planetarium, rainforest, marine lab, farm, Wildwood, and, of course, our tree house!

Session: 1

Date: July 21 - 25 Time: 9:00am - 4:00pm Completed Grade: 2 or 3 Instructor: Lisa Dve

Location: Living History Farm

Fee: \$350



Tiny Worlds: Exploring EcoSystems

Learn all about self-sustaining ecosystems and make some, too! We'll collect lake water and examine it to see what creatures are living in our ecosystems. We will make an aquatic ecosystem (with a live creature!) you can take home, a bug hotel, and different kinds of terrariums. Learn what living things need to survive and make a terrarium tiny enough to wear as a necklace!

Session: 1

Date: June 9 - 13 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: Ashley Zalabak

Location: Harrison Hall Discovery D

Fee: \$165



Little House on the Farm II

Campers will try their hand at the chores, crafts, and way of life that Laura Ingalls and her family experienced. We'll go herb picking, make our own ink and write with quill pens, clean laundry with a washboard, and cook over an open hearth like Laura did. Campers will make spices, make a corn husk doll, attend an old-fashioned school lesson, and dance to music Pa played on his fiddle. We'll plow in the garden and try our hand at spinning yarn.

Little House I camp is not required.

Session: 1
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Lisa Dye

Location: Living History Farm

Fee: \$165

Padawan Academy

Are you strong with the Force? Star Wars and sci-fi fans are invited to begin their own Hero's Journey. Explore the world of Star Wars as you take on the role of Padawan and create and learn with other trainees. May the Force be with us as we learn the ways of the Jedi and have fun at the same time!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Joe Blizzard
Location: Symmes Hall Lab 3

Completed Grades 2 or 3

MiniBot University

Roll into the world of robotics with Sphero! Campers will use a Sphero Mini rolling robot to explore the world of robots and programming. Each day will bring a new challenge designed to help campers get to know their robots and how to use them. At the end of the week, campers will take their robot home with them. Android or Apple device is needed to use the Sphero Mini at home.

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: Eric Basso

Location: Wilkins Conference Center

Fee: \$235

Session: 2

Date: June 23 - 27 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: Maggie Connelly

Location: Wilkins Conference Center

Fee: \$235

Books & Builds

Books and science go hand in hand! In this creative camp, we will read a selection of children's literature and then perform science experiments, activities and crafts centered on the theme. Literature selections include *There's A Hair in My Dirt, Bartholomew and the Oobleck, Bugs are Insects* and more!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Kyle Rollins
Location: Universe Classroom

Fee: \$165

Session: 2
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Kyle Rollins

Location: Universe Classroom

Fee: \$165

Nature Art

We'll explore the outdoors and learn about all things nature as we inspire our creative senses. We'll create beautiful art using natural materials, clay, watercolors and ink. An alligator may even stop by to help us paint! Don't miss out on this naturally crafty experience!

Session: 1 **Date:** July 7 - 11

Time: 9:00am - 12noon **Completed Grade:** 2 or 3 **Instructor:** Meg McKnight

Location: Harrison Hall Discovery D

Fee: \$165

Killer Plants & Animals

Be careful... Killer Plants and Animals are everywhere, even here at Roper Mountain! Join us for a look into the mysterious world of organisms that can't survive without eating live prey. Campers will create arts and crafts and take home their own carnivorous plant. We'll explore carnivores in a week of killer fun!

Session: 1
Date: July 7 - 11

Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Kyle Rollins
Location: Universe Classroom

Fee: \$165

Looking for LEGO® Robotics?

See Pages 15-16

Members Receive a 10% Discount! %



Support Roper Mountain and enjoy benefits by becoming a member!

Benefits Include:

- Unlimited admission for the household to public programs including Friday Starry Nights, Summer Adventure, and Afternoon Explorations
- Discount ticket prices for special events
- Special member communications
- Access to Summer Camp early registration & discount
- Admission benefits at more than 300 different science centers and museums through the ASTC (Association of Science-Technology Centers) Passport Program

Visit RoperMountain.org to join today!

Completed Grades 3 or 4

Sketch, Carve, and Create

Using relief printmaking methods, we will develop our art work from sketch, carve our own relief block and bring our masterpiece to life through paper and fabric printing. We will discover new terminology and relief printing methods as we experiment and add to our sketch book. Each student will create foam and carved rubber blocks. We will finish our week having fun printing on fabric!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Kristin LaRoy
Location: Symmes Hall Lab 4

Fee: \$165

Looking for LEGO® Robotics? See Pages 15-16

Junior Naturalist FULL DAY

In this nature camp, students will conduct investigations through explorations and discoveries in the woods and in the waters of Roper Mountain and at Paris Mountain State Park. Junior naturalists will develop skills necessary to appreciate the outdoors and learn to read clues from nature. Inside the lab, students will practice nature ID skills and make collections as they learn about nature. Plans include two field trips to Paris Mountain State Park.

Session: 1

Date: June 23 - 27 Time: 9:00am - 4:00pm Completed Grade: 3 or 4 Instructor: Tim Taylor

Location: Harrison Hall Discovery D

Fee: \$375

Field trips are subject to availability of venue and may be cancelled or changed due to weather or other extenuating circumstances.

Bloxels

Video Game Design

Bring your imagination, creativeness, and love for video games by joining our design team. Utilizing the Bloxels design kit and app, you will learn how to create and play your video game. You create and design the characters, the levels, and the actions all from your imagination which is transferred into a real game.

Session: 1

Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Matt Taylor
Location: Symmes Hall Lab 5

Fee: \$165

Session: 2

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 3 or 4 Instructor: Matt Taylor Location: Symmes Hall Lab 5

Fee: \$165



But Why?

We all know the sky is blue... but why? We know that static electricity will give us a shock ... but why? In this camp for critical thinkers, we'll investigate some common mysteries in detail using experiments, creativity and persistence to uncover the answers behind some seemingly simple questions. At the end of the week, we'll say "THAT'S why!"

Session: 1

Date: July 21 - 25 Time: 9:00am - 12noon Completed Grade: 3 or 4 Instructor: Eric Basso Location: Symmes Hall Lab 6

Fee: \$165

You've Been Slimed

Slime is cool! Slime is science! Kids will explore polymers and non-Newtonian fluids by following basic 3-4 ingredient recipes to create thermochromatic, magnetic, glow in the dark slime, and many more slime types!

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Jennifer Brown
Location: Astronomy Classroom

Fee: \$165



Science Sampler

Take a little taste of everything we have to offer! From Rocks and Minerals, Ooey Gooey Science, Science in the Kitchen, From the Ocean to the Shore and more, Science Samplers will explore different areas of Roper Mountain and the science that goes along with them with fun hands-on activities and crafts.

Session: 1

New!

Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Kyle Rollins
Location: Universe Classroom

Fee: \$165

Session: 2

Date: July 28 - August 1
Time: 9:00am -12noon
Completed Grade: 3 or 4
Instructor: Kyle Rollins
Location: Universe Classroom

Completed Grades 3 or 4

Olympian Adventure

Inspired by Rick Riordan's Percy Jackson Series. Learn about all things Greek through arts and crafts, games and more. Hone your battlefield skills by making your own sword and shield and playing team capture the flag. We'll also explore the arts of archery and fencing. We don't need an oracle to tell us that this will be a week filled with fun! **Session:** 1

Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlin Drummond
Location: Harrison Hall Discovery D

Fee: \$165

Junior Web Design

FULL DAY

There's no better way to present a school project than with a well-designed webpage! Campers will learn how to design a webpage utilizing HTML and CSS foundational coding language. In addition to basic coding concepts, students will learn skills like organizing text and data on a web page, inserting images, using different fonts and colors, creating borders, and more! Get ready to impress your teachers as you "show what you know" in the form of an awesome webpage!

Session: 1
Date: July 7 - 11
Time: 9:00am -

Time: 9:00am - 4:00pm Completed Grade: 3 or 4 Instructor: Todd Childers Location: Symmes Hall Lab 1

Fee: \$350

Young Scientist FULL DAY

Discover the fast-paced world of motion using marble rollercoasters, balloon hovercrafts, paper airplanes, gears, wheels and axles. Students will learn about friction, gravity and Newton's, Bernoulli's and Archimedes' laws as they have fun designing, building and experimenting with each of their creations to meet our daily challenges. Our young scientists will take home activities and materials to share.

Session: 1
Date: July 14 - 18
Time: 9:00am - 4:00pm
Completed Grade: 3 or 4
Instructor: Delaney Fleming
Location: Symmes Hall Lab 8

Fee: \$350

Hollywood Makers

You Set the Scene as Movie Prop Master Do you love the magic of movies? Now you can be part of the process that brings it to the screen! Hollywood Makers will explore a variety of movie genres through prop building, design challenges and science to make it all come alive. You will make it happen as you live out your movie dreams!

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Joe Blizzard
Location: Symmes Hall Lab 3
Fee: \$165

Session: 2
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Joe Blizzard
Location: Symmes Hall Lab 3

Fee: \$165

Junior Rocketry

We'll construct straw rockets, launch bottle rockets, and build and launch our own Alpha III rocket! Learn all about beginning concepts in rocketry, Newton's laws of motion, basic flight principles and more during this fun-filled camp especially designed for Junior Rocketeers.

Session: 1 Date: June 23 - 27

Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Delaney Fleming
Location: Astronomy Classroom

Fee: \$195

Looking for LEGO® Robotics?

See Pages 15-16

Early Drop-off

- For campers attending half or full day camps that begin at 9:00am.
- Campers will meet at Symmes Hall of Science (top of the mountain) beginning at 7:30am. This will not be structured time.
- Early drop-off campers must arrive by 8:30am (Arrivals after 8:30am should report directly to their camp location.)
- Pre-registration is required by the Wednesday before the start of your camp week and payment must be received prior to the start of your camp week.
- Cost is \$60 per week, no member discount.
- No refunds for cancellations received later than 7 days before camp start.

Extended Lunch Stay

- Supervised lunch stay (12noon to 1:00pm) for your morning camp.
- Lunch is provided. Daily menu choices are: cheeseburger, chicken sandwich or grilled cheese with sides (varying daily) and white or chocolate milk. Campers are welcome to bring their own lunch if they prefer.
- No structured activities will be provided.
- Participants in full-day camps should not sign up for Extended Lunch Stay.
- Pre-registration is required by the Wednesday before the start of your camp week and payment must be received prior to the start of your camp week.
- Cost is \$60 per week, no member discount.
- No refunds for cancellations received later than 7 days before camp start.

Completed Grades 4 or 5

Pioneer Apprentice

Did you ever wonder what life was like for a pioneer 200 years ago? We'll explore farm life and skills from the 1800's, including learning about leatherwork, candle dipping, herb gardening and hearth cooking.

Campers will care for our barn animals, including our cows, pig and chickens. We'll have a great time making and playing with historic toys and games. Hand-cranked ice cream will be a sweet ending to our fun week on the farm!

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Dana Lackey
Location: Living History Farm

Fee: \$165

Spy Academy

Dive into the secret world of spies when you spend a thrilling week at Spy Academy! Our operatives-in-training will create spy gadgets, heighten their observation skills, conduct covert operations, use cryptic codes and ciphers as they learn what it takes to be successful spies. Your mission is ready if you choose to accept it!

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: John Schmid
Location: Shelter 10

Fee: \$165



Marine Adventures

Calling all future marine biologists! In this hands on experience, we will get to dissect a squid, handle live animals in our marine lab touch tanks, and make glow-in-the-dark deep sea monster slime while exploring what life is like in the deep ocean.

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 4 or 5 Instructor: Joe Blizzard

Location: Harrison Hall Discovery D

Fee: \$165



Harry Potter FULL DAY

Inspired by JK Rowling's Harry Potter book series, Muggles are welcome to participate in this enchanting camp. After being sorted into Gryffindor, Slytherin, Ravenclaw or Hufflepuff, you'll enter the magical world of real science. Brew amazing concoctions in Potions class. Make your own broom and compete in a Quidditch tournament. Uncover the mysteries of amazing plants in Herbology. Explore the stars in Astronomy. Discover Fantastic Beasts. Choose a wand to suit your botanical style. At the end of the week, you will earn your O.W.L. certificate by competing in a quiz contest. The winning team will be awarded the House Cup! Join us for a magical week.

Session: 1

Date: July 28 - Aug 1 Time: 9:00am - 4:00pm Completed Grade: 4 or 5 Instructor: Multiple Location: Multiple

Fee: \$350

Junior Master FULL DAY Gardener



Attend both weeks of camp and be certified as a Junior Master Gardener.

Learn to use plants to make sun tea and cookies. Design and create a terrarium ecosystem. Learn the importance of worms and make a worm farm. Eat fresh veggies right out of the garden. Craft and create a song about plants. Explore the world of bee conservation. Gain knowledge through hands-on activities from guest speakers

with expertise in horticulture.

Session '

We'll spend a day visiting a local farm to learn about the business of growing vegetables. Investigate earthworms, prepare your own treats with products from the garden and experiment with plant propagation and much more.

Date: June 16 - 20 **Time:** 9:00am - 4:00pm **Completed Grade:** 4 or 5

Instructor: Greater Greenville Master

Gardeners

Location: Shelter 10

Fee: \$265

Session 2

We'll take a fun field trip to learn about new ways to garden. Create Kokedama, make a gourd birdhouse and go on an insect scavenger hunt with tools you make and more!

Date: June 23 - 27 **Time:** 9:00am - 4:00pm **Completed Grade:** 4 or 5

Instructor: Greater Greenville Master

Gardeners

Location: Shelter 10

Fee: \$265

Field trips are subject to availability of venue and may be cancelled or changed due to weather or other extenuating circumstances.







Astro Apprentice

We'll travel to all the corners of the universe as we explore how big space actually is, identify and learn about constellations, become mission specialists for NASA's Artemis mission to the moon and so much more. There will be lots of hands-on activities and time spent in the T.C. Hooper Planetarium and Daniel Observatory. Join us for an out of this world experience!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Maggie Connelly

Location: Wilkins Conference Center

Fee: \$165



Rock Hounds

Spend the week sniffing out rocks and tracking down minerals as we learn about all the ways that geology rocks! Campers will learn how to identify rock specimens, learn about the different stages of rocks, discover their own gemstones, and even get to make their own rock collection! So if geology is your thing, then let's rock and roll!

Session: 1

Date: June 23 - 27 Time: 9:00am - 12noon Completed Grade: 4 or 5 Instructor: John Schmid

Location: Harrison Hall Discovery C

Fee: \$165

Wilderness Explorations

Learn the expertise, knowledge and attitude you'll need for wilderness survival and land navigation in this specialized course. We'll learn fire craft, solar stills, shelter building, knot tying, survival food, navigation at night, first-aid, plant identification and other fundamental skills through hands-on activities. Bring your sense of adventure!

Session: 1

Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Glenn Sparkman

Location: Shelter 10

Fee: \$165

Session: 2 Date: July 21 - 25 Time: 9:00am - 12noon Completed Grade: 4 or 5 Instructor: Glenn Sparkman

Location: Shelter 10

Fee: \$165

Mysteries On the Mountain



Campers will break out their detective skills to solve puzzles, follow clues and uncover hidden secrets as we investigate mysteries around Roper Mountain. Using creativity and collaboration, we will learn what questions to ask and how to ask them, and then apply our critical thinking to crack the case!

Session: 1 **Date:** July 7 - 11

Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Delaney Fleming

Location: Harrison Hall Discovery C

Fee: \$165

Looking for LEGO® Robotics?
See Pages 15-16



Roper Mountain exists because of a unique partnership of public ownership, corporate sponsorship, private support, and volunteers. During the school year, 400-600 students visit Roper Mountain every day for immersive "learning labs."

Public programs at the Center include Friday Starry Nights, Afternoon Explorations and Summer Adventure. Visit RoperMountain.orgfor more program information and to buy tickets.

Our Vision

To be a pinnacle of innovative learning, an engine for community engagement, and a national leader in science education.

Our Mission

To ignite the natural curiosity of all learners to explore and shape their world.

Our Beliefs

- Science is for everyone.
- Science is exploring, investigating, and innovating.
- The exploration of our past, present, and future strengthens insight and provides new perspectives.
- We are stewards of natural, cultural, and historical resources.
- Positive learning experiences promote the development of an informed society.
- Hands-on experiences with real world connections make learning challenging and fun.
- All students deserve opportunities to actively participate in our programs.
- An engaged community of partners and volunteers fosters innovative learning experiences.
- Education, business, and community collaborations make us stronger and more effective.
- Continuous improvement is vital to our success.

Completed Grades 5, 6 or 7

Project Discovery

Like to experiment? Want to make stuff stronger, lighter, better? In this STEAM-focused camp, you will combine engineering, chemistry, physics and much more to explore materials in the world around you. You'll use common materials to create a golden penny, concoct polymers, grow crystals, engineer a battery from fruit, and have a contest to make the strongest cement.

Session: 1 Date: July 7 - 11

Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Maggie Connelly Location: Symmes Hall Lab 8

Fee: \$165

Session: 2

Date: July 28 - August 1 Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Eric Basso Location: Symmes Hall Lab 4

Fee: \$165



Art Entrepreneurs

We'll explore how art can merge with science, language, math and more to use creativity to solve practical problems. Practice forensic drawing to capture an image of a suspect, design and print your own personal logo, practice perspective as you design a dream room, illustrate a story using ink and watercolors and more. Unleash your imagination and learn how you can become an art entrepreneur!

Session: 1
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Bronwyn White
Location: Astronomy Classroom

Fee: \$165

Master Web Builders FULL DAY

Learn not just how to design websites, but to become a master web builder! We will accelerate through the basics to interactive web page creation. You will learn the basics of Javascript so that you can utilize this powerful coding language to create websites that not only display information, but also allow interaction between the user and the site itself.

Session: 1

Date: July 21 - 25 **Time:** 9:00am - 4:00pm **Completed Grade:** 5, 6 or 7 **Instructor:** Todd Childers **Location:** Symmes Hall Lab 5

Fee: \$350

Early American Farm Life

Travel back in time to the 1800's Living History Farm where we will cook over the hearth fire, tend the vegetable garden, feed the farm animals, and perform other daily chores. Explore the world of fibers, including weaving and indigo dyeing. Have fun playing games of the time period. Campers will create useful items with natural materials, and get to take them home. We'll end our week with old fashioned ice cream we make ourselves!

Date: June 23 - 27 Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Dana Lackey Location: Living History Farm

Fee: \$165

Session: 1

Members Receive a 10% Discount!

Looking for LEGO® Robotics?

See Pages 15-16

3D Designers: Future World



Welcome to Future World! Do you dream of building a city that meets all the needs of its people? Working individually and collaboratively as partners and teams, campers will become our Urban Planning Team as we use TinkerCAD to prototype our ideas and then create them using our 3D printing technology. Using your guidance, we'll provide architecture, hovercars, communication systems and more to our City of Tomorrow!

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Chris Beyerle Location: Symmes Hall Lab 6

Fee: \$165

Session: 2
Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Ken Morrill
Location: Symmes Hall Lab 6

Fee: \$165

Session: 3 **Date:** July 7 - 11 **Time:** 9:00am -

Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Ken Morrill

Location: Symmes Hall Lab 6

Fee: \$165

Session: 4
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Chris Beyerle
Location: Symmes Hall Lab 6



Completed Grades 5, 6 or 7

Upstate Ecology FULL DAY

Deepen your love for nature by learning about many of the amazing plants and animals that call the Upstate their home. We'll explore the ecology of Roper Mountain through hikes, investigations and by getting up close and personal with reptiles, amphibians and many exciting invertebrates. We'll take field trips to Lake Conestee for a guided bird walk and to Table Rock State Park for an in-depth stream study. At the end of the week, we'll create our own "Treasures from Nature" display inspired by all that we have learned!

Session: 1 **Date:** June 2 - 6

Time: 9:00am - 4:00pm Completed Grade: 5, 6 or 7 **Instructor:** Meg McKnight

Location: Harrison Hall Discovery D

Fee: \$375

Field trips are subject to availability of venue and may be cancelled or changed due to weather or other extenuating circumstances.

Digital Movie Making FULL DAY

Learn how to be a movie director and technician as you create a live action film in this fun-filled movie production camp. You'll learn how to use computer movie-editing software along with video still images to create professional-looking movies to share with family or friends or even make eyepopping documentaries for school projects!

Session: 1 **Date:** June 2 - 6

Time: 9:00am - 4:00pm Completed Grade: 5, 6 or 7 Instructor: Ken Morrill

Location: Symmes Hall Lab 6

Fee: \$350

Rocketry

Ever wanted to tell people you are a Rocket Engineer? Here is your chance! In this camp we will learn the basics of rocket physics as we construct and decorate three beginner level model rockets. Model building requires patience for fine detail work and sharp cutting tools will be used. With permission, students will bring their rockets home during the week to decorate before returning them for our launch. The launch event will be held at a nearby park on Friday (Weather permitting) and family members of students are welcome

to attend. Session: 1

Date: June 2 - 6

Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Jenn Romatelli **Location:** Astronomy Classroom

Fee: \$215

Girls: Science Matters!

Hey girls, do you think science is cool? This is the camp for you! Join us as we delve into different areas of science and become engineers, astronauts, programmers, chemists, and biologists. Along the way we will create our own LEGO stop-motion animations, visit the planetarium, break out of a forensics escape room, and so much more. Join us to find out why

Session: 1

Date: June 9 - 13 **Time:** 9:00am - 12noon Completed Grade: 5, 6, or 7 **Instructor:** Maggie Connelly

Location: Wilkins Conference Center

ReDesign: ReCraft and ReUse

Utilizing all stages of the Creative Design Process, students will repurpose everyday and throwaway objects like bottle caps, cardboard, duct tape and discarded vinyl records and books into functional and decorative works of art! Using a variety of art and craft techniques including painting, sculpture, origami and collage, the ordinary will become extraordinary.

Session: 1

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 Instructor: Bronwyn White Location: Astronomy Classroom

Fee: \$165

Theme Park Designer

Theme Park Designer is all about bringing the excitement of theme parks to life! Campers will work in teams to design and build their own theme park models, complete with attractions, an interactive physical and digital map, and a recorded tour. They will learn how to use electronic components like Arduinos, LEDs, and sounds to bring their creations to life. Along the way, they will learn valuable skills like teamwork, problem-solving, and creativity. By the end of camp, teams will have a fully functional theme park model!

Session: 1 **Date:** June 9 - 13 Time: 9:00am - 12noon Completed Grade: 5, 6 or 7 **Instructor:** Ken Morrill Location: Symmes Hall Lab 6

Fee: \$165

science matters!







Completed Grades 5, 6 or 7

Rockets + Rovers (3 Week Camp - Monday through Thursday)

In collaboration with the Aldrin Family Foundation, this new special edition of Rockets and Rovers provides campers opportunities to engineer and launch their own rockets, code a model rover to explore what life would be like living on Mars, and launch real satellite hardware on a high-altitude balloon. This three week camp is perfect for students of all levels - no prior experience required!

During the Rockets unit, students engineer, build and launch water rockets. Student teams will engage in the engineering design process, learn safe launch procedures that model real rocket launch mission control, and collect and analyze launch data. Each rocket build culminates with a challenge competition.

During the Rovers unit, students build, code, and operate a model spacecraft rover. Student teams will learn how to build and operate a LEGO $^{\circ}$ Education Spike $^{\mathsf{TM}}$ Prime robot through a series of challenges that models how space experts explore our solar system. Each rover build follows a storyline from future Mars missions using Aldrin Family Foundation's signature Giant Mars Map $^{\mathsf{TM}}$. On the map, various exploration sites are marked as targets for teams to conduct their missions.

In this special edition camp, students will have the opportunity to launch real satellite hardware on a high-altitude balloon. During the satellite unit, students will learn how to safely use engineering hand tools, electronically configure a mechanical robot, and prepare a mini satellite payload to launch on a high-altitude balloon. Content covered during this multi-week camp includes coding, space science, the engineering design process, problem solving, kinesthetic skills, teamwork and communication skills.

Session: 1

Date: June 9 - 26 (M-Th)
Time: 9:00am - 4:00pm
Completed Grade: 5, 6 or 7
Instructor: Multiple

Location: Symmes Hall Lab 3

Fee: \$795









Support Roper Mountain and enjoy benefits by becoming a member!

Benefits Include:

- Unlimited admission for the household to public programs including Friday Starry Nights, Summer Adventure, and Afternoon Explorations
- Discount ticket prices for special events
- Special member communications
- Access to Summer Camp early registration & discount
- Admission benefits at more than 300 different science centers and museums through the ASTC (Association of Science-Technology Centers) Passport Program







VEX IQ

Campers will test their creativity using VEX IQ Robotics to design, build, and program real-world devices to compete in fun challenges. In teams, we will learn to create robotic devices that will accomplish tasks in interesting "hands-free" ways such as picking up and stacking materials. No prior experience necessary! Get ready for doing robotics that is hands-on, engaging

Session: 1
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: Ages 12 - 15
Instructor: Chris Beyerle
Location: Symmes Hall Lab 4

Fee: \$165

Herpetology Heroes

Welcome reptile and amphibian lovers! We will spend each day deep diving into a different group of animals within the field of herpetology. Campers will learn about our scaly and slimy friends as we spend time outside looking for native species in our different habitats around the mountain, explore the importance of reptile and amphibian conservation, and of course get plenty of hands on learning experience with some of our favorite reptile friends!

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: Ages 12 - 15 Instructor: John Schmid

Location: Harrison Hall Discovery C

Fee: \$165

Session: 1

Looking for LEGO® Robotics? See Pages 15-16

Take Control

Program Microcontrollers to Make Everyday Objects Interactive

From timers to thermostats to toys and toothbrushes, microcontrollers are what we use to make everyday objects interactive. Campers will use real microcontrollers to build and customize increasingly complex devices with a mix of hardware design and coding. Starting with simple breadboard circuits, we'll learn to develop our own electronic instruments, motorized devices and more! Campers will take home their Arduino kit at the end of the camp with everything they need to keep creating.

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon

Completed Grade: Ages 12 - 15

Instructor: Eric Basso **Location:** Symmes Hall Lab 1

Fee: \$270

Siege Science

Embark on a thrilling adventure at our "Siege Science Spectacle" where campers become medieval engineers! Design and construct your very own trebuchets, catapults, and ballistas as you join forces to launch water balloon sieges, attempting to breach the formidable walls of a neighboring city. Immerse yourself in the world of ancient warfare, conquer physics challenges, and experience the ultimate water warfare showdown in this epic, hands-on summer camp!

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: Ages 12 - 15

Instructor: John Hurley

Location: Harrison Hall Discovery C

Fee: \$165

Virtual Innovation

Become a creator on the virtual frontier! This course teaches campers how to use web-based coding languages to develop websites, applications, and Virtual Reality worlds. By the end of the week, our innovators will be able to use coding and digital design skills to develop immersive and interactive software products that bring their most creative ideas into reality.

Session: 1

Date: June 23 - 27

Time: 9:00am - 12noon Completed Grade: Ages 12 - 15 Instructor: Towns Lenihan Location: Symmes Hall Lab 1

Fee: \$165





Summer Volunteer Opportunities

We are seeking enthusiastic, committed student volunteers to help with camps this summer! Volunteers may be assigned to specific camps, early drop off, extended lunch stay and/or general camp assistance as needed.

Volunteers must:

- Be at least 14 years old as of June 1, 2024
- Be at least 2 grades higher than the highest grade level for any camp to which they are assigned
- Commit to the entire duration of the camp to which they are assigned (not longer than 1 week)
- Follow all safety protocols



Which LEGO® Robotics camp is right for your student?

The chart below is a handy reference guide to all the robotics camps we offer. Campers may only register for age appropriate camps; no age exceptions will be made. "Grade" refers to the school grade your student will complete this year and/or the age corresponding to that year.

	No Experience Required	Experience Preferred	WeDo 1.0 Platform	WeDo 2.0 Platform	Scratch Based Programming	EV3 Platform	Focus on Building	Focus on Programming	Advanced Programming
Beginner Robotics Grades 1, 2	•		•				•	•	
LEGO Design Engineer Grades 2, 3	•			•			•	•	
Inventing with LEGO Spike Prime Grades 3, 4	•				•		•	•	
Robot Academy Grades 4, 5	•				•	•		•	
Mission to Mars Grades 5, 6, 7	•				•	•		•	•
Robot Innovation Grades 5, 6, 7	•					•	•	•	
Sumo Bot Grades 5, 6, 7		•			•	•	•	•	•

Beginner Robotics

Time for an early introduction to robotics! Using the LEGO® WeDo robotics kits and software, campers will build several different robots including an alligator, an airplane, a toy spinner and more! Using motors and sensors, campers will build and program robots to complete actions and behaviors. Drag and drop software provides an easy-to-use programming environment suitable for beginners.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Kim Roberts
Location: Symmes Hall Lab 2

Fee: \$165

Session: 2

Date: June 16 - 20 Time: 9:00am - 12noon Completed Grade: 1 or 2 Instructor: Kim Roberts Location: Symmes Hall Lab 2

Fee: \$165

Session: 3
Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Coby Dixon
Location: Symmes Hall Lab 2

Fee: \$165

Session: 4
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Coby Dixon
Location: Symmes Hall Lab 2

Fee: \$165

Session: 5

Date: July 28 - August 1
Time: 9:00am - 12noon
Completed Grade: 1 or 2
Instructor: Kathie Fox
Location: Symmes Hall Lab 2



LEGO® Robotics

LEGO Design Engineer

Using the LEGO® Wedo 2.0 kits and software, campers will build creative robots with the opportunity to design their own modifications to the robot and programming. LEGO® Design Engineers will use their robots to enter real-world scenarios. Build a rescue helicopter and race cars! This camp builds on our Beginner Robotics program and is recommended for students who are interested in creative challenges in programming and basic building.

Date: June 9 - 13 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: Kathie Fox Location: Symmes Hall Lab 2

Fee: \$165

Session: 1

Session: 2
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 2

Fee: \$165

Session: 3
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Kathie Fox
Location: Symmes Hall Lab 2

Fee: \$165

Robot Academy

Campers will be introduced to the LEGO® EV3 robotics technology, as you build and program a robot to accomplish missions in FLL challenges. Concepts taught include basic moving, turning, and introduction to the EV3 sensors. This is an introductory robotics camp designed for beginners utilizing LEGO's Scratch based programing.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Eric Basso
Location: Symmes Hall Lab 5

Fee: \$165

Inventing with LEGO Spike Prime

Using the LEGO® Spike Prime kits, you'll design and build robots to meet challenging scenarios. Learn how to control motors and use sensors; once you master the basics, we'll move to more advanced design challenges! Can you design and build a handheld grabber tool? A bot without wheels? A safe that unlocks based on your code? We'll learn and apply physical science and math principles along the way.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Coby Dixon
Location: Symmes Hall Lab 1

Fee: \$165

Session: 2
Date: June 16 - 20
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165

Session: 3
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165

Session: 4
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165

Session: 5

Date: July 28 - August 1 Time: 9:00am - 12noon Completed Grade: 3 or 4 Instructor: Coby Dixon Location: Symmes Hall Lab 1

Fee: \$165

Robot Innovation

In our growing world, we all use technology daily. However, there are still some tasks that we do manually. During this camp we will explore the world of automation and robotics to see how we can create Lego robots to assist in our everyday lives. Using LEGO® EV3s and the engineering design process, campers will plan, build, and market their innovative robots.

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5

Fee: \$165

education

Mission to Mars

Learn to design and build robotic rovers that traverse "terrain" and sample the red planet's ecosystem. We will map the different Mars rover landings and use real world challenges. Utilizing LEGO® EV3s, students are challenged to use design thinking to solve unexpected challenges they encounter on their mission. Join us as we study the red planet.

Session: 1
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5

Fee: \$165

Sumo Bot

Robots Sumo Style! Using LEGO® EV3s, campers will design, build, and program their "bot" using the touch, light and/or ultra-sonic sensors then challenge another robot in a "Sumo Style" wrestling match (no destruction please!). Throughout the week, campers will re-design their bots and the week will culminate with a Sumo bot tournament.

Session: 1
Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5



LEGO Design Engineer

Using the LEGO® Wedo 2.0 kits and software, campers will build creative robots with the opportunity to design their own modifications to the robot and programming. LEGO® Design Engineers will use their robots to enter real-world scenarios. Build a rescue helicopter and race cars! This camp builds on our Beginner Robotics program and is recommended for students who are interested in creative challenges in programming and basic building.

Session: 1
Date: June 9 - 13
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Kathie Fox
Location: Symmes Hall Lab 2

Fee: \$165

Session: 2
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 2 or 3
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 2

Fee: \$165

Session: 3 Date: July 14 - 18 Time: 9:00am - 12noon Completed Grade: 2 or 3 Instructor: Kathie Fox Location: Symmes Hall Lab 2

Fee: \$165

Inventing with LEGO Spike Prime

Using the LEGO® Spike Prime kits, you'll design and build robots to meet challenging scenarios. Learn how to control motors and use sensors; once you master the basics, we'll move to more advanced design challenges! Can you design and build a handheld grabber tool? A bot without wheels? A safe that unlocks based on your code? We'll learn and apply physical science and math principles along the way.

Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Coby Dixon
Location: Symmes Hall Lab 1

Fee: \$165

Session: 4
Date: July 21 - 25
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165

Session: 2
Date: June 16 - 20
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165 **Session:** 5

Date: July 28 - August 1 Time: 9:00am - 12noon Completed Grade: 3 or 4 Instructor: Coby Dixon Location: Symmes Hall Lab 1

Fee: \$165

Session: 3
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 3 or 4
Instructor: Caitlyn Brubaker
Location: Symmes Hall Lab 1

Fee: \$165



Robot Academy

Campers will be introduced to the LEGO® EV3 robotics technology, as you build and program a robot to accomplish missions in FLL challenges. Concepts taught include basic moving, turning, and introduction to the EV3 sensors. This is an introductory robotics camp designed for beginners utilizing LEGO's Scratch based programing.

Session: 1
Date: June 2 - 6
Time: 9:00am - 12noon
Completed Grade: 4 or 5
Instructor: Eric Basso
Location: Symmes Hall Lab 5

Fee: \$165

Robot Innovation

In our growing world, we all use technology daily. However, there are still some tasks that we do manually. During this camp we will explore the world of automation and robotics to see how we can create Lego robots to assist in our everyday lives. Using LEGO® EV3s and the engineering design process, campers will plan, build, and market their innovative robots.

Session: 1
Date: July 7 - 11
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5

Fee: \$165

Mission to Mars

Learn to design and build robotic rovers that traverse "terrain" and sample the red planet's ecosystem. We will map the different Mars rover landings and use real world challenges. Utilizing LEGO® EV3s, students are challenged to use design thinking to solve unexpected challenges they encounter on their mission. Join us as we study the red planet.

Session: 1
Date: July 14 - 18
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5

Fee: \$165



Sumo Bot

Robots Sumo Style! Using LEGO® EV3s, campers will design, build, and program their "bot" using the touch, light and/or ultra-sonic sensors then challenge another robot in a "Sumo Style" wrestling match (no destruction please!). Throughout the week, campers will re-design their bots and the week will culminate with a Sumo bot tournament.

Session: 1
Date: June 23 - 27
Time: 9:00am - 12noon
Completed Grade: 5, 6 or 7
Instructor: Matt Taylor
Location: Symmes Hall Lab 5



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