

S.T.E.A.M. Camp: Design, Build, Create

STEM meets Art in our exciting S.T.E.A.M. Camp. Do you love to build, design and fix things? Science, Technology, Engineering, Art, and Math are all explored in this new camp! Put on your engineer's hat for this exciting week, where we will assemble and work with a variety of simple machines, structures and more! Become a true Mad Scientist as you learn about chemical reactions, and a young astronaut while exploring the mysteries of the solar system. **(Ages 6 – 8)**

These are only a sample of some of the activities that we will be doing each day. The topics will not necessarily follow this order. However, each of these topics will be included at some point in the camp.

Mad Messages - Decipher the world around you as you learn different ways to send mad messages. Use Morse code to send secret transmissions to your friends and to interpret secret messages from them. Discover the mystery of the Mad Science Message Wheel!



Machine Mania - Investigate the world of simple machines as you learn that machines are helpful for work or play! Assemble and control pulleys, levers, catapults and mega-pinchers! Use the machines you create to move loads and shoot ping-pong balls! Operating your simple machines will make work seem like play.

Crazy Chemistry - Chemistry is part of your everyday life, but what is Chemistry? Explore this great topic and use chemistry to make your own sidewalk chalk and a chocolate candy roll. Create a crystal garden out of common household items and use chromatography to make a camp T-shirt.

Shutterbugs! Explore the use of light to utilize more than one form of photography. Go inside a camera obscura to help you understand how a camera works. Get artistic with a diazo chamber and create a print to take home.

Space Day - Blast off with science! Test soil for "Martian" life. Get a taste for space and eat like the astronauts when you make your own space snack. Learn how to throw water around and stay dry at the same time. Take a walk through the Solar System, catch food in a zero gravity game, and model the Hero steam engine to see how spinning can generate power for a space ship.