

Passport to Summer Camp Discovery

Summer 2010 Day Camp Program
Discovery Science Place



WEEK 1 (JUNE 7-11)

Diggin' Dinos – become a paleontologist for the week and learn about dinosaurs. Enjoy the DSP dig pit. Age 4-6

The Science of Harry Potter (½ day AM) – Attention all Hogwarts students! Join us for the summer term as we explore potions, spells and charms from all your favorite Harry Potter adventures. Age 9-12

Flight! (½ day AM) How does a hot air balloon work? The basic principles of flight, which include many elementary physics concepts, can be easily observed in familiar aircraft from kites to airplanes. Start with basics and end with launching your own rocket! Age 9-12

Simple machines – build cars and other fun inventions while learning about simple machines using Ubersticks and found objects. Age 7-9

Can You Dig It - Discover the sciences of archaeology and paleontology. Learn fascinating facts about your favorite dinos. Learn about ancient civilizations and creatures. Age 7-9

Exploring Paleontology (½ day PM) - Become a field scientist for a week and discover the world of Archaeology and Paleontology. Learn about ancient civilizations and creatures. Age 10-12

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WEEK 2 (JUNE 14-18)

To Infinity and Beyond - Learn about the solar system, planets, stars, and constellations. Age 4-6

Space Explorers – Become an astronomer for a week and explore the planets, stars, constellations, black holes, nebulae and distant galaxies in DSP's Star lab (portable Planetarium). Age 7-9

Space, The Final Frontier - Your mission, if you choose to accept it, is to become part of a special space adventure. Explore the solar system in our Star Lab Planetarium, create an alien and have an out-of-this-world great time. Ages 9-12

Creepy Crawly Bugs - Explore the amazing world of arthropods, arachnids and insects, and take home your own caterpillar! Age 4-6

World Explorers (½ day AM) – Go on an amazing journey as you travel around the world on a fascinating exploration of world cultures. Visit a different country and port-of-call each day. Age 9-12

Ocean Life (½ Day PM) – Become an Oceanographer and learn about the ecology of fish, mammals, birds, and plant life of the oceans. Age 9-12

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WEEK 3 (JUNE 21-25)

Kitchen Chemistry - Fun experiments, some of which you can actually eat! Become a kitchen chemist and learn how ice cream is made, why bread rises where yogurt comes from, how to churn butter and all sort of kitchen chemistry fun. Age 4-6

Mad Scientist Lab - An action packed week of fun science experiments from making slime, erupting volcanoes, and pop rockets to making butter. Age 4-6

Inventors Studio - Creativity is key as campers learn how to make a movie, game or toy. Some of the coolest things were invented by kids, including earmuffs, helicopters, popsicles and Braille. Experiment, design, and create a prototype. Age 7-9

Superheroes - Discover the science behind your favorite superhero's feats and conduct fun experiments to uncover their secrets. Create your own character with identity, superpowers gadgets and more. Age 7-9

Animals Black and White - Is a panda really a bear? Is a killer whale really a whale? This class will cover the biology, behavior, habitats and adaptations of killer whales, pandas, skunks, zebras and penguins. Age 9-12

Ask Leonardo (½ day AM) – Explore the world of Leonardo DaVinci with science, sculpture, painting and more. Age 9-12

SOS The Science of Survival (½ day PM) – Go on an eye-opening discovery each day as you learn to survive in a forest, a jungle, a desert, and an island. Age 9-12

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WEEK 4 (JUNE 28 – JULY 2)

Amazon Adventure – Journey to the Amazon and explore the world of the rain forest as you discover the diverse animals and plants (chocolate, nuts, gum, and bananas) that can be found there. Age 4-6

Junior Chemist - Investigate physical changes, chemical changes and phase changes as we make things pop, ooze and slime! Age 4-6

Junior Architect – Learn about buildings, bridges and ancient architectural accomplishments. Explore different types of architecture and then design and build your own structures. Ages 7-9

Magician's Apprentice - How does a magician make a color-changing potion or make an object float in mid-air? Use chemistry and physics to explore the science behind magic and illusions in this week of messy fun. (Age 7-9)

Exploring Paleontology (½ day AM) - Become a field scientist for a week and discover the world of Archaeology and Paleontology. Learn about ancient civilizations and creatures. Age 10-12

World Explorers (½ day PM) – Go on an amazing journey as you travel around the world on a fascinating exploration of world cultures. Visit a different country and port-of-call each day. Age 10-12

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WEEK 5 (JULY 5-9)

To Infinity and Beyond - Learn about the solar system, planets, stars, and constellations. Age 4-6

Mad Scientist Lab - An action packed week of fun science experiments from making slime, erupting volcanoes, and pop rockets to making butter. (Age 4-6)

Space Explorers – Become an astronomer for a week and explore the planets, stars, constellations, black holes, nebulae and distant galaxies in DSP's Star lab (portable Planetarium). Age 7-9

Gross logy - Learn about all the wonderfully gross things in your body that make you who you are! Explore the creepy crawlies that keep you clean, look a germ in the eye and even make your own boogers! Age 7-9

Space, The Final Frontier - Your mission, if you choose to accept it, is to become part of a special space adventure. Explore the solar system in our Star Lab Planetarium, create an alien and have an out-of-this-world great time. Ages 9-12

Pathfinder - What is it like to be an astronaut? How many years does it take to be a veterinarian? What do scientists REALLY do? Each day's activities will focus on a different career interest, allowing campers to learn about skills and knowledge needed to become a scientist. Age 9-12

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WEEK 6 (JULY 12-16)

Amazing Caves – Explore the world of caves from the animals that live there to stalactites and stalagmites. Discover what it would be like to live in one. Age 4-6

Creepy Crawly Bugs - Explore the amazing world of arthropods, arachnids and insects, and take home your own caterpillar! Age 4-6

Superheroes - Discover the science behind your favorite superhero's feats and conduct fun experiments to uncover their secrets. Then create your own character with identity, superpowers gadgets and more. Age 7-9

Junior Chemist - Investigate physical changes, chemical changes and phase changes as we make things pop, ooze and slime! Age 7-9

Science Sleuth – Learn about forensic science as you explore your own CSI journey and solve a mystery or two. Age 10-12

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WEEK 7 (JULY 19-23)

Diggin' Dinos – become a paleontologist for the week and learn about dinosaurs. Enjoy the DSP dig pit. Age 4-6

Fun with Physics – Discover Sir Isaac Newton and the Laws of Physics as you explore every day toys, learn how they work, and even make your own. Age 4-6

Can You Dig It - Discover the sciences of archaeology and paleontology. Learn fascinating facts about your favorite dinos. Learn about ancient civilizations and creatures. Age 7-9

Simple machines – Build cars and other fun inventions while learning about simple machines using Ubersticks and found objects. Age 7-9

Exploring Paleontology (½ day PM) - Become a field scientist for a week and discover the world of Archaeology and Paleontology. Learn about ancient civilizations and creatures. Age 10-12

World Explorers (½ day) – Go on an amazing journey as you travel around the world on a fascinating exploration of world cultures. Visit a different country and port-of-call each day. Age 9-12

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WEEK 8 (JULY 26-30)

Amazon Adventure – Journey to the Amazon and explore the world of the rain forest as you discover the diverse animals and plants (chocolate, nuts, gum, and bananas) that can be found there. Age 4-6

Junior Chemist - Investigate physical changes, chemical changes and phase changes as we make things pop, ooze and slime! Age 4-6

Junior Architect – Learn about buildings, bridges and ancient architectural accomplishments. Explore different types of architecture and then design and build your own structures. Ages 7-9

Fun with Physics – Discover Sir Isaac Newton and the Laws of Physics as you explore every day toys, learn how they work, and even make your own. Age 7-9

Ask Leonardo (½ day AM)– Explore the world of Leonardo DaVinci with science, sculpture, painting and more. Age 9-12

SOS The Science of Survival (½ day PM) – Go on an eye-opening discovery each day as you learn to survive in a forest, a jungle, a desert, and an island. Age 9-12

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WEEK 9 (AUGUST 2- 6)

Mad Scientist Lab - An action packed week of fun science experiments from making slime, erupting volcanoes, and pop rockets to making butter. Age 4-6

Kitchen Chemistry - Fun experiments, some of which you can actually eat! Become a kitchen chemist and learn how ice cream is made, why bread rises where yogurt comes from, how to churn butter and all sorts kitchen chemistry fun. Age 7-9

Inventors Studio - Creativity is key as campers learn how to make a movie, game or toy. Some of the coolest things were invented by kids, including earmuffs, helicopters, popsicles and Braille. Experiment, design, and create a prototype. Age 7-9

Science Sleuth – Learn about forensic science as you explore your own CSI journey and solve a mystery or two. Age 10-12

Fun with Physics (½ day AM) – Discover Sir Isaac Newton and the Laws of Physics as you explore every day toys, learn how they work, and even make your own. Age 10-12

Ocean Life (½ Day PM) – Become an Oceanographer and learn about the ecology of fish, mammals, birds, and plant life of the oceans. Age 9-12

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WEEK 10 (AUGUST 9-13)

Junior Architect – Learn about famous buildings, bridges and ancient structures then build your own. Ages 4-6

Fun with Physics – Discover Sir Isaac Newton and the Laws of Physics as you explore every day toys, learn how they work and create your own. Age 4-6

Pathfinder - What is it like to be an astronaut? How many years does it take to be a veterinarian? What do scientists REALLY do? Each day's activities will focus on a different career interest, allowing campers to learn about skills and knowledge needed to become a scientist. Age 7-9

Science Sleuth – Learn about forensic science as you explore your own CSI journey and solve a mystery or two. Age 7-9

Ask Leonardo (½ day AM) – Explore the world of Leonardo DaVinci with science, sculpture, painting and more. Age 10-12

Mad Scientist Lab (½ day PM) - An action packed week of fun science experiments as you get to become a mad scientist doing fun experiments and exploring the world of science. Age 10-12