

THE WORKS MUSEUM: SUMMER AT A GLANCE

WEEK		ON SITE CAMPS (A.M. Only)		VIRTUAL CAMPS		
		6-8 year old	9-11 year old	A.M.	P.M.	Code Savvy <i>(afternoon only)</i>
1	6/8-6/11			Engineering Art	Instrument Design	
2	6/15-6/18			Stop Motion Video Production	Design a House	
3	6/22-6/25			Littlest Engineers: Squishy Motion Fun	Toy and Game Engineering	Thunkable App Inventor
4	6/29-7/3			Storybook Engineering	Amusement Park Design	
5	7/6-7/9			Engineering Art	Instrument Design	
6	7/13-7/16	LEGO Engineering	Architecture Houses	Design a House	Stop Motion Video Production	Minecraft MOD
7	7/20-7/23	Robocoding	Amusement Park Design		Toy and Game Engineering	
8	7/27-7/30	Junior Robotics		Storybook Engineering	Amusement Park Design	Learn to Code Using HTML/CSS
9	8/3-8/6	Artistry in Motion	Architecture: Houses	Engineering Art	Stop Motion Video Production	
10	8/10-8/13	LEGO Engineering	Epic Engineering Fails	Design a House	Instrument Design	Minecraft MOD
11	8/17-8/20	Junior Robotics	LEGO Chain Reactions	Storybook Engineering	Toy and Game Engineering	
12	8/24-8/27	Robocoding	Epic Engineering Fails		Amusement Park Design	

For more information visit theworks.org.



ON SITE SUMMER CAMPS for kids ages 6-11

This summer, we're offering a limited of small group camps, with extra safety measures. You can read more about our health and safety guidelines at theworks.org.

Robocoding

Work to build little robots using special LEGO WeDo 2.0 pieces. Program your creations using iPads and programming software.

LEGO Engineering

Build elevators, wind-up cars, and catapults with specialty LEGO pieces. Explore with gears, pulleys, and other moving parts.

Junior Robotics

Explore robotics concepts through games, wiring, and building. Make a maze for BeeBots and program them to navigate it. Bring home your own wiggiebot that you design and wire.

Artistry In Motion

Construct tools, machines, and materials for creating art. Build an electric doodle pen, a spin-art machine, and paint you formulate on your own.

LEGO Chain Reactions

Work to design and create a chain reaction machine, including elements like dominoes, pendulums, pulley systems, spinners, levers, and launchers.

Architecture Houses

Design and build a wood-frame model house. Wire it with switches and lights, then customize it with other features such as a ceiling fan or a doorbell.

Amusement Park Design

Design and build your own twirling motorized amusement park ride. Add switches, resistors, or a belt to customize your ride.

Carpentry 101: Tabletop Pinball

Learn to use a sewing machine to create a Use carpentry skills to build a tabletop pinball machine. Design a theme, then add a launcher and traps.

Epic Engineering Fails

How did the Titanic sink? Why do bridges collapse? Engineer and test your own boats and bridges to see where they fail. Construct a model building, test it with our earthquake table, then see if it can stand up to a tsunami or a hurricane.



VIRTUAL SUMMER CAMPS

for kids ages 5-13+

Hands-On Activities
Curbside Pickup
Live STEM Educator Instruction

Engineering Art

Use electrical circuits to design machines to make artistic designs. Use simple paper to engineer art that moves. Use artistic methods to create images that pop!

Instrument Design

Learn about sound, and how we can create different sounds through instruments. Design and build an orchestra of your own that includes a squawking chicken, a box guitar, a harmonica and more!

Stop Motion Video Production*

Learn to animate your own stop motion mini-movies from home. Develop story, characters, sets, backdrops, and learn behind the scenes film production. **smartphone/tablet needed*

Design a House

Make your own model house. Furnish the house with furniture and accessories that you construct, then wire ceiling lighting or customize with features such as a fan.

Littlest Engineers: Squishy Motion Fun

Learn about squishy and not-squishy objects, and how we can make objects move. Our youngest engineering explorers will create and test designs for cuddly creatures, simple catapults, and a race car all their own!

Toy and Game Engineering

Explore game theory to build marble labyrinths, spinning tops, tabletop pinball machines, and more. Game on!

Storybook Engineering

Take on challenges found in favorite stories. Rescue characters from high towers and make escape machines to flee fire-breathing dragons. Build a huff-and-puff wind-proof house and a spinning hat to take you to magical places.

Amusement Park Design

Design and build your own twirling motorized amusement park ride with a push-button switch. Then engineer your own mini trampolines, balancing acts, and funhouse mirror.