SUMMER CAMPS 2022

Architecture: Houses, 2021
Visit theworks.org for updates on additional offerings and availability.

Registration Information

**February 2:** Innovators Club* registration begins.
**February 4:** Member registration begins.
**February 9:** Public registration begins.

Two ways to register:
1. Register online at theworks.org.
2. Download a printable registration form at theworks.org; bring in person or mail to The Works Museum.

Scholarships:
A limited number of 50% and 25% scholarships are available, based on need. To apply, download an application at theworks.org. *HINT: If you’re registering for 2 or more camps, an Innovators Club membership could save you money. See details at theworks.org/support-us/innovators-club/

Half-Day, Whole-Day, & One-Day Camps

- Combine morning and afternoon camps for a full-day. Lunch supervision is provided free of charge for full-day campers.
- Add a Friday One-Day Camp (see page 3) to create a 5-day camp experience.
- Drop-off: 8:30-9:00 a.m. or 12:30-1:00 p.m.
- Pick-up: 12:00-12:15 p.m. or 4:00-4:15 p.m.
- If you have questions about registration, call 952.888.4262, ext. 212.

Refunds/Cancellations

If you cancel:
- 30 or more days before the camp start date, 50% of the camp fee will be refunded (minus a 10% processing fee) OR receive a voucher for the amount of the camp fee (minus a 10% processing fee) to be used for future camps.
- 14-29 days before the camp start date, receive a voucher for the amount of the camp fee (minus a 10% processing fee) to be used for future camps.
- No refunds or vouchers will be issued within 13 days of camp start date.
- If The Works Museum must cancel a program, we will refund the full fee.

COVID-19 Precautions

- The Works Museum is committed to providing a safe environment for our campers. We will continue to follow guidance from the Minnesota Department of Health.
- Safety measures may include masking, social distancing, hand washing, etc. You can view our most current health and safety policies on our website.
- More information will be shared with camp families on current COVID-19 precautions and attendance policies prior to the start of camp.

ONE-DAY CAMPS FOR AGES 6-12

Add a One-Day Camp to your camper’s week or just come for the day. Outdoor games, activities, and pizza are included.

**$95 per day, $84.50 members**

6-year-old campers must have completed kindergarten.

Roller Coasters and Marble Games
Engineer roller coasters for balls and marbles. Construct a marble maze game to take home.
**Friday, June 10, 9 a.m.-4 p.m.**

Slime-gineering
Concoct your own recipes using a variety of ingredients to mix up different kinds of slime, and take home your best creations.
**Friday, June 17, 9 a.m.-4 p.m.**

Extreme Cardboard Castles
Learn the basics of cardboard construction. Build life-sized forts with secret rooms and other amazing features.
**Friday, June 24, 9 a.m.-4 p.m.**
**Friday, July 8, 9 a.m.-4 p.m.**
**Friday, August 26, 9 a.m.-4 p.m.**

LEG0 City of the Future
**Thursday, July 7, 9 a.m.-4 p.m.**
**Friday, August 5, 9 a.m.-4 p.m.**

Lights, Lasers, and Kaleidoscopes
Bounce and break light. Experiment with lasers and explore with our giant kaleidoscope. Make a kaleidoscope and other creations to continue exploring at home.
**Wednesday, July 6, 9 a.m.-4 p.m.**

NEW! Magnets in Motion
Harness the power of magnets. Build a magnetic pendulum game and other machines that move by attraction and repulsion.
**Friday, July 15, 9 a.m.-4 p.m.**
**Friday, August 12, 9 a.m.-4 p.m.**

Kinetic Engineering
Discover the science behind your favorite sports. Learn about air resistance and design a racket to play balloon tennis. Explore with friction and how to make objects glide across a surface. Build a mini basketball court with a catapult ball thrower.
**Friday, July 22, 9 a.m.-4 p.m.**

Wizard Worlds
Unleash your inner science wizard and create some STEM magic! Use electrical circuits to build your own light-up wand, concoct “potions” and experiment using dry ice, then learn to cast floating “spells” with static electricity and magnets.
**Friday, July 29, 9 a.m.-4 p.m.**

Visit theworks.org for updates on additional offerings and availability.
PRE K CAMPS

$195, $175.50 members
For children entering kindergarten or High Five programs in Fall 2022.

Make It Squishy
Create and test messy mixtures. Make cloud dough, a balloon yo-yo, and other squishy projects. M-Th, June 6-9, 9 a.m.-12 p.m.

Make It Cool with Tools
Work with real saws, hammers, and drills, as well as a variety of cool tools that squish, cut, and connect things. M-Th, June 27-30, 9 a.m.-12 p.m. M-Th, August 15-18, 9 a.m.-12 p.m.

Make It Superpowered
Machines give us superpowers! Lift mighty objects with a crane, use levers to leap tall buildings, move at super speeds with wheels and axles, and create a force field. M-Th, July 18-21, 9 a.m.-12 p.m.

“\textit{The activities were things that the kids don't do at school and wouldn't do at home. Very unique. My daughter wanted to go each day!}”
— Camp Parent

Create with Carpentry: Arcade Game
Use carpentry skills such as sawing and hammering to build a tabletop arcade game. Design a theme, then add elements like a launcher and traps. M-Th, August 1-4, 9 a.m.-12 p.m.

Artistry in Motion
Construct tools, machines, and materials for creating art, including an electric doodle pen, a spin-art machine, and more. M-Th, June 13-16, 9 a.m.-12 p.m. M-Th, July 25-28, 1-4 p.m. M-Th, August 15-18, 1-4 p.m.

Robocoding
$220, $198 members
Work in pairs to build little robots using special LEGO WeDo 2.0 pieces. Program your creations using iPads and coding software. M-Th, June 13-16, 1-4 p.m. M-Th, June 20-23, 1-4 p.m. M-Th, July 25-28, 1-4 p.m. M-Th, August 1-4, 1-4 p.m. M-Th, Aug. 29-Sept. 1, 9 a.m.-12 p.m.

Robocoding for Girls
$220, $198 members
Same great Robocoding camp, in a section for girls. Work in pairs to build little robots using special LEGO WeDo 2.0 pieces. Program your creations using iPads and coding software. M-Th, July 25-28, 9 a.m.-12 p.m.

Junior Robotics
Explore robotics concepts through games, wiring, and building. Make a maze for BeeBots and program them to navigate the maze. Design and wire your own wigglebot to bring home. M-Th, June 13-16, 1-4 p.m. M-Th, June 20-23, 9 a.m.-12 p.m. M-Th, July 18-21, 1-4 p.m. M-Th, July 25-28, 9 a.m.-12 p.m.

A Day in the Life: Junior Engineers
Try your hand at different engineering jobs. Each day will focus on a different field of engineering. Wire a flashlight (electrical), construct a propeller car (mechanical), design a bridge (architectural), and much more! M-Th, June 6-9, 9 a.m.-12 p.m. M-Th, June 20-23, 1-4 p.m.
CAMPS FOR AGES 6-8

$195, $175.50 members (unless otherwise noted)
6-year-old campers must have completed kindergarten.

LEGO Engineering
Build elevators, wind-up cars, and catapults with specialty LEGO pieces. Explore with gears, pulleys, and other moving parts.
M-Th, June 6-9, 1-4 p.m.
M-Th, June 20-23, 9 a.m.-12 p.m.
M-Th, July 11-14, 9 a.m.-12 p.m.
M-Th, August 1-4, 1-4 p.m.
M-Th, August 22-25, 9 a.m.-12 p.m.

LEGO Engineering for Girls
Same great LEGO Engineering camp, in a section for girls. Build elevators, wind-up cars, and catapults with specialty LEGO pieces. Explore with gears, pulleys, and other moving parts.
M-Th, August 8-11, 9 a.m.-12 p.m.

Crash Test Contraptions
Design, build, and test different kinds of vehicles to see how they handle a collision. Experiment with crash-proof packaging, then test it out on water balloons.
M-Th, June 13-16, 9 a.m.-12 p.m.
M-Th, August 8-11, 9 a.m.-12 p.m.

Engineering for Animals
Engineer adaptive equipment for animals who are injured or have a disability. Design a way to rescue a pet from a tree. Make pet toys to bring home to the animals in your life.
M-Th, August 8-11, 1-4 p.m.

Critter Carpentry
Practice your woodworking skills to build a hedgehog friend using a hammer and nails. Learn about sawing, sanding, and drilling, then create wooden creatures with wiggly arms and legs.
M-Th, June 27-30, 1-4 p.m.

LEGO Architecture: Skyscrapers
Make a cross-section of a skyscraper, working with scale and model-making ideas. Solve design challenges for strong construction and add an elevator.
M-Th, June 27-30, 1-4 p.m.
M-Th, July 18-21, 9 a.m.-12 p.m.
M-Th, August 15-18, 9 a.m.-12 p.m.

NEW! Animation Engineers
Learn how animators combine art and engineering to make movies and videos. Work together to produce your own stop motion animation.
M-Th, July 11-14, 1-4 p.m.

Mini Golf Construction
Learn how to build sturdy structures. Design and build your own mini golf hole and club. Put your design together with the designs of other campers to create a mini golf course and play a round.
M-Th, August 1-4, 9 a.m.-12 p.m.

NEW! Astroneers
Build and test simple rockets to learn the basics of flight and propulsion. Discover what it takes to live in space. Participate in a simulated space mission and construct survival items you would need.
M-Th, July 25-28, 1-4 p.m.

Fling and Fly
Investigate how things move through air as you construct hovercrafts, mini-catapults, flying saucers, rockets, and more.
M-Th, June 27-30, 9 a.m.-12 p.m.
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"Our grandson is always eager to go to his camp sessions... and he wants to be an engineer since his experience at The Works."

– Camp Grandparent

"I like that the activities are varied and interesting, as well as educational. The staff has always been so supportive of kids with different learning abilities."

– Camp Parent

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### CAMPS AT A GLANCE

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### ONE DAY CAMPS THIS WEEK | WEDNESDAY – FRIDAY

Wednesday 7/6 - Lights, Lasers and Kaleidoscopes | Thursday 7/7 - LEGO City of the Future | Friday 7/8 - Extreme Cardboard Castles

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<td>Mechanical Puppetry</td>
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CAMPS FOR AGES 9-12

$195, $175.50 members (unless otherwise noted)

LEGO Robotics I
$220, $198 members
Design, build, and program robotic creations using the LEGO Mindstorms EV3 system. Write computer programs for your robot to complete a mission.
M-Th, June 6-9, 9 a.m.-12 p.m.
M-Th, July 18-21, 1-4 p.m.
M-Th, August 1-4, 9 a.m.-12 p.m.

LEGO Robotics II
$220, $198 members
If you’ve taken LEGO Robotics I before and have the basics of LEGO EV3 robotics down, this session is for you! Add sensors and programming to make a navigation bot and a ball-hunting rover.
M-Th, August 22-25, 1-4 p.m.

LEGO Chain Reactions
Design and create a chain reaction machine, including elements like dominoes, pendulums, pulley systems, spinners, levers, and launchers.
M-Th, June 13-16, 9 a.m.-12 p.m.
M-Th, July 25-28, 1-4 p.m.

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.
M-Th, June 6-9, 1-4 p.m.
M-Th, June 27-30, 9 a.m.-12 p.m.

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 hurricane.
M-Th, July 11-14, 1-4 p.m.
M-Th, August 22-25, 9 a.m.-12 p.m.

Carpentry 101: Candy Dispenser Game
Design the ultimate candy delivery system. Use carpentry skills like sawing, drilling, and hammering to build a game that dispenses treats.
M-Th, July 25-28, 9 a.m.-12 p.m.
M-Th, August 8-11, 1-4 p.m.

Frakentoys
Take apart electronics and other machines to see how they work, then use the parts to make other machine mash-ups.
M-Th, August 8-11, 9 a.m.-12 p.m.

Create Classic Games
Explore game theory to build marble labyrinths, spinning tops, tabletop pinball machines, and more. Game on!
M-Th, June 13-16, 1-4 p.m.
M-Th, August 15-18, 9 a.m.-12 p.m.

Code Camp
$220, $198 members
Explore computer programming. Use a simple Raspberry Pi computer that fits in the palm of your hand. Create mods for Minecraft using Python code.
M-Th, June 20-23, 9 a.m.-12 p.m.
M-Th, June 27-30, 1-4 p.m.
M-Th, July 11-14, 9 a.m.-12 p.m.

Slingshots and Hydrauli-bots
Explore air power and create air cannons, slingshots, and flying propellers. Combine wood and water power to design your own hydraulic bot to take home.
M-Th, June 20-23, 9 a.m.-12 p.m.
M-Th, August 8-11, 9 a.m.-12 p.m.

Amusement Park Design
Design and build your own twirling motorized amusement park ride. Add switches or resistors to customize your ride. Then engineer your own mini trampoline, balancing act, and funhouse mirror.
M-Th, June 20-23, 1-4 p.m.
M-Th, July 25-28, 9 a.m.-12 p.m.

NEW! Movie Makers
What happens behind the scenes in your favorite movies, shows, and videos? Learn the process of filmmaking by practicing stop motion animation, sound effects, and other special effects.
M-Th, July 18-21, 9 a.m.-12 p.m.

NEW! Marvelous Superhero Gadgets
Who needs superpowers when you can engineer? Discover the mechanics of your favorite superhero tech and gadgets, then build some of your own using LED lights, electromagnets, and more.
M-Th, August 15-18, 1-4 p.m.

“With hands-on science that is always part of your camps. The topics are current and applicable and challenging — all made to be fun. Always impressed and always well done.”
— Camp Parent
CAMPS AT MINNESOTA CHILDREN'S MUSEUM FOR AGES 6-8

$195, $175.50 members
6-year-old campers must have completed kindergarten.

This summer, we’re offering select camps at Minnesota Children’s Museum in downtown Saint Paul!

**A Day in the Life:**
*Junior Engineers*
Try your hand at different engineering jobs. Each day will focus on a different field of engineering. Wire a flashlight (electrical), construct a propeller car (mechanical), design a bridge (architectural), and much more!  
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