

SUMMER CAMPS 2023



Registration Information

January 30: Innovators Club* registration begins.

February 1: Member registration begins.

February 6: Public registration begins.



Scan with
your camera
to learn more
and register.

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 camp. Lunch supervision is provided free of charge for full-day campers.
- Add a Friday one-day camp (see page 13) 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.

Camps Locations: Bloomington and St. Paul

We'll be hosting summer camps as usual at The Works Museum in Bloomington — but in a newly renovated space! We're also partnering with Minnesota Children's Museum to offer a selection of camps at their location in downtown St. Paul.

Location Addresses:

The Works Museum
9740 Grand Ave. S.
Bloomington, MN 55420

Minnesota Children's Museum
10 West Seventh Street
St. Paul, MN 55102

Refunds/Cancellations

If you cancel:

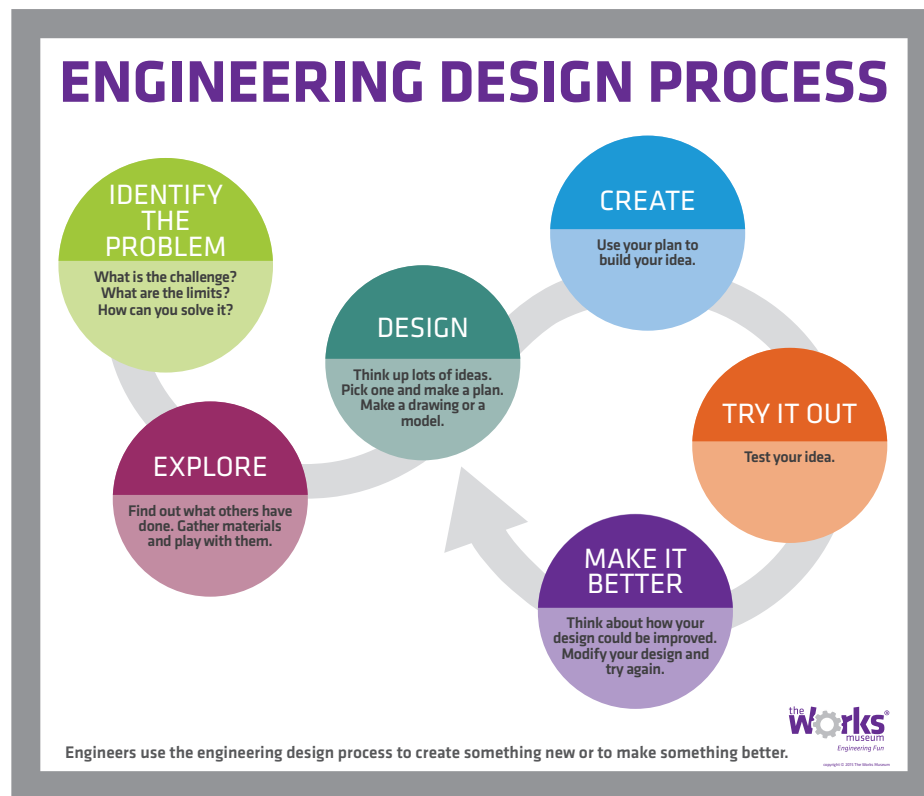
- 30 or more days before the camp start date, 50% of the camp fee will be refunded (minus a 10% processing fee) OR receive a voucher for the full amount of the camp fee (minus a 10% processing fee) to be used for future camps.
- 14-29 days before the camp start date, receive a voucher for the amount 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.
- If your child tests positive for COVID-19, we will work with you on a case-by-case basis to reschedule or provide a camp credit.

OUR CAMP PHILOSOPHY

All of our camp activities are designed to cultivate creativity, optimism, persistence, systems thinking, conscientiousness, and collaboration — the "engineering habits of mind" outlined by the National Academy of Engineering.

Activities are often framed as engineering challenges, with the educator giving the campers a set of constraints to work within. Many of our engineering challenges are open-ended, with many ways to solve a problem.

We've found that this leads children to solve problems even more creatively. We encourage children to design and build, test, make changes to their design, and re-test so they can experience the engineering design process at work. Campers have many opportunities to practice using all kinds of tools and a variety of materials, and we encourage them to keep engineering with items they have at home.



PRE K CAMPS AT THE WORKS MUSEUM

\$225, \$202.50 members

For children entering kindergarten or High Five programs in Fall 2023.



Make it Cool with Tools

Make It Cool with Tools

Work with hammers and drills, as well as a variety of cool tools that squish, cut, and connect things.

M-Th, June 19-22, 9 a.m.-12 p.m.

M-Th, August 7-10, 9 a.m.-12 p.m.

Make It Squishy

Create and test messy mixtures. Make cloud dough, a balloon yo-yo, and other squishy projects.

M-Th, July 10-13, 9 a.m.-12 p.m.

M-Th, August 21-24, 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 24-27, 9 a.m.-12 p.m.

"This was my daughter's first camp at The Works and she didn't know anyone else. The kindness of her teachers made all the difference. "

– Camp Parent

CAMPS FOR AGES 6-8 AT THE WORKS MUSEUM

\$225, \$202.50 members (unless otherwise noted)

6-year-old campers must have completed kindergarten.

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 26-29, 1-4 p.m.

M-Th, August 14-17, 9 a.m.-12 p.m.

NEW! Ahoy, Engineers!

Treasure lies at the end of your map, but first you need to engineer ways to get past roaring rapids, waterfalls, tall cliffs, and hidden traps. Team up with fellow adventurers to design solutions to any problems you encounter on your quest.

M-Th, July 31-August 3, 9 a.m.-12 p.m.

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, August 7-10, 1-4 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 19-22, 9 a.m.-12 p.m.

M-Th, July 31-August 3, 9 a.m.-12 p.m.

"I love that he was learning something I can't teach at home - with peers who were also interested in the topic!"

– Camp Parent



LEGO Architecture: Skyscrapers

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, August 28-31, 1-4 p.m.

\$225, \$202.50 members (unless otherwise noted)

6-year-old campers must have completed kindergarten.

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, July 10-13, 9 a.m.-12 p.m.

M-Th, July 31-August 3, 1-4 p.m.

Create with Carpentry:

Arcade Game

\$250, \$225 members

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, July 24-27, 9 a.m.-12 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 26-29, 1-4 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, July 24-27, 9 a.m.-12 p.m.

"I love how creative, educational, and engaging [the camps] are. Also, I appreciate the responsible, knowledgeable staff."

– Camp Parent



Crash Test Contraptions

Fling and Fly

Investigate how things move through air as you construct hovercrafts, mini-catapults, flying saucers, rockets, and more.

M-Th, July 17-20, 1-4 p.m.

M-Th, August 7-10, 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 wiggiebot to bring home.

M-Th, June 12-15, 1-4 p.m.

M-Th, June 19-22, 9 a.m.-12 p.m.

M-Th, August 7-10, 1-4 p.m.

M-Th, August 14-17, 9 a.m.-12 p.m.

\$225, \$202.50 members (unless otherwise noted)

6-year-old campers must have completed kindergarten.

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 19-22, 1-4 p.m.

M-Th, July 17-20, 9 a.m.-12 p.m.

M-Th, July 24-27, 1-4 p.m.

LEGO Engineering

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

M-Th, June 26-29, 9 a.m.-12 p.m.

M-Th, July 10-13, 1-4 p.m.

M-Th, August 7-10, 9 a.m.-12 p.m.

M-Th, August 28-31, 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, July 31-Aug.3, 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 21-24, 1-4 p.m.

Robocoding

\$250, \$225 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 12-15, 9 a.m.-12 p.m.

M-Th, June 19-22, 1-4 p.m.

M-Th, June 26-29, 9 a.m.-12 p.m.

M-Th, July 17-20, 9 a.m.-12 p.m.

M-Th, August 14-17, 1-4 p.m.

M-Th, August 21-24, 9 a.m.-12 p.m.

Robocoding for Girls*

\$250, \$225 members

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M-Th, July 24-27, 1-4 p.m.

NEW! Water Wonders

Explore the different ways that we harness the power of water. Design a boat to transport goods, create pipelines to get water from one place to another, convert energy with a water wheel, and more!

M-Th, August 14-17, 1-4 p.m.

"My son learned so much and came home full of new ideas."

– Camp Parent

**The Works Museum is committed to improving gender equity and representation in STEM. Our programs for girls are inclusive and welcoming to gender expansive students (cisgender and transgender girls, non-binary or gender non-conforming students, and any other girl-identifying youth).*

CAMPS AT A GLANCE

	MORNING: MONDAY – THURSDAY							AFTERNOON: MONDAY – Thursday				One Day Camps	
WEEK	PreK @ The Works	PreK @ MCM	Ages 6-8 @ The Works		Ages 6-8 @ MCM	Ages 9-12 @ The Works		Ages 6-8 @ The Works		Ages 6-8 @ MCM	Ages 9-12 @ The Works	Day	Ages 6-12 @ The Works
6/12-6/15			Robocoding			LEGO Chain Reactions		Junior Robotics			Marvelous Superhero Gadgets	Fri 6/16	Roller Coasters and Marble Games
6/19-6/22	Make it Cool with Tools		Junior Robotics	Artistry in Motion	LEGO Engineering	LEGO Robotics I		Robocoding	LEGO Architecture: Skyscrapers	Crash Test Contraptions	Hydraulic Helper-bots	Fri 6/23	Lights, Lasers and Kaleidoscopes
6/26-6/29		Make it Superpowered	LEGO Engineering	Robocoding		Code Camp for Girls	Epic Engineering Fails	A Day in the Life: Junior Engineers	Critter Carpentry	Fling and Fly	Amusement Park Design	Fri 6/30	Wizard Worlds
7/3-7/7	ONE DAY CAMPS THIS WEEK THURSDAY – FRIDAY Thursday 7/6 - Extreme Cardboard Castles Friday 7/7 - LEGO City of the Future												
7/10-7/13	Make it Squishy		Crash Test Contraptions			Code Camp		LEGO Engineering			Architecture: Houses	Fri 7/14	Intro to Carpentry: Wobble Maze
7/17-7/20		Make it Cool with Tools	Robocoding	LEGO Architecture: Skyscrapers		LEGO Robotics I		Fling and Fly		Artistry in Motion	Carpentry 101: Candy Dispenser Game	Fri 7/21	Roller Coasters and Marble Games
7/24-7/27	Make it Superpowered		Engineering for Animals	Create with Carpentry: Arcade Game	Junior Robotics	Architecture: Houses		LEGO Architecture: Skyscrapers	Robocoding for Girls	Astroneers	Toy Redesign	Fri 7/28	Prediction Pendulum
7/31-8/3		Make it Squishy	Artistry in Motion	Ahoy, Engineers!		Carpentry 101: Candy Dispenser Game	LEGO Robotics II	LEGO Engineering for Girls	Crash Test Contraptions	Junior Robotics	Movie Makers	Fri 8/4	Slime-gineering
8/7-8/10	Make it Cool with Tools		Fling and Fly	LEGO Engineering	A Day in the Life: Junior Engineers	Eco-Energy		Junior Robotics	Animation Engineers	Critter Carpentry	Epic Engineering Fails	Fri 8/11	Wizard Worlds
8/14-8/17		Make it Superpowered	A Day in the Life: Junior Engineers	Junior Robotics		LEGO Robotics I for Girls	Amusement Park Design	Robocoding	Water Wonders	Mini Golf Construction	Classic Carnival Games	Fri 8/18	Extreme Cardboard Castles
8/21-8/24	Make it Squishy		Robocoding		Artistry in Motion	LEGO Chain Reactions		Mini Golf Construction		Engineering for Animals	Code Camp	Fri 8/25	LEGO City of the Future
8/28-8/31			LEGO Engineering			Code Camp		Astroneers			Engineer your Escape		

\$225, \$202.50 members (unless otherwise noted)

Amusement Park Design

Design and build your own twirling motorized amusement park ride. Add switches or resistors to customize your ride. Engineer other carnival and amusement park games.

M-Th, June 26-29, 1-4 p.m.

M-Th, August 14-17, 9 a.m.-12 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, July 10-13, 1-4 p.m.

M-Th, June 24-17, 9 a.m.-12 p.m.

Carpentry 101:

Candy Dispenser Game

\$250, \$225 members

Design the ultimate candy delivery system. Use carpentry skills like sawing, drilling, and hammering to build a game that dispenses treats.

M-Th, July 17-20, 1-4 p.m.

M-Th, July 31-August 3, 9 a.m.-12 p.m.

NEW! Classic Carnival Games

Step right up! Explore the mechanics that go into your favorite carnival games. Build your own ring toss, pinball machine, and more.

M-Th, August 14-17, 1-4 p.m.



Code Camp

\$225, \$202.50 members (unless otherwise noted)

Code Camp

\$250, \$225 members

Explore computer programming using a simple Raspberry Pi computer that fits in the palm of your hand. Create mods for Minecraft using Python code.

M-Th, July 10-13, 9 a.m.-12 p.m.

M-Th, August 21-24, 1-4 p.m.

M-Th, August 28-31, 9 a.m.-12 p.m.

Code Camp for Girls*

\$250, \$225 members

Same great Code Camp camp, in a section for girls. Explore computer programming using a simple Raspberry Pi computer that fits in the palm of your hand. Create mods for Minecraft using Python code.

M-Th, June 26-29, 9 a.m.-12 p.m.

NEW! Eco-Energy

Harness the powers of wind, water, and sunlight to engineer solutions to everyday problems. Use renewable energy to create devices that move without electricity such as a wind-powered boat, hydro-powered pumps, and more.

M-Th, August 7-10, 9 a.m.-12 p.m.

NEW! Engineer your Escape

Engineer escapes from tricky situations. Design a way to break out of a trap, use simple machines to overcome obstacles, and compete in a marble race!

M-Th, August 28-31, 1-4 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, June 26-29, 9 a.m.-12 p.m.

M-Th, August 7-10, 1-4 p.m.

Hydraulic Helper-Bots

Design a machine that helps solve a problem. Use air, water, and wood to build a hydraulic bot to take home.

M-Th, June 19-22, 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 12-15, 9 a.m.-12 p.m.

M-Th, August 21-24, 9 a.m.-12 p.m.

LEGO Robotics I

\$250, \$225 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 19-22, 9 a.m.-12 p.m.

M-Th, July 17-20, 9 a.m.-12 p.m.

"He'd probably do most of the summer at The Works if he could."

– Camp Parent

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LEGO Robotics I for Girls*

\$250, \$225 members

Same great LEGO Robotics camp, in a section for girls. Design, build, and program robotic creations using the LEGO Mindstorms EV3 system. Write computer programs for your robot to complete a mission.

M-Th, August 14-17, 9 a.m.-12 p.m.

LEGO Robotics II

\$250, \$225 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, July 31-August 3, 9 a.m.-12 p.m.

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, June 12-15, 1-4 p.m.

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 31-August 3, 1-4 p.m.

Toy Redesign

Take apart toys, electronics, and other machines to see how they work.

Combine the parts to create new toys of your own design.

M-Th, July 24-27, 1-4 p.m.

"I liked the focus on the process vs. the goal. The focus and education on the 'external important's' such as perseverance, creativity, helpfulness, follow through, team work, etc. This will be the reason we choose The Works in the future."

– Camp Parent



Marvelous Superhero Gadgets

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

\$110 per day, \$99 members

6-year-old campers must have completed kindergarten.

Extreme Cardboard Castles

Learn the basics of cardboard construction. Build life-sized forts with secret rooms and other amazing features.

Thursday, July 6, 9 a.m.-4 p.m.

Friday, August 18, 9 a.m.-4 p.m.

NEW! Intro to Carpentry:

Wobble Maze

Practice your carpentry skills to build a wobbling labyrinth game. Explore forces like gravity and momentum as you tilt the board to navigate marbles through the maze. Place the board on the floor or a table and use your body to move the ball from start to finish.

Friday, July 14, 9 a.m.-4 p.m.

LEGO City of the Future

Create a future city. Flying cars? Rockets? Bring your imagination and make it a LEGO reality.

Friday, July 7, 9 a.m.-4 p.m.

Friday, August 25, 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 to take home.

Friday, June 23, 9 a.m.-4 p.m.

NEW! Prediction Pendulum

Practice your carpentry skills and harness the power of magnets. Build a prediction pendulum that helps you make decisions like a fortune teller. Will you have fun? "Signs point to yes."

Friday, July 28, 9 a.m.-4 p.m.

Roller Coasters and

Marble Games

Engineer roller coasters for balls and marbles. Construct a marble maze game to take home.

Friday, June 16, 9 a.m.-4 p.m.

Friday, July 21, 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 designs.

Friday, August 4, 9 a.m.-4 p.m.

Wizard Worlds

Unleash your inner wizard and create some STEM magic! Use electrical circuits to build a light-up wand, concoct "potions" and experiment using dry ice, then learn to cast floating "spells" with static electricity and magnets.

Friday, June 30, 9 a.m.-4 p.m.

Friday, August 11, 9 a.m.-4 p.m.

"They are having fun and learning stuff at the same time...win win for a parent."

– Camp Parent

CAMPS AT MINNESOTA CHILDREN'S MUSEUM

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PRE K CAMPS @ MCM

For children entering kindergarten or High Five programs in Fall 2023.

Make It Cool with Tools

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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, June 26-29, 9 a.m.-12 p.m.

M-Th, August 14-17, 9 a.m.-12 p.m.

"They were so excited after camp that they talked about what had happened all afternoon!"

– Camp Parent

CAMPS FOR AGES 6-8 @ MCM

6-year-old campers must have completed kindergarten.

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, August 7-10, 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, July 17-20, 1-4 p.m.

M-Th, August 21-24, 9 a.m.-12 p.m.

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.

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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.

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CAMPS AT MINNESOTA CHILDREN'S MUSEUM

\$225, \$202.50 members (unless otherwise noted)

CAMPS FOR AGES 6-8 @ MCM

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Critter Carpentry

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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 21-24, 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 26-29, 1-4 p.m.



Artistry in Motion

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 wigglybot to bring home.

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M-Th, July 31-August 3, 1-4 p.m.

LEGO Engineering

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

M-Th, June 19-22, 9 a.m.-12 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 14-17, 1-4 p.m.



**10 West Seventh Street
St. Paul, MN 55102**



**9740 GRAND AVE. S.
BLOOMINGTON, MN 55420**

952.888.4262 | theworks.org
facebook.com/theworks | [@theworksmuseum](https://twitter.com/theworksmuseum)

NON-PROFIT ORG
US POSTAGE PAID
PERMIT NO. 30308
TWIN CITIES, MN



*Scan with
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to learn more
and register.*

REGISTRATION DATES

INNOVATORS
CLUB: 1/30

MEMBERS: 2/1

PUBLIC: 2/6

Make it Cool with Tools