

| SUMMER CAMPS 2025



Registration Information

January 20: Innovators Club* registration begins.

January 22: The Works Museum Member registration begins.

January 27: Public registration begins.



Scan with your camera to learn more and register.

Two ways to register:

1 Register online at theworks.org.

If you have questions about registration, call 952.888.4262, ext. 212.

2 Download a printable registration form at theworks.org; email, bring it in person, or mail it to The Works Museum.

**HINT: If you're registering for two or more camps, an Innovators Club membership could save you money. See details at theworks.org/support-us/innovators-club/*

Half-Day, Full-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 five-day camp experience.
- **AM Camp Drop-off:** 8:30-9:00 a.m. **Pick-up:** 12:00-12:15 p.m.
- **PM Camp Drop-off:** 12:30-1:00 p.m. **Pick-up:** 4:00-4:15 p.m.
- **Full-Day Camp Drop-off:** 8:30-9:00 a.m. **Pick-up:** 4:00-4:15 p.m.

Camp Locations: Bloomington and St. Paul

We offer camps at two convenient locations: at The Works Museum in Bloomington and Minnesota Children's Museum in downtown St. Paul.

Location Addresses:

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

Pages 4-13

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

Pages 14-15

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.

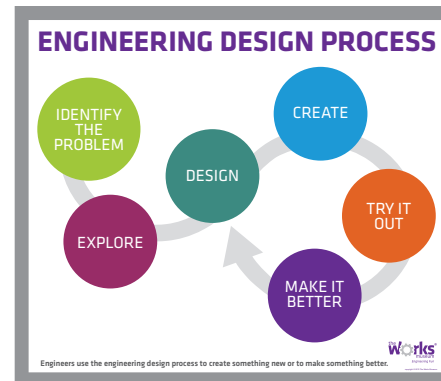
Visit theworks.org to learn more.

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 campers a set of constraints to work within. These engineering challenges are often open-ended, with many ways to solve a problem. We've found this approach 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.



"My kids say this camp is especially kid-directed! The creativity that yields is so valuable."

- Camp Parent

Gateway Scholarships

The Works Museum is dedicated to providing accessible programs to children and families, regardless of their financial situation. Through our Gateway access program, a number of 50% and 25% camp scholarships are available. Learn more and download the application at theworks.org/scholarship-application.

Gateway is made possible through the support of our generous community. You can help create opportunities for those who might otherwise miss out on valuable engineering experiences by making a donation at registration checkout or by visiting theworks.org/donate.

Visit theworks.org to learn more.

\$230, \$207 members

For children entering kindergarten or High Five programs in Fall 2025.



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, July 7-10, 9 a.m.-12 p.m.

M-Th, August 25-28, 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, June 16-19, 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, August 4-7, 9 a.m.-12 p.m.



Make it Squishy

"After being nervous on Monday morning, she couldn't wait to go back the rest of the week!"

- Camp Parent

See page 14-15 for more Pre K and 6-8 year-old camps at Minnesota Children's Museum.

Visit theworks.org to learn more.



\$230, \$207 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, July 21-24, 1-4 p.m.

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 problems you encounter on your quest.

M-Th, July 21-24, 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, June 16-19, 1-4 p.m.

M-Th, August 4-7, 9 a.m.-12 p.m.

M-Th, August 18-21, 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.

M-Th, June 16-19, 1-4 p.m.



LEGO Robotics for Girls

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 16-19, 9 a.m.-12 p.m.

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

Create with Carpentry: Arcade Game

\$255, \$229.50 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 28-31, 9 a.m.-12 p.m.

"Our son came home excited each and every day!"

- Camp Parent

Visit theworks.org to learn more.



\$230, \$207 members (unless otherwise noted)

6-year-old campers must have completed kindergarten.

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, July 14-17, 9 a.m.-12 p.m.

Engineering for Animals

Engineer adaptive equipment for animals who are injured or have a disability. Devise a way to rescue a pet from a tree. Design toy prototypes and enrichments for different animals.

*No live animals are attending this camp.

M-Th, June 23-26, 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, July 7-10, 1-4 p.m.

M-Th, August 11-14, 9 a.m.-12 p.m.

Junior Robotics

Explore robotics concepts through games, wiring, and building. Program roving bots to navigate a custom built maze. Design and wire your own wiggiebot to bring home.

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

M-Th, June 23-26, 1-4 p.m.

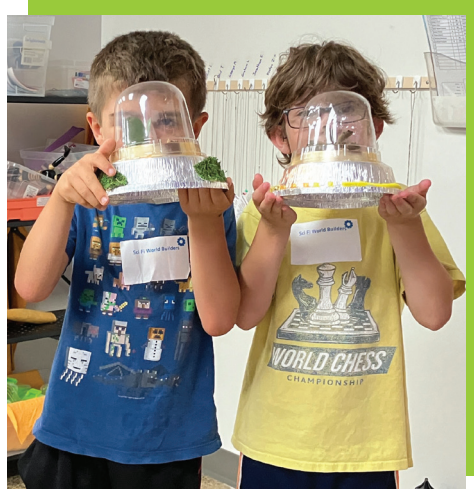
M-Th, July 14-17, 1-4 p.m.

M-Th, August 11-14, 9 a.m.-12 p.m.

"He says this is the most fun camp he's done so far. The activities were such a good fit for how his brain works.

- Camp Parent

Visit theworks.org to learn more.



Sci Fi World Builders

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, July 21-24, 1-4 p.m.

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

M-Th, August 18-21, 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 9-12, 1-4 p.m.

M-Th, June 16-19, 9 a.m.-12 p.m.

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

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

M-Th, August 11-14, 1-4 p.m.

\$230, \$207 members (unless otherwise noted)

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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, June 23-26, 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 designs together to create a mini golf course and play a round of golf with fellow campers.

M-Th, August 25-29, 9 a.m.-12 p.m.

Myths and Mechanisms **NEW!**

Enter our Greek mythology training camp and test your engineering powers. Create mythological creatures that mechanically come to life, build an Archimedes screw, and more.

M-Th, August 4-7, 9 a.m.-12 p.m.

Robocoding

\$255, \$229.50 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, July 7-10, 9 a.m.-12 p.m.

M-Th, July 28-31, 1-4 p.m.

M-Th, August 25-28, 1-4 p.m.

Robocoding for Girls*

\$255, \$229.50 members

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

Sci Fi World Builders

Use your imagination to design elements of your own sci fi planet like fantastical landscapes, creatures and their homes, and more. Make your world even more unique by customizing your designs with motors and LED lights.

M-Th, August 11-14, 1-4 p.m.

Water Wonders

Explore different ways 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, June 23-26, 9 a.m.-12 p.m.

M-Th, July 28-31, 1-4 p.m.

"I like that it is educational in a fun, hands-on way!"

- 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).

Visit theworks.org to learn more.



CAMPS AT A GLANCE

	MORNING: MONDAY – THURSDAY					AFTERNOON: MONDAY – THURSDAY					ONE-DAY CAMPS		
WEEK	PreK @ The Works Museum	PreK @ MCM	Ages 6-8 @ The Works Museum		Ages 6-8 @ MCM	Ages 9-12 @ The Works Museum		Ages 6-8 @ The Works Museum		Ages 6-8 @ MCM	Ages 9-12 @ The Works Museum	DAY	Ages 6-12 @ The Works Museum
6/9- 6/12		Make it Superpowered	Junior Robotics			LEGO Chain Reactions		LEGO Engineering			Movie Makers	Fri 6/13	Cardboard Creations: Fun House
6/16- 6/19	Make it Squishy		LEGO Engineering	Crash Test Contraptions	Critter Carpentry	Amusement Park Design		Animation Engineers	Astroneers	Fling and Fly	LEGO Robotics I	Fri 6/20	Wizard Worlds
6/23- 6/26			LEGO Engineering for Girls	Water Wonders	A Day in the Life: Junior Engineers	Code Camp	Movie Makers for Girls	Engineering for Animals	Junior Robotics	LEGO Engineering	Architecture: Houses	Fri 6/27	LEDgendary Design Studio
6/30- 7/2	ONE-DAY CAMPS @MCM: Monday 6/30 - Cardboard Creations: Castles Tuesday 7/1 - Roller Coasters and Marble Games Wednesday 7/2 - Carpentry in Motion ONE-DAY CAMPS @ The Works Museum : Monday 6/30 - Slime-gineering Tuesday 7/1 - Cardboard Creations: Mansions Wednesday 7/2 - LEGO City of the Future												
7/7- 7/10	Make it Cool with Tools		Robocoding			Code Camp		Fling and Fly			LEGO Chain Reactions	Fri 7/11	Roller Coasters and Marble Games
7/14- 7/17			LEGO Engineering	Critter Carpentry	Astroneers	Movie Makers		Junior Robotics		Crash Test Contraptions	Solar Powered Gadgets	Fri 7/18	LEGO to the Rescue
7/21- 7/24			Robocoding for Girls	Ahoy! Engineers		LEGO Robotics I for Girls	Epic Engineering Fails	LEGO Architecture: Skyscrapers	A Day in the Life: Junior Engineers		Nature Innovators	Fri 7/25	Carpentry in Motion
7/28- 7/31			LEGO Architecture: Skyscrapers	Create with Carpentry: Archade Game		Marvelous Superhero Gadgets	LEGO Robotics I	Robocoding	Water Wonders		Carpentry 101: Candy Dispenser	Fri 8/1	Cardboard Creations: Mansions
8/4- 8/7	Make it Superpowered		Animation Engineers	Myths and Mechanisms	Junior Robotics	Carpentry 101: Candy Dispenser		LEGO Engineering	Crash Test Contraptions	Mini Golf Construction	LEGO Robotics I	Fri 8/8	Intro to Carpentry: Wobble Maze
8/11- 8/14		Make it Cool with Tools	Junior Robotics	Fling and Fly		Hydraulic Helper-Bots	LEGO Robotics II	Sci Fi World Builders	LEGO Engineering		Architecture: Houses	Fri 8/15	Cardboard Creations: Castles
8/18- 8/21			Animation Engineers		LEGO Engineering	Create and Code	Amusement Park Design	LEGO Architecture: Skyscrapers		Critter Carpentry	Epic Engineering Fails	Fri 8/22	Slime- gineering
8/25- 8/28	Make it Cool with Tools		Mini Golf Construction			Architecture: Houses		Robocoding			Code Camp		

\$230, \$207 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 16-19, 9 a.m.-12 p.m.

M-Th, August 18-21, 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, June 23-26, 1-4 p.m.

M-Th, August 11-14, 1-4 p.m.

M-Th, August 25-28, 9 a.m.-12 p.m.

Carpentry 101:

Candy Dispenser Game

\$255, \$229.50 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 28-31, 1-4 p.m.

M-Th, August 4-7, 9 a.m.-12 p.m.

Code Camp

\$255, \$229.50 members

Become a computer programmer with a Raspberry Pi—a powerful computer that fits in your hand! Learn to code with Python and create interactive projects. Unleash your creativity with Scratch to design visual stories, compose music, and build your own games.

M-Th, June 23-26, 9 a.m.-12 p.m.

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

M-Th, August 25-28, 1-4 p.m.

Create and Code

\$255, \$229.50 members

NEW!

Explore computer programming using a Raspberry Pi computer in a new way. Invent a game, an instrument, or a dynamic story by writing code. Then, connect a Makey Makey device to transform objects into interactive controllers.

M-Th, August 18-21, 9 a.m.-12 p.m.

Epic Engineering Fails

Why do bridges collapse? What makes boats sink? Engineer and test your own boats and bridges to see where they fail. Construct a model building and test it to see if it can withstand natural disasters.

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

M-Th, August 18-21, 1-4 p.m.

Hydraulic Helper-Bots

Design special machines that help! Build a machine that lifts, launches, and moves using air, water, and wood.

M-Th, August 11-14, 9 a.m.-12 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 9-12, 9 a.m.-12 p.m.

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

"They fiked their camp more than any other one this summer."

- Camp Parent

\$230, \$207 members (unless otherwise noted)

LEGO Robotics I

\$255, \$229.50 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 16-19, 1-4 p.m.

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

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

LEGO Robotics I for Girls*

\$255, \$229.50 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, July 21-24, 9 a.m.-12 p.m.

LEGO Robotics II

\$255, \$229.50 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 navigating bot and a brick-collecting rover.

M-Th, August 11-14, 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 your own using LED lights, electromagnets, and more.

M-Th, July 28-31, 9 a.m.-12 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, June 9-12, 1-4 p.m.

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

Movie Makers for Girls*

Same great Movie Makers camp, in a section for girls. 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, June 23-26, 9 a.m.-12 p.m.

Nature Innovators

NEW!

Become an environmental engineer! Create compostable bio-plastics, build a device that converts salt water into fresh water, and explore alternative energy sources.

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

Solar Powered Gadgets

Harness the power of the sun! Explore how to use renewable resources to generate electricity and heat. Build your own solar car, spinning window decoration, and solar heater.

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

**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).*

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

\$115 per day, \$103.50 members

6-year-old campers must have completed kindergarten.

Cardboard Creations:

Learn the basics of cardboard construction, then build a themed structure and customize it with amazing features that you design. You get to be the designer, the architect, and the engineer all rolled into one!

Castles: Build a castle, then add features like secret rooms, trap doors, and drawbridges.

Friday, August 15, 9 a.m.-4 p.m.

Fun House: Build a fun house, then add features like wobbly floors, mirrored rooms, and secret passages.

Friday, June 13, 9 a.m.-4 p.m.

Mansions: Build a model mansion and add features like chandeliers, grand staircases, and fancy furniture.

Tuesday, July 1, 9 a.m.-4 p.m.

Friday, August 1, 9 a.m.-4 p.m.

Carpentry in Motion

NEW!

Calling all young builders!

Learn beginning carpentry skills and construct hands-on projects that move. Practice using hammers, saws, screwdrivers, and more to build a wooden catapult and a pinewood derby-style car.

Friday, July 25, 9 a.m.-4 p.m.

"I love that they can be creative and active throughout the day."

- Camp Parent

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, August 8, 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.

Wednesday, July 2, 9 a.m.-4 p.m.

LEGO to the Rescue

NEW!

Engineer creative rescue tools like ziplines, catapults, and air-powered systems to save LEGO minifigs from perilous situations. Team up and become a hero in this thrilling one-day camp!

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

LEDgendary Design Studio

NEW!

Ignite your imagination in this illuminating camp! Explore the science and art of light as you build a spinning light-up toy, craft a glowing origami lamp, and design vibrant LED artwork.

Friday, June 27, 9 a.m.-4 p.m.

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

\$115 per day, \$103.50 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, July 11, 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.

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

Friday, August 22, 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 20, 9 a.m.-4 p.m.

"The camp allowed my son to be creative and learn something new."

- Camp Parent



Slime-gineering

CAMPS AT MINNESOTA CHILDREN'S MUSEUM

\$230, \$207 members (unless otherwise noted)

CAMPS FOR AGES 6-8 @ MCM

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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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M-Th, August 18-21, 9 a.m.-12 p.m.

Mini Golf Construction

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

"My child LOVED every minute of this camp."

- Camp Parent

Visit theworks.org to learn more.



14

CAMPS AT MINNESOTA CHILDREN'S MUSEUM

\$230, \$207 members (unless otherwise noted)

PRE K CAMPS @ MCM

For children entering kindergarten or High Five programs in Fall 2025.

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 9-12, 9 a.m.-12 p.m.

ONE-DAY CAMPS FOR AGES 6-12 @ MCM

Museum exploration and pizza lunch are included.

\$115 per day, \$103.50 members

6-year-old campers must have completed kindergarten.

Cardboard Creations: Castles

Learn the basics of cardboard construction, and build a custom castle. Add features like secret rooms, trap doors, and drawbridges. You get to be the designer, the architect, and the engineer all rolled into one!
Monday, June 30, 9 a.m.-4 p.m.

Carpentry in Motion

Calling all young builders! Learn beginning carpentry skills and construct hands-on projects that move. Practice using hammers, saws, screwdrivers, and more to build a wooden catapult and a pinewood derby-style car.
Wednesday, July 2, 9 a.m.-4 p.m.

NEW!

Roller Coasters and Marble Games

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Tuesday, July 1, 9 a.m.-4 p.m.



Minnesota Children's Museum

10 West Seventh Street
St. Paul, MN 55102

Visit theworks.org to learn more.



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9740 GRAND AVE. S.

BLOOMINGTON, MN 55420

952.888.4262 | theworks.org

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Scan with
your camera
to learn more
and register.

**REGISTRATION
DATES**

**INNOVATORS
CLUB: 1/20**

MEMBERS: 1/22

PUBLIC: 1/27

Marvelous Superhero Gadgets