

CAMPS^{FOR} CURIOUS MINDS

PACIFIC SCIENCE CENTER
SUMMER 2022



KEEP GROWING

Every year, we make it our mission to offer the biggest, most fun, brain-expanding science and arts camps all across the Puget Sound region—because if there's one thing we know for sure, it's this: curious minds don't stop growing.

Our camps are growing too. This year, we've put our brains together and dreamed up some new offerings, just for our campers:

New Camps

Whether your camper wants to engineer incredible inventions or animate their own dino creature feature, we've got a new camp just for them. With over a dozen new chances to be curious, there's something fresh for everyone.

Theme Weeks

At select locations throughout the summer, we'll be hosting theme weeks, where sessions are united by a common area of science. If your campers are interested in figuring out physics, or learning how animals adapt, we've got entire weeks set aside just for them.

Partner Camps with StemTree

In addition to our tech- and coding-themed virtual camps, we've partnered with StemTree to offer in-person camps for those in grades 2–3, where they can plan, design, and program their own robots.

Canoeing is Back!

Mercer Slough campers in grades 6–8 will get the chance to experience life on the water, as we reintroduce canoeing to our ecology and environmental science camps in Bellevue.

Every curious mind deserves room to thrive. So this summer, be curious, and come *grow* with us.

Camps for Curious Minds is presented by



Our Commitment To Safety

We are committed to safely delivering summer camp experiences for all campers and staff in compliance with the Department of Health Guidelines for summer camps. We are happy to share that we were able to successfully run camps in 2020 and 2021 with no reported spread of COVID-19 in camp sessions.

Camp COVID policies and procedures may change based on updated local, state and federal guidance and health recommendations. Any changes will be posted online and registrants will be notified.

All in-person summer camps will follow the practices and policies outlined below:

- Enforcing our Mask Policy
- Enforcing our Sick Camper Policy
- Enforcing our Daily Health Screening Policy requiring all campers to verify daily that they are free of COVID-19 symptoms
- Requiring proof of COVID-19 vaccination for staff and campers ages 12+
- Maintaining small cohorts of campers with dedicated staff members. Group sizes

will be determined by group age, location, and room size but will be no larger than 16 campers per group (excluding StemTree partnership camp sessions, which may have up to 20 campers per group)

- Maintaining group separation throughout the day with dedicated routes to move around the facility
- Practicing physical distancing within each group
- Implementing modified drop-off and pick-up procedures
- Increasing opportunities for hand washing and increasing availability of hand sanitizer
- Increasing cleaning and disinfecting of materials and the facility
- Keeping camp groups in areas of PacSci that are closed to the general public. Parents and guardians will not be permitted to enter the designated camp buildings
- Eliminating the need for camper transportation in vehicles during the camp day

For more information on our safety precautions and COVID policies and procedures, visit pacificsciencecenter.org/camps.

Mask Policy

Masks are required for all PacSci staff and campers from the time they arrive on-site at a camp location through the time they leave the camp facility. Masks are also required for parents and guardians during drop-off, pick-up, and any other time they are at a camp location. Masks must be properly fitted and cover the mouth and nose at all times, and, if reusable, must be cleaned regularly. Masks with valves or openings, handkerchiefs, gaiters, and face shields in lieu of a mask are not allowed. While campers should bring their own masks, a limited number of disposable masks will be available for camper use if needed. The policy must be reviewed, signed, and submitted electronically in the camper health profile through CampDoc during registration.

Sick Camper Policy

In order to attend an in-person summer camp, all parents or guardians of campers must review and sign our Sick Camper Policy. The policy includes requirements for a daily health check, as well as procedures for any illnesses that occur during the camp day and for returning to camp after illness.

The policy should be reviewed, signed, and submitted electronically in the camper health profile through CampDoc during registration.

Daily Health Screening Policy

PacSci campers will need to perform a daily health check before arriving to camp each day at all camp locations. In

addition, PacSci staff may require an on-site temperature check for campers. Parents and guardians will be required to complete screening questions daily.

Proof of COVID-19 Vaccination Requirements

PacSci staff and campers ages 12 and older will be required to provide proof of COVID-19 vaccination before coming to in-person camps. Accommodation requests for valid vaccination exemption must be made at least two weeks in advance of the camp session by emailing camps@pacsci.org.

At this time, we do not anticipate campers ages 4-11 will be required to submit proof of vaccination to attend camp. However, please note that unvaccinated campers will be ineligible for camp for a period of time after travel, possible exposure to COVID-19, and in certain other circumstances. We strongly recommend that any person eligible for the COVID-19 vaccine make an effort to receive it as soon as possible. Camp COVID-19 vaccine requirements may change based on updated local, state, and federal guidance and health recommendations.

High Risk Groups

Those at high risk for health problems from COVID-19 should consult with their health care provider when considering whether to participate in Camps for Curious Minds.

GRADES PREK-K

Animal Discoveries

Why do coyotes have wet noses? How do deer hear so well? Uncover the amazing ways animals use their senses to explore their world through reading stories, playing games, and creating colorful art.

| **Mercer Slough AM:** Weeks 1, 5, 9
| **Mercer Slough PM:** Weeks 3, 7

Colorful Creations

Everyone perceives our colorful world differently; how do you see the colors around you? Experiment with the entire spectrum of visible light, learn how others see the world, and use surprising items to create colorful art.

| **PacSci AM:** Weeks 1, 9
| **PacSci PM:** Week 6

Curious Creatures

Discover what animals need to live in the wild and how they have adapted to survive in different environments. Learn about butterflies, snakes, and crabs to inspire your own art piece!

| **PacSci AM:** Week 3
| **PacSci PM:** Weeks 5, 7

Fantastic Forests

Leaves, tree trunks, and berries, oh my! Learn about the many plants of Mercer Slough and the animals that live with them. Use nature to make art, find hidden forest friends, and learn about the habitats different creatures call home.

| **Mercer Slough AM:** Weeks 3, 7
| **Mercer Slough PM:** Weeks 1, 5, 9

Mud, Muck, & Goo

What makes the ground so squishy and slugs so slimy? Make your own slippery slime, investigate mysterious animal tracks, meet crawly creatures, and stomp through mud puddles in the wetland!

| **Mercer Slough AM:** Weeks 2, 6, 10
| **Mercer Slough PM:** Weeks 4, 8

Ready, Seed, Grow!

NEW! **VIRTUAL**

Grow your knowledge about the wonderful world of plants! Play games, listen to stories, and make your own plant-themed art to take home.

| **PacSci AM:** Week 2
| **PacSci PM:** Weeks 4, 9

Snack Science

Is the perfect snack crunchy, salty, gooeey, or colorful? Use your senses to explore the colors, smells, and tastes of food. Experiment with kitchen chemistry and make your own tasty treat!

| **PacSci AM:** Weeks 6, 8
| **PacSci PM:** Week 3

To the Moon

Become an astronomer and blast off into a week of space-themed crafts and stories. Make and take home your own moon sand, model planet, and constellation art while learning about the universe.

| **PacSci AM:** Weeks 5, 7
| **PacSci PM:** Weeks 2, 10

Wild Explorers

Discover and map new territory at Mercer Slough. Investigate underwater insects, unearth soil invertebrates, and search for wild animal tracks!

| **Mercer Slough AM:** Weeks 4, 8
| **Mercer Slough PM:** Weeks 2, 6, 10

World of Wonder

Explore our amazing planet with this introduction to Earth science! Build a volcano, create a tiny river, and make a globe to decorate and take home at the end of the week.

| **PacSci AM:** Weeks 4, 10
| **PacSci PM:** Weeks 1, 8

GRADES K-1

3-2-1 Blast Off!

Galaxies, black holes, and shooting stars await a junior astronomer just like you! Get hands-on astronomical experience by mapping out the solar system, launching rockets, and making your own model planet to take home.

| **PacSci:** Weeks 1, 3, 5
| **St. Thomas:** Week 7
| **Explorer West:** Week 9

Biome Bonanza

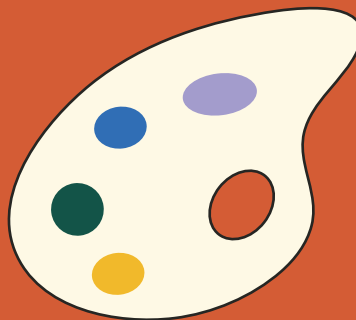
Discover the many ecosystems in our state and learn how creatures like birds and bugs have adapted to them. Become an expert as we dissect owl pellets, identify a cockroach, and build take-home terrariums.

| **PacSci:** Weeks 5, 9
| **St. Thomas:** Week 3
| **Explorer West:** Week 7
| **Kirkland:** Week 1

Cookie Caper

PacSci's top secret cookie recipe has been stolen and we need your help! Build your investigative skills as you take a closer look into the chemical reactions behind cookie ingredients and make your own perfect chocolate chip cookie to solve the mystery.

| **PacSci:** Weeks 1, 2, 6, 8
| **St. Thomas:** Weeks 4, 5
| **Explorer West:** Week 7
| **Kirkland:** Week 3



Heating Up

Fire, friction, and food are just some of the ways heat can affect us. Investigate the chemistry behind all things hot by playing games, making art, and learning how to experiment with fire safely.

| **PacSci:** Weeks 3, 5
| **St. Thomas:** Week 7

Little Olympics **NEW!**

Join our Olympic games as we get active and jump into the science behind sports and how our bodies move. Use teamwork to create an obstacle course, complete a relay race, and play a new sport every day!

| **PacSci:** Week 4
| **St. Thomas:** Week 8
| **Explorer West:** Week 6

Make Sense of It

How does your sense of smell help you taste food? Can your sense of touch protect you from danger? Find out all the ways we use our senses! Put your eyes, ears, and nose to the test through science experiments, games, and sense-ational art.

| **PacSci:** Weeks 1, 7
| **St. Thomas:** Week 5
| **Explorer West:** Week 9
| **Kirkland:** Week 3

Smartest Artist

Discover the science behind the art in nature, in the city, and pictures on your fridge. Create unique pieces of art to take home by experimenting with paints, dyes, and textures.

| **PacSci:** Weeks 2, 8, 10
| **Explorer West:** Week 6
| **Kirkland:** Week 4

Start Your Engines

Buckle your seatbelt, adjust your mirrors, and roar into motion! Experiment with alternative energy sources like rubber bands, balloons, and electricity. Design, build, and test your own car, boat, and rocket!

| **PacSci:** Weeks 4, 10
| **St. Thomas:** Week 6
| **Explorer West:** Week 8
| **Kirkland:** Week 2

Story Explorers

Become a literary explorer and venture into tales of science and discovery! Experiment with concoctions, journey with animals in a forest, and create weather phenomena with your own hands as you write your own story.

| **PacSci:** Weeks 7, 9
| **St. Thomas:** Week 3
| **Explorer West:** Week 5

Superheroes

Use your super science skills to design a super vehicle, test your super senses, and mix up super solutions in the lab. Combine your favorite powers to create your superhero identity, complete with a costume and gadgets.

| **PacSci:** Weeks 2, 6, 10
| **St. Thomas:** Week 8
| **Kirkland:** Week 4



Teddy's Grand Adventure

Take your new teddy bear on an adventure to explore science careers! Create a journal for you and Teddy as you explore medicine, flight, engineering, and more.

| **PacSci:** Weeks 3, 6, 7, 8, 9
| **St. Thomas:** Week 4
| **Explorer West:** Week 5
| **Kirkland:** Week 1

Wild Ocean Adventures

Discover the wonders of marine biology and learn all about the ocean and the animals that live there. Create ocean art with shells and shark teeth, then build your own submarine to take home.

| **PacSci:** Week 4
| **St. Thomas:** Week 6
| **Explorer West:** Week 8
| **Kirkland:** Week 2

GRADES K-2

Birds, Bugs, & Bunnies

Birds, Bugs, and Bunnies, oh my! Become science besties with our feathery, fuzzy, and furry friends!

| **Mercer Slough:** Weeks 2, 6

Legends of Polliwog Pond

The Pirate of Polliwog Pond left behind a map and we need your help deciphering it! Work with a team to solve puzzles and riddles that will guide you to the treasures of the wetlands.

| **Mercer Slough:** Weeks 4, 7

Natural Creations

Put on your hard hat and hiking shoes. Take your artistic flair outside! Extract colorful dyes, make your own paper, delve into detailed drawings, and craft cool creations using trees, flowers, and recycled materials.

| **Mercer Slough:** Weeks 1, 8

Slough Sleuths

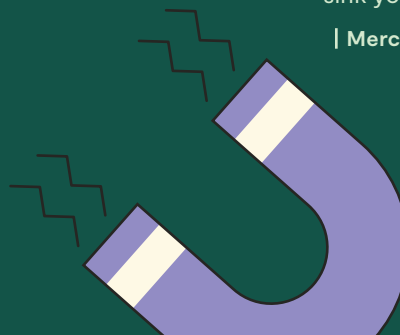
Grab your detective cap and magnifying glass as we explore who lives in the wetland, unearth crawly critters from underground, and discover how animals adapt in their habitats.

| **Mercer Slough:** Weeks 3, 10

Wetland Wonders

Seek out the hidden creatures and marshy mysteries of Mercer Slough. Find out why Earth is the water planet as you journey through wetlands, streams, and ponds. Observe transforming invertebrates and sink your hands into clay soil.

| **Mercer Slough:** Weeks 5, 9



GRADES 2–3

Amusement Park Physics

Explore the science of amusement parks by harnessing force and energy! Create a new ride every day and work together to build a room-sized rollercoaster by the end of the week.

PacSci: Weeks 3, 5
St. Thomas: Week 7

Candyology

This is a camp you can really sink your teeth into! Come discover the sugary science behind some amazing sweet treats. Each day, you will learn a recipe for a new type of candy! This exploration of engineering and chemistry will convince you that candy is more than just a tasty treat.

PacSci: Weeks 1, 7, 9
St. Thomas: Week 5
Kirkland: Week 3

Clever Contraptions

If you can make something from nothing, and everything from anything, then come test your skills. Put on your thinking cap to engineer solutions to amazing challenges! Learn the engineering process as you build looming spaghetti towers, craft stick catapults, and even a Rube Goldberg machine.

PacSci: Weeks 2, 4
St. Thomas: Week 6
Explorer West: Week 8

Get Set to be a Vet

From your favorite pet to local wildlife and all the animals in between, come learn a little about what it takes for veterinarians to care for all these amazing animals! Unleash your inner veterinarian and discover the features of your favorite animals as you examine X-rays, study skeletons, explore digestive tracts, and investigate the innerworkings of an eye.

PacSci: Weeks 1, 5, 9
St. Thomas: Week 3
Explorer West: Week 7

Grossology

Investigate the slimy, squishy, icky, and sticky side of science with us! Your camper will explore the stinky science behind digestion, dirt, and decay during this extra gross week of camp.

PacSci: Weeks 3, 5
St. Thomas: Week 7
Explorer West: Week 9
Kirkland: Week 1

Itsy Bitsy **VIRTUAL**

Do you ever wonder what adventures a bat mixed with a llama would get into? Combine your creativity with basic programming to bring your own animal creation to life using Bitsy programming language.

Virtual AM: Weeks 1, 9
Virtual PM: Week 7

Lab Wizards

Alohomora! Unlock the secrets of the wizarding world and discover the science behind real life magic. Conjure up potions, create a chocolate frog, and mount your broomstick for the Quidditch World Cup during this magical week of camp.

PacSci: Weeks 2, 3, 6, 7
St. Thomas: Weeks 4, 8
Explorer West: Weeks 5, 9
Kirkland: Week 1

Meteorologists in Training

Calling all future weather forecasters! Come explore the science behind the weather and learn how to predict if you will need sunscreen or snow boots tomorrow. Design meteorological instruments, create mini weather phenomenons, and practice giving a newsworthy weather forecast in this weather filled camp.

PacSci: Week 8
Explorer West: Week 6
Kirkland: Week 4

Out of this World

What does it take to become an astronaut and venture into space? Learn about what lies beyond the Earth as you make moon sand, learn about deep space travel, and launch rockets!

PacSci: Weeks 4, 10
St. Thomas: Week 8
Explorer West: Week 6
Kirkland: Week 2

Robo-Coders with Stemtree

NEW!

Enter the virtual world of coding and learn basic programming language with Scratch. Then, use your skills to bring a LEGO Robotics unit to life!

PacSci: Weeks 6, 8
St. Thomas: Week 4

Science Myths: Busted

Can you actually slip on a banana peel? Will pop rocks and soda really make your stomach explode? Do common scientific misconceptions and urban legends stand up to the principles of physics and chemistry? Use the scientific process to design and conduct experiments to find out.

PacSci: Week 7
St. Thomas: Week 3
Explorer West: Week 5

Spy Science

Join us for a week of espionage in our Spy Academy to find the double agent in our ranks. Create a secret alias, build spy gadgets, and decipher top secret codes as you solve the mystery of the double agent amongst you.

PacSci: Weeks 2, 6, 10
Explorer West: Week 8
Kirkland: Week 4



Storytelling from Scratch

VIRTUAL

Bring your art to life! Using puppetry and Scratch animation, tell a story through coding, and create characters to build a narrative from beginning to end.

Virtual AM: Week 3

Virtual PM: Weeks 5, 9

Under the Sea

Wade into marine biology as we explore marine ecosystems, animal adaptations, and reflect on how these habitats are changing. Create ocean art, play watery games, and perform aquatic experiments during this fun soaked week.

PacSci: Weeks 4, 8, 10

St. Thomas: Week 6

Kirkland: Week 2

What's Up, Doc?

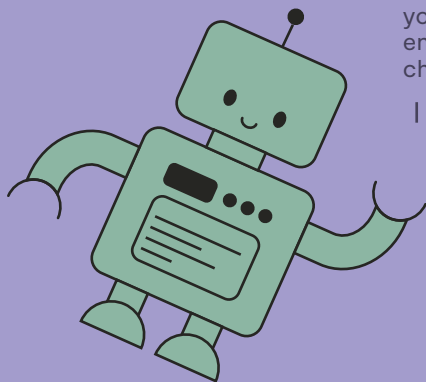
The hip bone's connected to the... what bone? Learn all about the human body as you make your own life-sized anatomy chart, practice a dissection, and create a model of a cell.

PacSci: Weeks 1, 9

St. Thomas: Week 5

Explorer West: Week 7

Kirkland: Week 3



GRADES 3-5

Artsy Forestry

Formerly Naturally Artistic

Channel your inner artist as you hike trails with your journal in hand. Sketch and describe the plants and animals you find and fill your notebook with observations of the natural world. Get inspired by textures, colors, and shapes of Mercer Slough to express the artistic side of the nature around you.

| **Mercer Slough:** Weeks 1, 3, 7, 10

Eco-Exploration

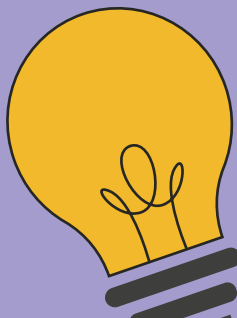
Calling all junior ecologists! Explore the diverse ecosystems of Puget Sound through plant identification, water quality testing, animal tracking, and more!

| **Mercer Slough:** Weeks 4, 6, 9

Outdoor Survival School

Do you have what it takes to survive in the wild? Learn how to navigate with a compass, practice first aid, filter water, study the cosmos, and put your skills to the test for an end of the week survival challenge.

| **Mercer Slough:** Weeks 2, 5, 8



GRADES 4-5

Bit by Bit **VIRTUAL**

Explore the basics of logic and programming in the world of Minecraft! Learn how to program a robot helper, work together to solve challenges, and build a town using Microsoft Education Edition.

| **Virtual AM:** Week 8

| **Virtual PM:** Week 6

ChemLab, Inc.

Become a researcher in a world-class chemistry laboratory, ChemLab Inc.! Join your new team to conduct experiments to analyze reaction rates, concoct your own creations, and experiment to solve chemical design questions.

| **PacSci:** Weeks 6, 10

| **St. Thomas:** Week 4

Cooking Up Science

Let's get cooking! We'll serve up the science on where food comes from, which options are healthier, and what makes things taste good. Use the skills you learn over the week to plan and make a masterpiece meal.

| **PacSci:** Weeks 7, 9

| **St. Thomas:** Weeks 3, 5

| **Kirkland:** Week 1

Dinovation **NEW!** **VIRTUAL**

Join us as we explore the land before time through stop motion! Learn about the time periods that dinosaurs roamed the Earth to help inspire their own dino-tastic story. Then, put these stories in motion as you learn to create and edit your own stop motion animation short films.

| **Virtual AM:** Week 5

| **Virtual PM:** Week 2

Duct Tape Challenge

Test the strength and durability of duct tape to see if it really can fix everything. Let your creativity guide you as you construct your own duct tape creations like boats, catapults, or messenger bags.

| **PacSci:** Weeks 4, 10

| **St. Thomas:** Week 8

| **Explorer West:** Week 6

| **Kirkland:** Week 2

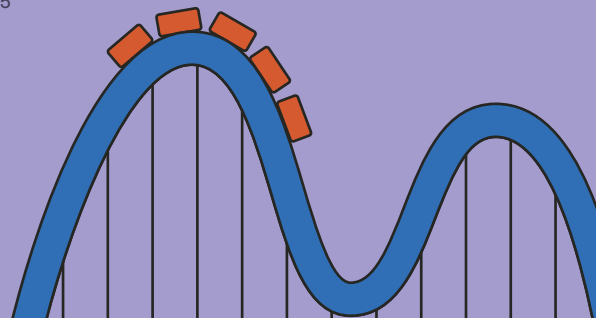
Game Zone **NEW!**

Calling all Pokémon, Yu-Gi-Oh, and Dragon Ball Z fans! Create your own probability-focused game, complete with a fantasy habitat with imaginary creatures based on real animal adaptations found in nature.

| **PacSci:** Week 2

| **St. Thomas:** Week 8

| **Kirkland:** Week 4



Inventor's Studio **NEW!**

A day in the inventor's studio is packed with brainstorming, experimentation and incredible action. Learn to become an inventor as you study the amazing products of past and present inventors, the science used in their work, and the process needed for innovation. Design, build, and test parachutes, marble runs, and much, much more!

PacSci: Week 1
St. Thomas: Week 3
Explorer West: Week 9

Messy Science **NEW!**

Prepare yourself for the messiest, stickiest, and slimiest science that you have ever seen! Create fake body fluids, paint with bubbles, and test how far you can toss water balloons without them breaking. If it's wet, sticky, or slimy, we'll find an experiment to get you elbow deep in the science of mess.

PacSci: Weeks 3, 5
St. Thomas: Week 7

Mission to Mars

Do you have what it takes to survive the cold and unforgiving martian environment? Discover what it takes to travel to and colonize the red planet by building a base, space survival gear, and mission plan for when disaster strikes.

PacSci: Weeks 6, 8
St. Thomas: Week 4

Ready, Set, Physics!

You don't need to sit under an apple tree to get inspired by physics. Go beyond Newton and discover how fun science can be when we build bridges, drop eggs, make slime, and engineer unique designs limited only by your imagination.

PacSci: Week 2
St. Thomas: Week 6
Explorer West: Week 8

Splash Science **NEW!**

Dive into the wettest week of the summer! Come explore the science of water as we launch water balloons, create water powered vehicles, and experiment with the water around us. Your camper will use physics and chemistry to learn what makes water so unique.

PacSci: Weeks 4, 8
St. Thomas: Week 4

Storyboard Animatics

VIRTUAL

Campers will explore programming activities that will help them advance their animation and storytelling skills. Using Scratch, they will create and animate detailed storyboards!

Virtual AM: Weeks 6, 10
Virtual PM: Week 1

Young Entrepreneurs

Calling all future CEOs! Create your very own startup product to compete against rival businesses. Form a business plan on a budget while balancing supply and demand.

PacSci: Week 3
St. Thomas: Week 7
Explorer West: Week 5

Young Physicians

Are you interested in becoming a doctor? Get a head start on a career in medicine as you make a cast, perform dissections, and learn the inner workings of your body's systems.

PacSci: Weeks 1, 7
St. Thomas: Week 5
Kirkland: Week 3

Zoology 101 **NEW!**

Have you ever wondered what it takes to become a zookeeper or wildlife biologist? Come explore the amazing world of animals with us as we delve into what it takes to care for our animal friends. Learn how to determine if a disease is hereditary, dissect specimens, and diagnose animal ailments.

PacSci: Weeks 5, 9
Explorer West: Week 7

GRADES 6-8

Art and Animation **VIRTUAL**

Create and animate a story using different artistic styles and media. Campers will explore physical media to create their art, then choose from a variety of animation styles to translate it into a digital animation.

Virtual AM: Week 4
Virtual PM: Week 8

Code Crafting **VIRTUAL**

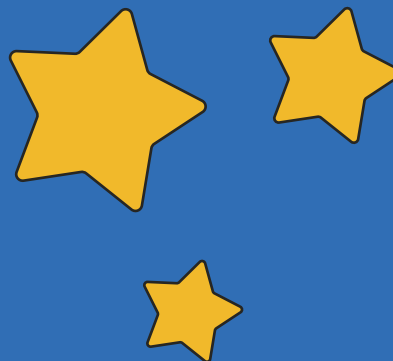
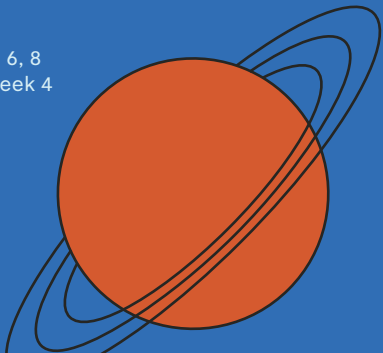
Explore Minecraft Code Builder while learning core programming concepts! Navigate challenging adventures and quickly automate builds with the help of block-based coding and a robotic assistant.

Virtual PM: Weeks 4, 10
Virtual AM: Week 2

Discovering Robotics **NEW!**

Explore the world of robotics! Learn how to build robots that can avoid obstacles, follow lines, and process remote control commands. Collaborate with peers while discovering electrical engineering, coding, and 3D modeling through the creative lens of building robots.

PacSci: Week 4
St. Thomas: Week 8
Explorer West: Week 6



Dissection Lab

Take a look inside the science of anatomy and learn professional techniques to dissect something new every day. Work your way up from a simple owl pellet to complex organs like eyes and brains.

| **PacSci:** Week 1
| **St. Thomas:** Week 5
| **Explorer West:** Week 7
| **Kirkland:** Week 3

Duct Tape Engineering

Can duct tape really fix everything? Find out as you test its strength to construct a bridge and build a boat that can hold a person!

| **PacSci:** Weeks 2, 3, 9
| **St. Thomas:** Weeks 6, 7
| **Explorer West:** Week 8
| **Kirkland:** Weeks 1, 4

Enviro-Engineering **NEW!**

Put on your hard hat and hiking shoes to explore engineering in the natural world. Create designs to solve engineering challenges and identify sustainable solutions to help humans, animals, and the environment.

| **Mercer Slough:** Weeks 3, 6, 8, 10

Exhibit Design

It's your chance to create your very own exhibit! Learn about the different types of exhibits, universal design principles, and how to put exhibits together to create a cohesive experience. From concept to construction campers will bring their own exhibit idea to life.

| **PacSci:** Weeks 3, 5, 7

Food Lab

Don an apron, roll up your sleeves, and play with your food—for science! Explore how biology, chemistry, and physics are used to enhance the properties and flavors of food.

| **PacSci:** Weeks 2, 9
| **St. Thomas:** Weeks 5, 7

Green by Design **NEW!**

What does it take to Go Green? Explore the science behind sustainability as we work together to identify old, current, and new ways to design a green life. Experiment with nature, waste, and more.

| **Mercer Slough:** Weeks 1, 4, 9

Greener Future **NEW!**

Go green for the greater good! Find out what actions reduce environmental impacts, identify how we can reduce waste, and design your own sustainable solutions to solve issues in your community.

| **PacSci:** Week 6
| **St. Thomas:** Weeks 4, 8

H-2-Whoa Adventures **NEW!**

Explore the waterways of one of the largest wetlands in the Seattle area. Collect and study the macroinvertebrates and aquatic plants of the Mercer Slough and learn how they can be used as indicators of water health. Develop the skills that scientists use to monitor water quality with field research tools like chemical tests, turbidity tubes, and pond dips.

| **Mercer Slough:** Weeks 2, 5, 7

Imagineopolis **NEW!**

Create your own fantastical board game! Play different kinds of board games to get inspiration for your own. Learn about the basics of board game design, impact of character creation, and the importance of the perfect set of rules to create your own board game.

| **PacSci:** Week 5
| **St. Thomas:** Week 3
| **Explorer West:** Week 9

Sports Science **NEW!**

Find out why we are the official science partners of two major Seattle sports teams! Learn the physics, nutrition, and anatomy of what powers your favorite teams and players.

| **PacSci:** Weeks 4, 6, 8

Stop Motion Animation

NEW! **VIRTUAL**

Put your creative gears in motion! Join us as we learn to create short stories using stop motion animation. From drafting and storyboard to editing and post production, take your own animation idea all the way through the creative process with us.

| **Virtual AM:** Week 7
| **Virtual PM:** Week 3

Underwater Machines

Build a submersible machine that can perform tasks underwater. Master the environment through experiments in buoyancy, density, and pressure before taking home your new apparatus and fine motor skills.

| **PacSci:** Weeks 8, 10
| **St. Thomas:** Weeks 4, 6
| **Kirkland:** Week 2

Zombie Survival School

Do you have what it takes to survive a zombie apocalypse? Study the biology of disease, build your own biocontainment suit, and learn the basics of survival.

| **PacSci:** Week 7
| **St. Thomas:** Week 3
| **Explorer West:** Week 5





CALENDAR



Pacific Science Center

Week 1 • June 21–24

Grades	Camp Name	Price
PreK–K	Colorful Creations AM	\$202
	World of Wonder PM	\$202
K–1	3–2–1 Blast Off!	\$354
	Cookie Caper	\$354
	Make Sense of It	\$354
2–3	Candyology	\$394
	Get Set to be a Vet	\$394
	What's Up, Doc?	\$394
4–5	Inventor's Studio NEW!	\$450
	Young Physicians	\$394
6–8	Dissection Lab	\$426

Week 2 • June 27–July 1

Grades	Camp Name	Price
PreK–K	Ready, Seed, Grow! AM NEW!	\$240
	To the Moon PM	\$240
K–1	Cookie Caper	\$430
	Smartest Artist SF	\$480
	Superheroes	\$430
2–3	Clever Contraptions	\$480
	Lab Wizards	\$480
	Spy Science GF	\$430
4–5	Game Zone SF NEW!	\$480
	Ready, Set, Physics!	\$480
6–8	Duct Tape Engineering	\$550
	Food Lab	\$520

Week 3 • July 5–8

Grades	Camp Name	Price
PreK–K	Curious Creatures AM	\$202
	Snack Science PM	\$202
K–1	3–2–1 Blast Off!	\$354
	Heating Up	\$394
	Teddy's Grand Adventure	\$394
2–3	Grossology SF	\$354
	Lab Wizards	\$394
	Amusement Park Physics	\$394
4–5	Messy Science NEW!	\$354
	Young Entrepreneurs	\$394
6–8	Duct Tape Engineering GF	\$450
	Exhibit Design	\$394

Week 4 • July 11–15

Grades	Camp Name	Price
PreK–K	World of Wonder AM	\$240
	Ready, Seed, Grow! PM NEW!	\$240
K–1	Little Olympics NEW!	\$430
	Start Your Engines	\$430
	Wild Ocean Adventures	\$430
2–3	Clever Contraptions GF	\$480
	Out of this World	\$480
	Under the Sea	\$480
4–5	Duct Tape Challenge GF	\$520
	Splash Science NEW!	\$480
6–8	Discovering Robotics NEW!	\$550
	Sports Science NEW!	\$480

Week 5 • July 18–22

Grades	Camp Name	Price
PreK–K	To the Moon AM	\$240
	Curious Creatures PM	\$240
K–1	3–2–1 Blast Off!	\$430
	Biome Bonanza	\$480
	Heating Up	\$480
2–3	Get Set to be a Vet	\$480
	Grossology GF	\$430
	Amusement Park Physics	\$480
4–5	Zoology 101 NEW!	\$480
	Messy Science SF NEW!	\$430
6–8	Exhibit Design SF	\$480
	Imagineopolis NEW!	\$480

Week 6 • July 25–29

Grades	Camp Name	Price
PreK–K	Snack Science AM	\$240
	Colorful Creations PM	\$240
K–1	Cookie Caper	\$430
	Superheroes	\$430
	Teddy's Grand Adventure	\$480
2–3	Lab Wizards	\$480
	Robo-Coders w/Stemtree NEW!	\$530
	Spy Science	\$430
4–5	ChemLab Inc.	\$480
	Mission to Mars	\$480
6–8	Sports Science GF NEW!	\$480
	Greener Future NEW!	\$480

Week 7 • August 1–5

Grades	Camp Name	Price
PreK–K	To the Moon AM	\$240
	Curious Creatures PM	\$240
K–1	Make Sense of it	\$430
	Story Explorers	\$430
	Teddy's Grand Adventure	\$480
2–3	Candyology	\$480
	Lab Wizards	\$480
	Science Myths: Busted	\$480
4–5	Cooking Up Science	\$520
	Young Physicians	\$480
6–8	Exhibit Design	\$480
	Zombie Survival School SF	\$480

Week 8 • August 8–12

Grades	Camp Name	Price
PreK–K	Snack Science AM	\$240
	World of Wonder PM	\$240
K–1	Cookie Caper	\$430
	Smartest Artist	\$480
	Teddy's Grand Adventure	\$480
2–3	Meteorologists in Training	\$430
	Robo–Coders w/Stemtree NEW!	\$530
	Under the Sea	\$480
4–5	Mission to Mars GF	\$480
	Splash Science NEW!	\$480
6–8	Sports Science NEW!	\$480
	Underwater Machines GF	\$550

Week 9 • August 15–19

Grades	Camp Name	Price
PreK–K	Colorful Creations AM	\$240
	Ready, Seed, Grow PM NEW!	\$240
K–1	Biome Bonanza	\$480
	Story Explorers SF	\$430
	Teddy's Grand Adventure	\$480
2–3	Candyology	\$480
	Get Set to be a Vet	\$480
	What's Up, Doc?	\$480
4–5	Cooking up Science	\$520
	Zoology 101 NEW!	\$480
6–8	Duct Tape Engineering SF	\$550
	Food Lab	\$520

Week 10 • August 22–26

Grades	Camp Name	Price
PreK–K	World of Wonder AM	\$240
	To the Moon PM	\$240
K–1	Smartest Artist	\$480
	Start Your Engines	\$430
	Superheroes	\$430
2–3	Out of this World	\$480
	Spy Science	\$430
	Under the Sea SF	\$480
4–5	ChemLab Inc. GF	\$480
	Duct Tape Challenge	\$520
6–8	Underwater Machines	\$550

Mercer Slough

Week 1 • June 21–24

Grades	Camp Name	Price
PreK–K	Animal Discoveries AM	\$202
	Fantastic Forests PM	\$202
K–2	Natural Creations	\$354
3–5	Artsy Forestry	\$394
6–8	Green by Design NEW!	\$394

Week 2 • June 27–July 1

Grades	Camp Name	Price
PreK–K	Mud, Muck, & Goo AM	\$240
	Wild Explorers PM	\$240
K–2	Birds, Bugs, & Bunnies	\$430
3–5	Outdoor Survival School	\$480
6–8	H-2-Whoa Adventures NEW!	\$480

Week 3 • July 5–8

Grades	Camp Name	Price
PreK–K	Fantastic Forests AM	\$202
	Animal Discoveries PM	\$202
K–2	Slough Sleuths	\$354
3–5	Artsy Forestry SF	\$394
6–8	Enviro-Engineering NEW!	\$394

Week 4 • July 11–15

Grades	Camp Name	Price
PreK–K	Wild Explorers AM	\$240
	Mud, Muck, & Goo PM	\$240
K–2	Legends of Polliwog Pond	\$430
3–5	Eco-Exploration	\$480
6–8	Green by Design NEW!	\$480

Week 5 • July 18–22

Grades	Camp Name	Price
PreK–K	Animal Discoveries AM	\$240
	Fantastic Forests PM	\$240
K–2	Wetland Wonders	\$430
3–5	Outdoor Survival School	\$480
6–8	H-2-Whoa Adventures NEW!	\$480

Week 6 • July 25–29

Grades	Camp Name	Price
PreK–K	Mud, Muck, & Goo AM	\$240
	Wild Explorers PM	\$240
K–2	Birds, Bugs, & Bunnies SF	\$430
3–5	Eco-Exploration	\$480
6–8	Enviro-Engineering NEW! GF	\$480

Week 7 • August 1–5

Grades	Camp Name	Price
PreK–K	Fantastic Forests AM	\$240
	Animal Discoveries PM	\$240
K–2	Legends of Polliwog Pond	\$430
3–5	Artsy Forestry	\$480
6–8	H-2-Whoa Adventures NEW!	\$480

Week 8 • August 8–12

Grades	Camp Name	Price
PreK–K	Wild Explorers AM	\$240
	Mud, Muck, & Goo PM	\$240
K–2	Natural Creations SF	\$430
3–5	Outdoor Survival School GF	\$480
6–8	Enviro-Engineering NEW!	\$480

AM Morning Camp (9 a.m.–12 p.m.)

PM Afternoon Camp (1 p.m.–4 p.m.)

All other camp sessions run from 9 a.m.–4 p.m.

GF Girls Focused **SF** Sensory Friendly

Members receive \$30 off all camps

Week 9 • August 15–19

Grades	Camp Name	Price
PreK–K	Animal Discoveries AM	\$240
	Fantastic Forests PM	\$240
K–2	Wetland Wonders	\$430
3–5	Eco-Exploration	\$480
6–8	Green by Design NEW!	\$480

Week 10 • August 22–26

Grades	Camp Name	Price
PreK–K	Mud, Muck, & Goo AM	\$240
	Wild Explorers PM	\$240
K–2	Slough Sleuths	\$430
3–5	Artsy Forestry	\$480
6–8	Enviro-Engineering SF NEW!	\$480

St. Thomas School

Week 3 • July 5–8

Grades	Camp Name	Price
K–1	Biome Bonanza	\$443
	Story Explorers SF	\$403
2–3	Get Set to be a Vet	\$443
	Science Myths: Busted	\$443
4–5	Cooking Up Science	\$475
	Inventor's Studio NEW!	\$499
6–8	Imagineopolis NEW!	\$443
	Zombie Survival School	\$443

Week 4 • July 11–15

Grades	Camp Name	Price
K–1	Cookie Caper	\$490
	Teddy's Grand Adventure	\$540
2–3	Lab Wizards	\$540
	Robo-Coders w/StemTree NEW!	\$530
4–5	ChemLab Inc.	\$540
	Mission to Mars GF	\$540
6–8	Underwater Machines	\$610
	Greener Future NEW!	\$540

Week 5 • July 18–22

Theme Week: Food Science and Human Biology		
Grades	Camp Name	Price
K–1	Cookie Caper	\$490
	Make Sense of It	\$490
2–3	Candyology	\$540
	What's Up, Doc?	\$540
4–5	Cooking Up Science	\$580
	Young Physicians	\$540
6–8	Dissection Lab	\$580
	Food Lab	\$580

Week 6 • July 25–29

Theme Week: Water and Physics		
Grades	Camp Name	Price
K–1	Start Your Engines	\$490
	Wild Ocean Adventure	\$490
2–3	Clever Contraptions	\$540
	Under the Sea SF	\$540
4–5	Ready, Set, Physics!	\$540
	Splash Science NEW!	\$540
6–8	Duct Tape Engineering	\$610
	Underwater Machines GF	\$610

Week 7 • August 1–5

Grades	Camp Name	Price
K–1	3–2–1 Blast Off!	\$490
	Heating Up	\$540
2–3	Grossology SF	\$490
	Amusement Park Physics	\$540
4–5	Messy Science NEW!	\$490
	Young Entrepreneurs	\$540
6–8	Duct Tape Engineering SF	\$610
	Food Lab	\$580

Week 8 • August 8–12

Grades	Camp Name	Price
K–1	Little Olympics NEW!	\$490
	Superheroes	\$490
2–3	Lab Wizards Set	\$540
	Out of this World	\$540
4–5	Duct Tape Challenge SF	\$580
	Game Zone NEW!	\$540
6–8	Discovering Robotics NEW!	\$610
	Greener Future NEW!	\$540

Explorer West Middle School

Week 5 • July 18–22

Grades	Camp Name	Price
K–1	Story Explorers	\$430
	Teddy's Grand Adventure	\$480
2–3	Lab Wizards	\$480
	Science Myths: Busted	\$480
4–5	Young Entrepreneurs	\$480
6–8	Zombie Survival School	\$480

Week 6 • July 25–29

Grades	Camp Name	Price
K–1	Little Olympics NEW!	\$430
	Smartest Artist	\$480
2–3	Meteorologists in Training	\$430
	Out of this World	\$480
4–5	Duct Tape Challenge SF	\$520
6–8	Discovering Robotics NEW!	\$550

Week 7 • August 1–5

Theme Week: Animal Science		
Grades	Camp Name	Price
K–1	Biome Bonanza SF	\$480
	Cookie Caper	\$430
2–3	Get Set to be a Vet	\$480
	What's Up, Doc?	\$480
4–5	Zoology 101 NEW!	\$480
6–8	Dissection Lab	\$520

Week 8 • August 8–12

Theme Week: Physics		
Grades	Camp Name	Price
K–1	Start Your Engines	\$430
	Wild Ocean Adventures	\$430
2–3	Clever Contraptions SF	\$480
	Spy Science	\$430
4–5	Ready, Set, Physics!	\$480
6–8	Duct Tape Engineering GF	\$550

Week 9 • August 15–19		
Grades	Camp Name	Price
K–1	3–2–1 Blast Off!	\$430
	Make Sense of It	\$430
2–3	Grossology	\$430
	Lab Wizards Set	\$480
4–5	Inventor's Studio NEW!	\$550
6–8	Imagineopolis SF NEW!	\$480

Kirkland Seventh-Day Adventist School

Week 1 • June 21–24		
Grades	Camp Name	Price
K–1	Biome Bonanza	\$394
	Teddy's Grand Adventure	\$394
2–3	Grossology	\$354
	Lab Wizards	\$394
4–5	Cooking Up Science	\$426
6–8	Duct Tape Engineering SF	\$450

Week 2 • June 27–July 1		
Grades	Camp Name	Price
K–1	Start Your Engines	\$430
	Wild Ocean Adventures	\$430
2–3	Out of this World	\$480
	Under the Sea	\$480
4–5	Duct Tape Challenge SF	\$520
6–8	Underwater Machines	\$550

Week 3 • July 5–8		
Grades	Camp Name	Price
K–1	Cookie Caper	\$354
	Make Sense of It	\$354
2–3	Candyology	\$394
	What's Up, Doc?	\$394
4–5	Young Physicians	\$394
6–8	Dissection Lab	\$426

Week 4 • July 11–15		
Grades	Camp Name	Price
K–1	Smartest Artist SF	\$480
	Superheroes	\$430
2–3	Meteorologists in Training SF	\$430
	Spy Science	\$430
4–5	Game Zone NEW!	\$480
6–8	Duct Tape Engineering	\$550

Virtual Camps

Week 1 • June 21–24		
Grades	Camp Name	Price
2–3	Itsy Bitsy AM	\$275
4–5	Storyboard Animatics PM	\$275

Week 2 • June 27–July 1		
Grades	Camp Name	Price
6–8	Code Crafting AM GF	\$330
4–5	Dinotation PM NEW!	\$330

Week 3 • July 5–8		
Grades	Camp Name	Price
2–3	Storytelling from Scratch AM	\$275
6–8	Stop Motion Animation PM NEW!	\$275

Week 4 • July 11–15		
Grades	Camp Name	Price
6–8	Art and Animation AM	\$330
	Code Crafting PM	\$330

Week 5 • July 18–22		
Grades	Camp Name	Price
4–5	Dinotation AM NEW!	\$330
2–3	Storytelling from Scratch PM	\$330

Week 6 • July 25–29		
Grades	Camp Name	Price
4–5	Storyboard Animatics AM	\$330
	Bit by Bit PM	\$330

Week 7 • August 1–5		
Grades	Camp Name	Price
6–8	Stop Motion Animation AM NEW!	\$330
2–3	Itsy Bitsy PM	\$330

Week 8 • August 8–12		
Grades	Camp Name	Price
4–5	Bit by Bit AM GF	\$330
6–8	Art and Animation PM	\$330

Week 9 • August 15–19		
Grades	Camp Name	Price
2–3	Itsy Bitsy AM	\$330
	Storytelling from Scratch PM	\$330

Week 10 • August 22–26		
Grades	Camp Name	Price
4–5	Storyboard Animatics AM	\$330
6–8	Code Crafting PM	\$330

AM Morning Camp (9 a.m.–12 p.m.)

PM Afternoon Camp (1 p.m.–4.p.m.)

All other camp sessions run from 9 a.m.–4 p.m.

GF Girls Focused

SF Sensory Friendly

Members receive \$30 off all camps

Discover more with our partnership camps



MOBILITY GUIDE

Light

May include light walking, visiting exhibits (PacSci only), table-top crafts, and optional active games.

Grades PreK–K
Colorful Creations
Snack Science
To the Moon
World of Wonder
Grades K–1
Heating Up
Make Sense of It
Smartest Artist
Story Explorers
Teddy’s Grand Adventure
Wild Ocean Adventures
Grades 2–3
Itsy Bitsy
Meteorologists in Training
Out of this World
Robo-Coders with Stemtree
Science Myths: Busted!
Storytelling from Scratch
What’s Up, Doc?
Grades 4–5
Bit by Bit
ChemLab, Inc.
Dinomation
Game Zone
Messy Science
Storyboard Animatics
Grades 6–8
Art and Animation
Code Crafting
Imagineopolis
Stop Motion Animation

Moderate

May include 1–2 mile hikes in a day, sitting and standing for large crafts, cooking, and less than 30 minutes of running activities per day.

Grades PreK–K
Curious Creatures
Ready, Seed, Grow!
Grades K–1
3–2–1 Blast Off!
Biome Bonanza
Cookie Caper
Superheroes
Start Your Engines
Grades 2–3
Amusement Park Physics
Candyology
Clever Contraptions
Get Set to be a Vet
Grossology
Spy Science
Under the Sea
Grades 4–5
Cooking Up Science
Duct Tape Challenge
Inventor’s Studio
Mission to Mars
Ready, Set, Physics!
Young Entrepreneurs
Young Physicians
Zoology 101

Grades 6–8
Discovering Robotics
Dissection Lab
Duct Tape Engineering
Exhibit Design
Food Lab
Greener Future
Underwater Machines
Zombie Survival School

Active

May include 1–3 mile hikes in a day, long periods of standing, 30–45 minutes of running activities per day, and canoeing.

Grades PreK–K
Animal Discoveries
Fantastic Forests
Mud, Muck & Goo
Wild Explorers
Grades K–1
Little Olympics
Grades K–2
Birds, Bugs, and Bunnies
Legends of Polliwog Pond
Natural Creations
Slough Sleuths
Wetland Wonders
Grades 2–3
Lab Wizards
Grades 3–5
Artsy Forestry
Eco-Exploration
Outdoor Survival School
Grades 4–5
Splash Science

Grades 6–8
Enviro-Engineering
Green by Design

Vigorous

May include 3–6 mile hikes in a day, 1+ hours of sports/ acrobatics, more than 45 minutes of running activities per day, and canoeing.

Grades 6–8
H 2-Whoa Adventures
Sports Science

REGISTRATION

Registration Details

- Registration will be conducted directly through CampDoc. A link to PacSci's CampDoc registration portal and more information on using the platform will be provided at pacificsciencecenter.org/camps. If you do not have a CampDoc account from 2021, you will need to create a free profile for your camper before registering for camp sessions.
- General registration opens on February 15, 2022. The CampDoc link will be posted on this day at pacificsciencecenter.org/camps.
- When registering, choose the grade level your camper will be entering in Fall 2022.
- All camps require a \$50 non-refundable deposit upon registration. Full payment can be made when you register. The full balance is due by May 15, 2021. If it is not paid by this date, the remaining balance will be automatically charged on May 15, 2021.
- Registrations made after May 15 require full payment at the time of registration.
- Registration for each in-person camp session closes at 11:59 p.m. the Wednesday before the session's start date.
- Registration for each virtual camp session closes at 11:59 p.m. two Wednesdays (12 days) before the session's start date.

Waitlist Process

- If a camp is full at the time of registration, you can add your camper to the waitlist. If an opening occurs, we will notify you by email. Openings only occur if someone transfers camps or cancels their registration.
- Once notified via email, the first person on the waitlist will have 24 hours to confirm their registration acceptance for the camp before the next email is sent to the next person on the waitlist.
- Due to the physical limitations of our classroom spaces and our required adult-to-camper ratios, we cannot add spaces to full camps.

Transfers

- To transfer your camper to a new camp, first register for the new camp online. Once registered, call (206) 443-2925 or email camps@pacsci.org to cancel your original camp. There will be no fee for transferring camps and your original camp will be refunded in full (including the non-refundable deposit) after a new camp is booked.

Cancellations

- Requests for withdrawal from camp must be made at least two weeks prior to the camp start date to receive a full refund, minus the \$50 non-refundable deposit. Any registration canceled with less than two weeks notice will forfeit the full cost of the camp session.

- For cancellations, please email camps@pacsci.org with your name, camper name, and registration information.
- PacSci and our partners will make every effort to run camp sessions as scheduled, but in the event of extenuating circumstances requiring cancellation—such as a positive COVID-19 diagnosis or extreme weather conditions—one or more days of camp may be canceled without refund.

Extended Day Care

- We will not be offering extended care options during our summer 2022 camps session.

Lunches

- Daily lunches are included in registration fees at St. Thomas and offered for purchase at all other locations. All lunches will be individually packaged and adhere to safety guidelines. Visit pacificsciencecenter.org/camps for more information and pricing.

Scholarships

- PacSci offers full scholarships for prospective campers who qualify in any of the following ways:
 - Camper qualified for free or reduced lunch program for the 2021-2022 school year.
 - Camper is in the foster care system currently, or was during the 2021-2022 school year.
 - Parent/guardian enrolled in the food assistance program (SNAP) or other public assistance programs.

- Family Access or Youth Access Membership: A low-income membership in the parent/guardian or camper's name.

- Scholarships are distributed using a lottery system. Completing an application does not guarantee that you will receive a scholarship. You will be notified on April 1, 2022 of one of three possible outcomes: scholarship recipient, waitlist, or not selected for a scholarship. If you are wait-listed, you will be contacted if a recipient does not accept their scholarship, or if additional scholarships are funded.

Important Dates

- February 1, 2022: Application available
- March 27, 2022: Application due by 11:59 p.m.
- April 1, 2022: Recipients notified
- April 8, 2022: Camper acceptance deadline

To Apply

- The application will be available at pacificsciencecenter.org/camps on February 1, 2022.
- If you are the parent or guardian of multiple children, please note that one complete application must be submitted for each prospective camper.
- If you have any questions about scholarships, please email camps@pacsci.org, with the subject line "2022 Summer Camp Scholarships".

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