

CAMPERS for Curious Minds

SUMMER 2026

PACIFIC
SCIENCE
CENTER





WHEN A BUNCH OF KIDS PUT THEIR HEADS TOGETHER...

...who knows what can happen! Duct tape boats or marshmallow catapults? Canoeing or cooking? Hunting for treasure, building a pyramid, or dissecting a frog? Mars landings?! Or even—OOPS!!



This summer, bring your biggest questions, weirdest guesses, and brightest ideas to Camps for Curious Minds. With topics covering everything under (and including!) the sun, you and your new friends will have tons of things to try and loads of experiments to do together.

So what are you waiting for?! Get into these pages! Doodle it up or circle your faves to find your next adventure. And once summer hits... we'll see what happens!

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CAMP LOCATIONS



Seattle Center

Pacific Science Center
200 Sue Bird Ct N
Seattle, WA 98109



Othello

Salish Sea Elementary
3900 Holly Park Dr S
Seattle, WA 98118



West Seattle

Explorer West Middle School
10015 28th Ave SW
Seattle, WA 98146



Bellevue

Mercer Slough Environmental
Education Center
1625 118th Ave SE
Bellevue, WA 98005



Kenmore*

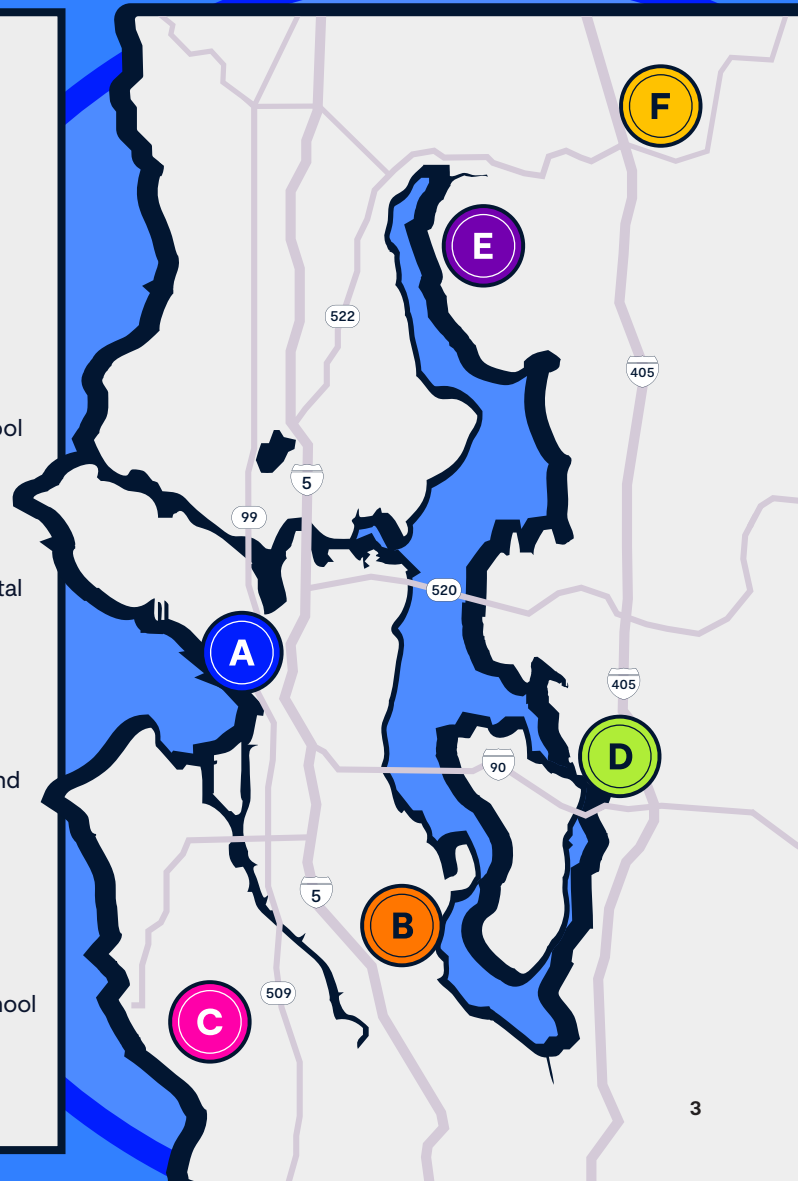
Environmental Education and
Research Center
14445 Juanita Dr NE
Kenmore, WA 98028

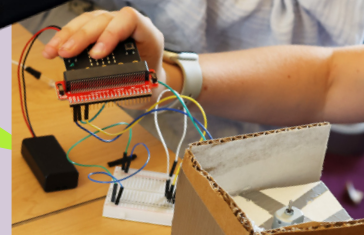
**ALL OUTDOORS*



Bothell

Woodinville Montessori School
Bothell Campus
19102 N Creek Pkwy
Bothell, WA 98011





KIDS. ALL KINDS OF CAMPS, FOR ALL KINDS OF



OF KIDS. ALL KINDS OF CAMPS, FOR ALL KINDS

GRADES PreK-K



Animal Discoveries

Why are coyotes' noses so wet? And what's going on inside a deer's ear? Find out how animals use their senses to explore the world through stories, games, and art!

Mercer Slough AM: Weeks 1, 10

Mercer Slough PM: Weeks 4, 7

Colorful Creations

Ever wonder where colors come from? Experiment with the spectrum of visible light, discover how others see the world, and use surprising items to create colorful art.

PacSci AM: Week 5

PacSci PM: Week 1

Explorer West AM: Week 3

Woodinville AM: Week 7

COMPLETE THE DRAWING

What critters will you find at camp?
What inventions will you engineer?
You decide!

Curious Creatures

How do polar bears stay warm, or snakes move without feet? Learn how these creatures and more adapt to the places they live—and let them inspire your art!

PacSci AM: Week 7

PacSci PM: Week 9

Explorer West AM: Week 5

Woodinville AM: Week 3

Fantastic Forests

Find out about the forest floor beneath your feet! Investigate the flora and fauna of Mercer Slough. Find hidden forest friends, use nature to make art, and learn more about the habitats of the forest.

Mercer Slough AM: Weeks 5, 7

Mercer Slough PM: Weeks 3, 9

Froggy's Wetland Adventure

Hop through Mercer Slough with your new friend Froggy! Learn about Froggy's wetland home as we go on hikes, make art from nature, and meet new friends along the way.

Mercer Slough AM: Weeks 2, 8

Mercer Slough PM: Weeks 5, 10

Hydro Heroes

Explore the water cycle, aquatic life, and hydropower in this H-2-whoa of a week. Become a Hydro Hero as you experiment with water through games and art!

PacSci PM: Week 5

Explorer West PM: Week 3

Woodinville PM: Week 7

Itsy Bitsy Divers

Discover what's under the sea! Dive into what oceans are, explore what sea-dwelling creatures live there, and use your fins or flippers to make aquatic art.

PacSci AM: Week 3

Explorer West PM: Week 7

Woodinville PM: Week 5

Little Lab

Lab coat? Check! Magnifying glass? Got it! Become a chemist and experiment with chemical reactions, construct skyscrapers, and find out what makes a bubble pop.

PacSci AM: Week 8

PacSci PM: Week 10

Explorer West AM: Week 6

Woodinville AM: Week 4

Lottie's Little Explorers

Lottie the Axolotl is exploring Western Washington! Together you'll play games, make art, and join Lottie on a journey to discover the landscapes and animals of the region.

PacSci AM: Week 1

PacSci PM: Week 8

Explorer West PM: Week 6

Woodinville PM: Week 4

Mini Medics

Marvel at the mysteries of medicine! This wondrous week will have you designing your own stethoscope, discovering how X-rays work, and exploring careers that keep healthcare moving forward.

PacSci AM: Week 2

Explorer West AM: Week 4

Woodinville AM: Week 6

Mud, Muck, & Goo

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

Mercer Slough AM: Weeks 4, 9

Mercer Slough PM: Weeks 2, 6

Ready, Seed, Grow!

Welcome to the wonderful world of plants! Grow your botanical knowledge by playing games, listening to stories, and making your own plant-themed art to take home.

PacSci AM: Week 10

PacSci PM: Week 3

Explorer West AM: Week 7

Woodinville AM: Week 5

Snack Science

Is the perfect snack crunchy, salty, gooey, or all of the above? Use your senses to experiment with kitchen chemistry and make your own tasty treat!

PacSci AM: Week 9

PacSci PM: Week 7

Explorer West PM: Week 5

Woodinville PM: Week 3

Tiny Tales

Leap into a week of storybook fun! Between storybook adventures and science experiments, you'll explore the cuisines, nature, and colors that make up our world.

PacSci AM: Week 4

PacSci PM: Week 6

Explorer West AM: Week 8

Woodinville AM: Week 2

To the Moon

Prepare for blast off! Become an astronomer for the week and make a model planet, constellation art, and your own moon sand to take home, all while learning about the mysteries of the universe.

PacSci AM: Week 6

PacSci PM: Week 4

Explorer West PM: Week 8

Woodinville PM: Week 2

Wild Explorers

Unleash your inner explorer and map out new territory at Mercer Slough. Discover underwater insects, dig up underground invertebrates, and search for wild animal tracks!

Mercer Slough AM: Weeks 3, 6

Mercer Slough PM: Weeks 1, 8

World of Wonder

Explore our amazing planet with this intro to Earth science! Build a volcano, discover rainbows, and make a globe to decorate and take home with you.

PacSci PM: Week 2

Explorer West PM: Week 4

Woodinville PM: Week 6





3-2-1 Blast Off!

Galaxies, black holes, and shooting stars await our starry-eyed astronomers! Map out the solar system, launch rockets, and create your own model planet to take home.

[PacSci: Week 1](#)
[Salish Sea: Week 3](#)
[Woodinville: Week 6](#)

Beginner's Biology

From the tiniest cells to enormous ecosystems, discover the beauty of biology! Dissect plants, explore animal adaptations, and uncover the mystery of microbes in this lively intro to biology!

[PacSci: Week 4](#)
[Salish Sea: Week 2](#)
[Kenmore: Week 6](#)

Biome Bonanza

Ready to become a biome expert? We'll explore Washington ecosystems each day by dissecting owl pellets, building take-home terrariums, and designing our own animals!

[Salish Sea: Week 4](#)
[Kenmore: Week 7](#)

Birds, Bugs, & Bunnies

Did you know that owls can fly without making a sound? Or that dragonfly nymphs use water-jet propulsion? Learn more fascinating facts about our furry, fuzzy, and feathery friends hidden right in plain sight at Mercer Slough!

[Mercer Slough: Weeks 1, 4, 7, 9](#)

Bug-ology

Calling all insect enthusiasts! If you like the smaller things in life, you'll love uncovering the secrets of six-legged critters, the wonders of wiggling like a worm, and what it takes to be a little bug in a big world!

[Kenmore: Week 5](#)
[Woodinville: Week 2](#)

Building Blocks

Engineers assemble! Build your skills as we learn about the seven wonders of the world, design new structures, and experiment with materials like textured paint, K'Nex, and more.

[Explorer West: Week 5](#)
[Woodinville: Week 7](#)

Byte-Sized Adventure

Take a byte of CodeMonkey as we strike a balance between tech and play! Build your coding skills on our tablets and find the code all around us through dance loops, sandwiches, and more.

[PacSci: Week 7](#)
[Explorer West: Week 4](#)

Cookie Caper

PacSci's top secret cookie recipe has been stolen! Follow the crumbly clues, investigate cookie chemical reactions, and make your own perfect chocolate chip cookie to solve the mystery.

[PacSci: Week 8](#)
[Explorer West: Week 3](#)
[Woodinville: Week 5](#)

Harriet's Pebble Pals

Are you ready to rock!? Join Harriet the Hedgehog on a journey across the globe as you solve geological mysteries. Discover different types of rocks, crack open a geode, and take home your very own rock masterpiece!

PacSci: Week 3

Explorer West: Week 7

Kenmore: Week 5

Heating Up

Lights, fuel, friction! Discover how the chemistry of heat affects all things. Find out why things burn, make a fire-breathing creature, and learn fire safety through exciting demos.

PacSci: Week 2

Explorer West: Week 8

Legends of Polliwog Pond

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

Mercer Slough: Weeks 2, 5, 8, 10

Little Olympics

Take home the gold at the PacSci Olympics and jump into the science of sports! Together with your teammates, you'll create an obstacle course, compete in a relay, and play a new sport each day!

Explorer West: Week 4

Kenmore: Week 6

Natural Creations

The outdoors await! Bring your artistic flair to Mercer Slough where we'll sketch, extract colorful dyes, and craft cool creations using trees, flowers, and other recycled materials!

Mercer Slough: Weeks 1, 3, 6, 9

Sense-sational Science

Can you see with your fingers? Can you taste with your nose? Hear all the surprising ways we use our senses in a week of sense-sational science!

Kenmore: Week 7

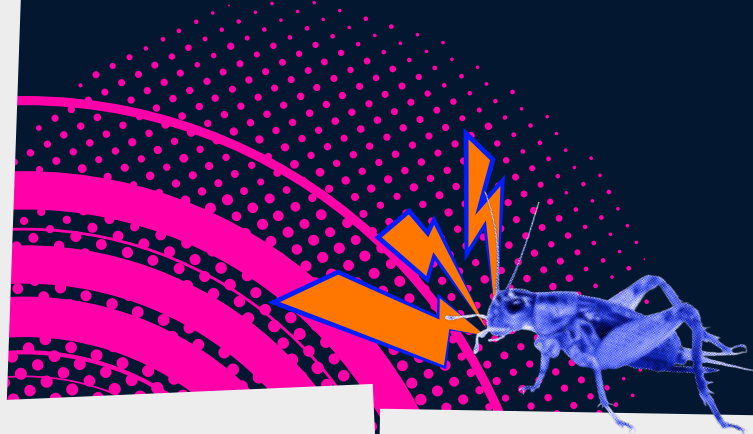
Smartest Artist

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

PacSci: Week 5

Salish Sea: Week 3

Explorer West: Week 7



Start Your Engines

Buckle your seatbelts, adjust your mirrors, and rev your engines! Explore the notions of motion as you design and test vehicles with unusual energy sources like rubber bands and balloons!

Salish Sea: Week 4

Explorer West: Week 6

Story Explorers

Venture into tales of science and discovery! As a literary explorer, you'll experiment with concoctions, journey with animals through a forest, create weather phenomena, and end this magical week by creating your very own story!

PacSci: Week 6

Salish Sea: Week 2

Explorer West: Week 8

Superheroes

Use your super science skills to design a super vehicle, create your own spider webs, and track down super villains! Combine your favorite powers to create your superhero identity, complete with a costume and gadgets!

Explorer West: Week 3

Teddy's Grand Adventure

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

PacSci: Week 9

Explorer West: Week 6

Woodinville: Week 4

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 plus build your own submarine to take home.

PacSci: Week 10

Explorer West: Week 5

Woodinville: Week 3



GRADES 2-3



Acutely Curious

Discover the math and geometry in the world all around us! Explore units of measurement through baking, discover how we track time, and find fun patterns in numbers.

PacSci: Week 4

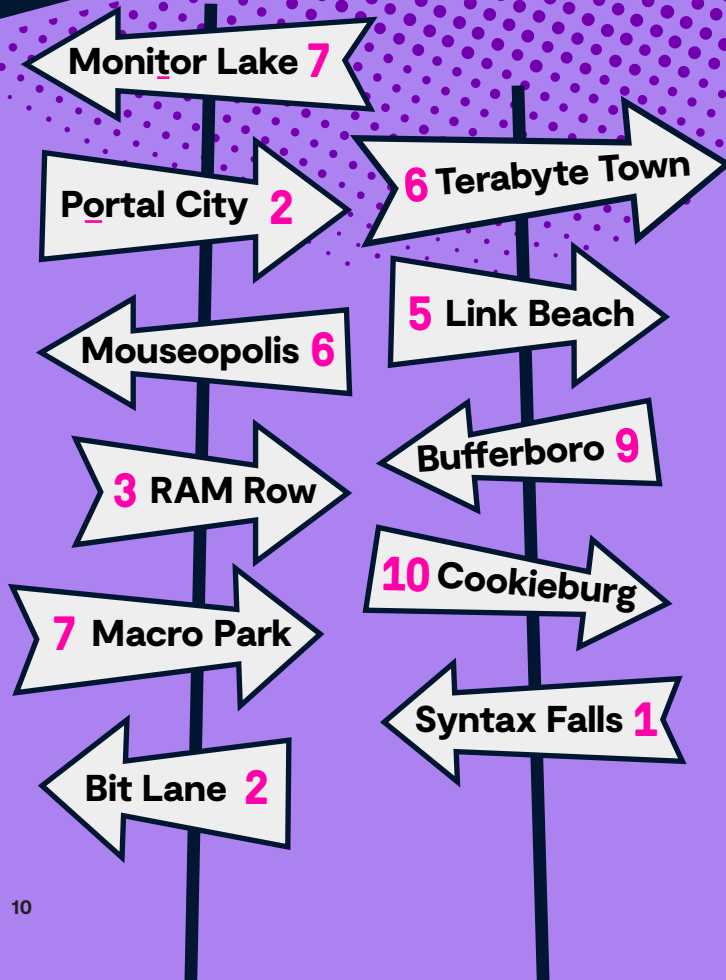
Salish Sea: Week 2

Explorer West: Week 8

Artsy Forestry

Channel your inner artist as you hike the trails of Mercer Slough with your trusty sketchbook. Find your inspiration and express yourself using the textures, shapes, and colors of the natural world!

Mercer Slough: Weeks 3, 5, 7, 9



WHY DON'T COMPUTERS LIKE NATURE?

Read the road signs to find out. The mile number tells you how many letters to count. The direction of the arrow tells you which direction to count the letters. We've already placed the first two letters!

T O _ _ _ _ _
_ _ _ _ _

Bit by Bit

Explore block-based coding through CodeMonkey! Build computer science fundamentals as we help our new beaver friend design their den. If we practice sequences, loops, and conditions, then we can solve anything!

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

Candyology

Sink your teeth into the sugary science behind sweet treats. Learn tasty treat recipes each day and uncover the real secret ingredients of your favorite candy: engineering and chemistry!

PacSci: Week 9
Salish Sea: Week 3
Explorer West: Week 7
Woodinville: Week 5

Clever Contraptions

Thinking caps on! Engineer solutions to amazing challenges as you build skyscraping spaghetti towers, craft stick catapults, and even a Rube Goldberg machine.

Explorer West: Week 5

EverGREEN Explorers

Become one with the earth and harvest knowledge about the ecosystems of Washington. Plant a mini garden, make creations from recycled materials, and filter water with the power of nature!

Kenmore: Week 6

Get Set To Be a Vet

Unleash your inner veterinarian! Examine X-rays, study skeletons, dive into digestive tracts, and dissect a specimen to begin your veterinary adventure.

PacSci: Week 3
Explorer West: Week 8
Woodinville: Week 6

Grossology

Investigate the slimy, icky, and sticky side of science! Explore the smelly science of digestion, dirt, and decay during this extra gross week of camp.

Salish Sea: Week 2
Explorer West: Week 4

Literacy Lab

Sharpen your storytelling skills (and your pencils!) in this week of STEAM exploration! Learn the essential parts of speech through science experiments, read creative stories aloud, and even bind your own book!!

PacSci: Week 5
Salish Sea: Week 3
Explorer West: Week 7

Meteorologists in Training

What's up with the weather? Predict whether you'll need sunscreen or snow boots by designing meteorological tools, exploring extreme climates, and creating mini weather phenomena.

Explorer West: Week 5
Kenmore: Week 7
Woodinville: Week 3

Out of This World

What does it take to become an astronaut? Learn about what worlds live beyond Earth as you make moon sand, build telescopes, and launch rockets!

PacSci: Week 6
Explorer West: Week 4

Playground Physics

Meet the mechanisms that power your body! Get active with your team and play with the simple physics principles that make swings, slides, and seesaws so much fun.

Kenmore: Week 6

Rockasaurus

Dig up facts about your favorite dinos, from Apatosaurus to Zephyrosaurus. Unearth fossils in our classroom dig site, discover why the Earth quakes, then build your own volcano and watch it blow!

PacSci: Week 7
Explorer West: Week 3
Kenmore: Week 5

Slough Sleuths

Grab your detective cap as we uncover who and what lives in our wetlands. Unearth crawly critters from deep in the Slough and discover how these animals adapt to their watery worlds.

Mercer Slough: Weeks 1, 3, 6, 8

Spy Science

There's a mole in our ranks! Go undercover using a secret alias, decipher top-secret codes, and build spy gadgets to solve the mystery of the double agent.

PacSci: Week 10
Salish Sea: Week 4
Kenmore: Week 7
Woodinville: Week 2

Under the Sea

Wade into the world of marine biology! Explore underwater ecosystems and how these habitats are changing. Create ocean art, play watery games, and dive into aquatic experiments during this fun-soaked week.

PacSci: Week 1
Explorer West: Week 3
Kenmore: Week 5
Woodinville: Week 7

Wetland Wonders

Seek out the hidden creatures and marshy mysteries of Mercer Slough. Sink your hands into the soil of our wetlands to discover the invertebrates who call this watery world home.

Mercer Slough: Weeks 2, 4, 7, 10

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 dissection, and create a model of a cell.

PacSci: Week 2
Salish Sea: Week 4
Explorer West: Week 6



GRADES 4-5



Animal Investigators

The animal kingdom awaits! Discover the world of reptiles, birds, and mammals and learn ways they adapt, how they are classified, and why they are so very different during this week of fun and fauna!

Salish Sea: Week 2

Kenmore: Week 5

ChemLab Inc.

Become a researcher at PacSci's world-class chemistry laboratory, ChemLab Inc.! Work with your lab team to analyze reaction rates, mix substances, and solve chemical design questions.

PacSci: Week 7

Salish Sea: Week 3

Woodinville: Week 5

Cooking Up Science

Bon appétit! Serve up the science of foodways as we make dishes from around the world. Decipher the DNA of a strawberry, experiment with flavors, and cook up a mouthwatering meal with your kitchen crew.

PacSci: Week 9

Explorer West: Week 7

Woodinville: Week 4

Duct Tape Challenge

Test the durability of duct tape to see if it really can fix everything. Let creativity be your guide as you construct duct tape messenger bags, catapults, or whatever else you can imagine!

Woodinville: Week 3

Kenmore: Week 6

Eco-Exploration

Be one with nature in this outdoor camp and find out what it's like to work in the elements! Explore the diverse ecosystems of Puget Sound through plant identification, water quality testing, and animal tracking.

Mercer Slough: Weeks 1, 4, 6, 9

Game Zone

Attention all *Pokémon TCG*, *Magic: The Gathering*, and board game fans: create your own game from scratch! Study board and card game mechanics, build custom pieces, and roll the dice on your own creation.

Salish Sea: Week 4

Woodinville: Week 2



Inventor's Studio

You're invited to the inventor's studio, where you'll study past inventions and modern marvels to understand how innovation happens. Brainstorm, design, and test parachutes, marble runs, and more!

PacSci: Week 10

Explorer West: Week 3

Woodinville: Week 7

Living Laboratory

Explore the fun of field ecology as we take this lab outside! Dive into topics like how to monitor wildlife, watershed health, or plant distribution—and record it in your trusty field journal!

Mercer Slough: Weeks 2, 5, 7

Mech Makers

Make your own mechanical masterpiece! Start your engineering journey as you learn the principles of design, explore basic circuitry, and run a cardboard creation through an obstacle course of your own making.

PacSci: Week 2

Salish Sea: Week 4

Explorer West: Week 8

Woodinville: Week 6

Messy Science

Get ready for mess! This week of messy, sticky, slimy science will have you creating fake blood, painting with bubbles, and testing how far you can toss water balloons before they break. If it's wet, messy, sticky, or slimy, we'll experiment with it!

PacSci: Week 6

Explorer West: Week 4

Mission To Mars

We need all aspiring astronauts for our mission to Mars! See what it takes to travel to a cold and uninhabited planet by building your base, space gear, and mission plan for when disaster strikes.

PacSci: Week 3

Explorer West: Week 5

Outdoor Survival School

Make the great outdoors your classroom during this week of exploring! You'll hike and canoe while working together to learn skills like fire safety, navigation, and first aid.

Mercer Slough: Weeks 3, 5, 8, 10

Ready, Set, Physics!

You don't need to sit under an apple tree to get inspired by physics! Experiment with—or try to break?!—Newton's laws as you build bridges, drop eggs, make slime, and engineer one-of-a-kind designs.

PacSci: Week 8

Scratch That

Computerize your imagination! With Scratch, you'll use block-based coding to make your characters move, talk to each other, and interact with their surroundings. We're only scratching the surface of what you can create!

PacSci: Week 4

Explorer West: Week 6

Young Entrepreneurs

Time to practice your elevator pitch! From forming a business plan on a budget to balancing supply and demand, you'll build your very own startup to compete against other rival businesses. Start with a concept, finish with a fortune!

PacSci: Week 5

Salish Sea: Week 2

Kenmore: Week 7

Young Physicians

Paging future doctors! Jump into the science of medicine, STAT! Make a cast, perform dissections, and learn the inner workings of your body's amazingly complex systems.

PacSci: Week 1

Salish Sea: Week 3



GRADES 6-8

Code Crafters

Set game mode to Curious! Learn basic programming concepts with Code Builder to automate those Minecraft builds that take hours. Craft your way to new adventures with your friends!

PacSci: Week 6

Explorer West: Week 4

Woodinville: Week 2

Discovering Robotics

Welcome to the world of robotics! Learn how to program with your peers using your own micro:bit. You'll discover electrical engineering, coding, and 3D modeling through the creative lens of robots.

PacSci: Week 9

Woodinville: Week 6

Dissection Lab

Peek 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: Weeks 2, 4

Explorer West: Week 6

Duct Tape Engineering

Can duct tape really create anything? Bridges, towers, fashion—even boats?! Become a duct tape engineer (or sea captain!) and find out how far we can stretch what this versatile tape can do.

PacSci: Week 3

Explorer West: Week 8

Woodinville: Week 5

Enviro-Engineering

Lace up your hiking shoes and explore this niche area of engineering. Create eco-friendly designs to solve engineering challenges and identify sustainable solutions to help save the earth.

Mercer Slough: Weeks 2, 6, 10

Exhibit Design

Design your very own exhibit! Learn how to take an immersive exhibit from concept and research all the way through production. You'll create a 3D model of your exhibit to share at PacSci!

PacSci: Weeks 5, 7

Expedition: Artemis

Welcome to the next generation of interstellar exploration! Using NASA's Artemis mission as a guide, you'll launch a rocket, create a 3D moon habitat, and drill for resources on Earth's celestial neighbor.

PacSci: Week 1

Explorer West: Week 3

Woodinville: Week 7

Food Lab

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

PacSci: Week 8

Explorer West: Week 5

Woodinville: Week 3

H-2-Whoa Adventures

Jump into the waterways of the largest wetland on Lake Washington as you canoe, hike, and explore! Investigate bioindicators, water quality, and ecosystem health by examining Mercer Slough's macroinvertebrates and aquatic plants.

Mercer Slough: Weeks 4, 8

Underwater Machines

Build a submersible that can perform tasks underwater. Conduct experiments with buoyancy, density, and pressure before taking home your new super sub (and super skills!).

PacSci: Week 10

Explorer West: Week 7

Woodinville: Week 4





REVEAL THE SECRET IMAGE

Solve each math equation, then connect each set of three dots that have the same answer.

$5 \times 5 - 10$



$1 + 2 + 3 + 4 + 5 + 6$



$8 + 2 + 9$



$150 - 83$



$210 \div 3 - 3$



$15 + 15 + 1$



$162 - 141$



$2 + 4 + 6 + 3$



$26 - 8 - 3$



$101 - 2$



$80 \div 2 - 9$



$40 + 11 + 9 + 7$



$7 \times 3 \times 1$



$10 \times 9 + 9$



$2 \times 2 \times 2 \times 3 - 5$



$62 - 20 - 8 - 3$



$35 - 16$



$34 + 22 + 14 + 5 + 24$



PACIFIC SCIENCE CENTER

Week 1 · June 22–26

Grades	Camp Name	Price
PreK–K	Lottie's Little Explorers AM NEW!	\$350
	Colorful Creations PM	\$350
K–1	3–2–1 Blast Off!	\$660
2–3	Under the Sea	\$580
4–5	Young Physicians	\$660
6–8	Expedition: Artemis GF	\$660

Week 2 · June 29–July 2 (4-Day Week)

Grades	Camp Name	Price
PreK–K	Mini Medics AM NEW!	\$295
	World of Wonder PM	\$295
K–1	Heating Up SF	\$515
2–3	What's Up, Doc?	\$515
4–5	Mech Makers	\$615
6–8	Dissection Lab	\$575

Week 3 · July 6–10

Grades	Camp Name	Price
PreK–K	Itsy Bitsy Divers AM NEW!	\$350
	Ready, Seed, Grow! PM	\$350
K–1	Harriet's Pebble Pals NEW!	\$660
2–3	Get Set To Be a Vet	\$580
4–5	Mission To Mars	\$660
6–8	Duct Tape Engineering	\$660

Week 4 · July 13–17

Grades	Camp Name	Price
PreK–K	Tiny Tales AM	\$350
	To the Moon PM	\$350
K–1	Beginner's Biology	\$580
2–3	Acutely Curious GF	\$580
4–5	Scratch That SF	\$700
6–8	Dissection Lab	\$660

Week 5 · July 20–24

Grades	Camp Name	Price
PreK–K	Colorful Creations AM	\$350
	Hydro Heroes PM	\$350
K–1	Smartest Artist	\$580
2–3	Literacy Lab NEW!	\$580
4–5	Young Entrepreneurs	\$580
6–8	Exhibit Design SF	\$660

Week 6 · July 27–31

Grades	Camp Name	Price
PreK–K	To the Moon AM	\$350
	Tiny Tales PM	\$350
K–1	Story Explorers SF	\$580
2–3	Out of This World	\$660
4–5	Messy Science GF	\$660
6–8	Code Crafters	\$700

Week 7 · August 3–7

Grades	Camp Name	Price
PreK–K	Curious Creatures AM	\$350
	Snack Science PM	\$350
K–1	Byte-Sized Adventure	\$700
2–3	Rockasaurus SF	\$660
4–5	ChemLab Inc. GF	\$660
6–8	Exhibit Design	\$660

Week 8 · August 10–14

Grades	Camp Name	Price
PreK–K	Little Lab AM	\$350
	Lottie's Little Explorers PM NEW!	\$350
K–1	Cookie Caper	\$580
2–3	Bit by Bit NEW!	\$700
4–5	Ready, Set, Physics	\$580
6–8	Food Lab	\$660

Week 9 · August 17–21		
Grades	Camp Name	Price
PreK–K	Snack Science AM	\$350
	Colorful Creations PM	\$350
K–1	Teddy's Grand Adventure	\$660
2–3	Candyology	\$660
4–5	Cooking Up Science	\$660
6–8	Discovering Robotics GF	\$700

Week 10 · August 24–28		
Grades	Camp Name	Price
PreK–K	Ready, Seed, Grow! AM	\$350
	Little Lab PM	\$350
K–1	Wild Ocean Adventures	\$660
2–3	Spy Science	\$580
4–5	Inventor's Studio SF	\$700
6–8	Underwater Machines	\$700

MERCER SLOUGH

Week 1 · June 22–26		
Grades	Camp Name	Price
PreK–K	Animal Discoveries AM	\$350
	Wild Explorers PM	\$350
K–1	Birds, Bugs, & Bunnies	\$580
	Natural Creations SF	\$660
2–3	Slough Sleuths	\$580
4–5	Eco-Exploration	\$580

Week 2 · June 29–July 2 (4-Day Week)		
Grades	Camp Name	Price
PreK–K	Froggy's Wetland Adventure AM	\$295
	Mud, Muck, & Goo PM	\$295
K–1	Legends of Polliwog Pond	\$515
2–3	Wetland Wonders GF	\$515
4–5	Living Laboratory	\$515
6–8	Enviro-Engineering SF	\$515

Week 3 · July 6–10		
Grades	Camp Name	Price
PreK–K	Wild Explorers AM	\$350
	Fantastic Forests PM	\$350
K–1	Natural Creations	\$660
2–3	Artsy Forestry	\$660
	Slough Sleuths SF	\$580
4–5	Outdoor Survival School	\$580

Week 4 · July 13–17		
Grades	Camp Name	Price
PreK–K	Mud, Muck, & Goo AM	\$350
	Animal Discoveries PM	\$350
K–1	Birds, Bugs, & Bunnies	\$580
2–3	Wetland Wonders	\$580
4–5	Eco-Exploration GF	\$580
6–8	H-2-Whoa Adventures	\$580

Week 5 · July 20–24		
Grades	Camp Name	Price
PreK–K	Fantastic Forests AM	\$350
	Froggy's Wetland Adventure PM	\$350
K–1	Legends of Polliwog Pond	\$580
2–3	Artsy Forestry	\$660
4–5	Outdoor Survival School	\$580
	Living Laboratory SF	\$580

Week 6 · July 27–31		
Grades	Camp Name	Price
PreK–K	Wild Explorers AM	\$350
	Mud, Muck, & Goo PM	\$350
K–1	Natural Creations	\$660
2–3	Slough Sleuths	\$580
4–5	Eco-Exploration	\$580
6–8	Enviro-Engineering GF	\$580

Week 7 · August 3–7		
Grades	Camp Name	Price
PreK–K	Fantastic Forests AM	\$350
	Animal Discoveries PM	\$350
K–1	Birds, Bugs, & Bunnies	\$580
2–3	Artsy Forestry SF	\$660
	Wetland Wonders	\$580
4–5	Living Laboratory	\$580

Week 8 · August 10–14		
Grades	Camp Name	Price
PreK–K	Froggy's Wetland Adventure AM	\$350
	Wild Explorers PM	\$350
K–1	Legends of Polliwog Pond	\$580
2–3	Slough Sleuths GF	\$580
4–5	Outdoor Survival School	\$580
6–8	H-2-Whoa Adventures	\$580

Week 9 · August 17–21		
Grades	Camp Name	Price
PreK–K	Mud, Muck, & Goo AM	\$350
	Fantastic Forests PM	\$350
K–1	Birds, Bugs, & Bunnies SF	\$580
	Natural Creations	\$660
2–3	Artsy Forestry	\$660
4–5	Eco-Exploration	\$580

Week 10 · August 24–28		
Grades	Camp Name	Price
PreK–K	Animal Discoveries AM	\$350
	Froggy's Wetland Adventure PM	\$350
K–1	Legends of Polliwog Pond	\$580
2–3	Wetland Wonders	\$580
4–5	Outdoor Survival School GF	\$580
6–8	Enviro-Engineering	\$580

AM Morning Camp (9 a.m.–12 p.m.)

PM Afternoon Camp (1–4 p.m.)

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

GF Girls Focused **SF** Sensory Friendly



off all camps with
your PacSci Family
Membership



off all camps with your
PacSci Feature Family
or Igniter Membership

EXPLORER WEST MIDDLE SCHOOL

Week 3 · July 6–10		
Grades	Camp Name	Price
PreK–K	Colorful Creations AM	\$300
	Hydro Heroes PM	\$300
K–1	Cookie Caper	\$560
	Superheroes	\$560
2–3	Rockasaurus GF	\$610
	Under the Sea	\$560
4–5	Inventor's Studio SF	\$670
6–8	Expedition: Artemis	\$610

Week 4 · July 13–17		
Grades	Camp Name	Price
PreK–K	Mini Medics AM NEW!	\$300
	World of Wonder PM	\$300
K–1	Byte-Sized Adventure	\$670
	Little Olympics	\$560
2–3	Grossology	\$560
	Out of This World	\$610
4–5	Messy Science	\$610
6–8	Code Crafters GF	\$670

Week 5 · July 20–24		
Grades	Camp Name	Price
PreK–K	Curious Creatures AM	\$300
	Snack Science PM	\$300
K–1	Building Blocks	\$610
	Wild Ocean Adventures	\$610
2–3	Clever Contraptions SF	\$560
	Meteorologists in Training	\$560
4–5	Mission To Mars GF	\$610
6–8	Food Lab	\$610

Week 6 · July 27–31		
Grades	Camp Name	Price
PreK–K	Little Lab AM	\$300
	Lottie's Little Explorers PM NEW!	\$300
K–1	Start Your Engines	\$560
	Teddy's Grand Adventure	\$610
2–3	Bit by Bit SF NEW!	\$670
	What's Up, Doc?	\$560
4–5	Scratch That	\$670
6–8	Dissection Lab	\$610

Week 7 · August 3–7		
Grades	Camp Name	Price
PreK–K	Ready, Seed, Grow! AM	\$300
	Itsy Bitsy Divers PM NEW!	\$300
K–1	Harriet's Pebble Pals NEW!	\$610
	Smartest Artist SF	\$560
2–3	Candyology	\$610
	Literacy Lab NEW!	\$560
4–5	Cooking Up Science	\$610
6–8	Underwater Machines	\$670

Week 8 · August 10–14		
Grades	Camp Name	Price
PreK–K	Tiny Tales AM	\$300
	To the Moon PM	\$300
K–1	Heating Up SF	\$560
	Story Explorers	\$560
2–3	Acutely Curious	\$560
	Get Set To Be a Vet	\$560
4–5	Mech Makers	\$670
6–8	Duct Tape Engineering	\$610

SALISH SEA ELEMENTARY

Week 2 · June 29–July 2 (4-Day Week)		
Grades	Camp Name	Price
K–1	Beginner's Biology	\$490
	Story Explorers	\$490
2–3	Acutely Curious	\$490
	Grossology GF	\$490
4–5	Animal Investigators	\$490
	Young Entrepreneurs SF	\$490

Week 3 · July 6–10		
Grades	Camp Name	Price
K–1	3–2–1 Blast Off!	\$590
	Smartest Artist	\$545
2–3	Candyology	\$590
	Literacy Lab SF NEW!	\$545
4–5	ChemLab Inc.	\$590
	Young Physicians	\$590

Week 4 · July 13–17		
Grades	Camp Name	Price
K–1	Biome Bonanza SF	\$545
	Start Your Engines	\$545
2–3	Spy Science	\$545
	What's Up, Doc?	\$545
4–5	Game Zone GF	\$545
	Mech Makers	\$650

ENVIRONMENTAL EDUCATION AND RESEARCH CENTER*

*ALL OUTDOORS

Week 5 · July 20–24		
Grades	Camp Name	Price
K–1	Bug-ology	\$560
	Harriet's Pebble Pals NEW!	\$610
2–3	Rockasaurus	\$610
	Under the Sea	\$560
4–5	Animal Investigators	\$560

Week 6 · July 27–31		
Grades	Camp Name	Price
K–1	Beginner's Biology	\$560
	Little Olympics	\$560
2–3	EverGREEN Explorers	\$560
	Playground Physics GF	\$560
4–5	Duct Tape Challenge	\$560

Week 7 · August 3–7		
Grades	Camp Name	Price
K–1	Biome Bonanza	\$560
	Sense-sational Science	\$560
2–3	Meteorologists in Training	\$560
	Spy Science	\$560
4–5	Young Entrepreneurs GF	\$560

WOODINVILLE MONTESSORI SCHOOL

Week 2 · June 29–July 2 (4-Day Week)		
Grades	Camp Name	Price
PreK–K	Tiny Tales AM	\$295
	To the Moon PM	\$295
K–1	Bug-ology	\$515
2–3	Spy Science GF	\$515
4–5	Game Zone SF	\$515
6–8	Code Crafters	\$615

Week 3 · July 6–10		
Grades	Camp Name	Price
PreK–K	Curious Creatures AM	\$350
	Snack Science PM	\$350
K–1	Wild Ocean Adventures	\$660
2–3	Meteorologists in Training SF	\$580
4–5	Duct Tape Challenge	\$580
6–8	Food Lab	\$660

Week 4 · July 13–17		
Grades	Camp Name	Price
PreK–K	Little Lab AM	\$350
	Lottie's Little Explorers PM NEW!	\$350
K–1	Teddy's Grand Adventure	\$660
2–3	Bit by Bit NEW!	\$700
4–5	Cooking Up Science	\$660
6–8	Underwater Machines GF	\$700

Week 5 · July 20–24		
Grades	Camp Name	Price
PreK–K	Ready, Seed, Grow! AM	\$350
	Itsy Bitsy Divers PM NEW!	\$350
K–1	Cookie Caper	\$580
2–3	Candyology	\$660
4–5	ChemLab Inc.	\$660
6–8	Duct Tape Engineering SF	\$660

Week 6 · July 27–31		
Grades	Camp Name	Price
PreK–K	Mini Medics AM NEW!	\$350
	World of Wonder PM	\$350
K–1	3-2-1 Blast Off!	\$660
2–3	Get Set To Be a Vet	\$580
4–5	Mech Makers GF	\$700
6–8	Discovering Robotics	\$700

Week 7 · August 3–7		
Grades	Camp Name	Price
PreK–K	Colorful Creations AM	\$350
	Hydro Heroes PM	\$350
K–1	Building Blocks SF	\$660
2–3	Under the Sea	\$580
4–5	Inventor's Studio	\$700
6–8	Expedition: Artemis	\$660

AM Morning Camp (9 a.m.–12 p.m.)
PM Afternoon Camp (1–4 p.m.)
All other camp sessions run from 9 a.m.–4 p.m.
GF Girls Focused **SF** Sensory Friendly

RECEIVE
\$15
off all camps with
your PacSci Family
Membership

RECEIVE
\$30
off all camps with your
PacSci Feature Family
or Igniter Membership

REGISTRATION, HEALTH, & SAFETY

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 pacsci.org/camps. If you do not have a CampDoc account for Pacific Science Center Camps, you will need to create a free profile for your camper before registering for camp sessions.

- General registration opens Feb. 9, 2026, at 10 a.m. The CampDoc link will be posted on this day at pacsci.org/camps. Member registration opens Feb. 2, 2026, at 10 a.m. Members will receive an email with registration information prior to early registration.
- When registering, choose the grade level your camper will be entering in Fall 2026. Registrations for camps not aligned with a camper's appropriate grade will be cancelled with no refund, with no exception.
- Campers must be at least 4 years old and fully toilet independent prior to their camp start date.
- All camps require a \$75 non-refundable processing fee upon registration. Full payment can be made when you register. The full balance is due by May 1, 2026. If it is not paid by this date, the remaining balance will be charged on May 1, 2026.

- Registrations made after May 1 require full payment at the time of registration.
- Registration for each camp session closes the Tuesday before the session's start date.

Waitlist Process

If a camp is full at the time of registration, we encourage you to 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 a notification is sent to the next person on the waitlist.

Due to the physical limitations of our classroom spaces and our required educator-to-camper ratios, we cannot add spaces to full camps.

Transfers

Transfers can only be made from one fully registered camp session to an open space in another camp session; transfers from a registered camp to a waitlist are not available. All transfer requests must be initiated at least 10 full business days prior to both the original and transfer camp session, and there is an additional fee of \$25 for each session that is transferred. To transfer your camper to a

new camp, email camps@pacsci.org with the intended cancelled camp name and week followed by the camp name and week that you wish to transfer to.

Cancellations

- To be eligible for a full refund minus the \$75 non-refundable processing fee, requests for withdrawal from any camp must be received via CampDoc and to camps@pacsci.org by May 18 at 9 a.m. Requests for refunds after the May 18 deadline and until June 1 at 9 a.m. are eligible to receive a 50% refund of camp cost, minus \$75 non-refundable processing fee. No refunds will be issued for requests received after June 1 at 9 a.m.
- To cancel your registration, submit a cancellation request via CampDoc and 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 PacSci to cancel a camp, we will issue a prorated refund for days canceled. If PacSci does not cancel a camp but a family chooses to miss a day or misses due to any type of illness, changes in work or vacation, or any other personal reason, no refunds, make-ups, or credits will be provided.

Extended Care

This add-on is an optional purchase during registration on CampDoc for each session. Price varies depending on week and location. No one-day purchases are available.

Extended care begins at 4 p.m. and the program ends promptly at 6 p.m. Any use of extended care that was not registered for prior to the start of the camp session, or late pick-ups from camp result in a \$20 fee for the first 10 minutes late, and an additional \$10 for every 10-minute interval thereafter. (e.g., 11–20 minutes late = \$30 fee, 21–30 minutes late = \$40 fee). Any late pick-ups after 6 p.m. will incur an additional \$50 fee.

- For early pick-ups, contact your location's site lead.
- Please note all early pick-up windows end at 3:30 p.m. for all camp locations.
- There will be no extended care on the last day of camp, Friday, August 28.

Lunches

Lunch is available for purchase as an add-on during registration. All lunches will be individually packaged and adhere to health and safety guidelines. For more information, please visit our Guardian Guide at pacsci.org/camps.

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 2025–2026 school year.
- Camper is in the foster care system currently or was during the 2025–2026 school year.

- Parent/guardian enrolled in the food assistance program (SNAP) or other public assistance programs.
- Camper has Family Access or Youth Access 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.

The application will be available at pacsci.org/camps on Feb. 6, 2026 and closes March 13, 2026. You will be notified on April 3, 2026 of one of three possible outcomes:

- Scholarship recipient, waitlist, or not selected for a scholarship. If you are waitlisted, you will be contacted if a recipient does not accept their scholarship or if additional scholarships are funded.
- If you are the parent or guardian of multiple children, please note that one complete application must be submitted for each prospective camper.
- Please email camps@pacsci.org, with “2026 Summer Camp Scholarships” as the subject line with any questions.

Health and Safety

In order to attend camp, all guardians of campers must review and sign our Health and Safety policies. These policies will be reviewed, signed, and submitted electronically in the camper Health Profile through CampDoc. Some of these policies include:

- Our Sick Camper Procedure
- Our camps are a nut-free environment. All food and materials provided by camp are nut-free. Please do not send food or snacks containing nuts with your camper.
- If your camper requires medication during the camp day, it must be added in CampDoc with proper instructions and provided to staff with medical label prescription and instructions.
- Personal aides are welcome and encouraged for campers who require or benefit from 1:1 support at school. All aides must complete a background check prior to attending camp. If your camper will be accompanied by an aide, please contact us at camps@pacsci.org.
- To support camper participation and privacy, we require all campers to be fully bathroom independent and 4 years old by the start of camp.
- It is strongly recommended you apply sunscreen and/or insect repellent to your camper prior to the camp day. Camp staff are not able to provide or apply either for campers.
- We strongly recommend that campers wear properly fitted, closed-toe shoes throughout camp. In camps involving significant outdoor activities, chemical use, hazardous tool use, or cooking, campers are required to wear properly fitted, closed-toe shoes appropriate to the activity.

For more information on Health and Safety policies and procedures, please review the Guardian Guide at pacsci.org/camps prior to camp.

MOBILITY GUIDE

Mobility can be a determining factor when choosing summer camps. PacSci offers a wide range of camps across the spectrum of mobility, and the guide below can help you find the perfect camp to fit your needs.

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

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

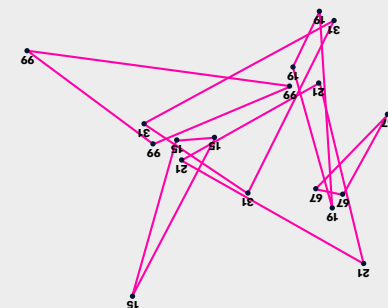
Active: May include 1–3 mile hikes in a day, long periods of standing, 30–45 minutes of running activities per day, and canoeing.

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

For individuals seeking accessibility accommodations, or if your camper requires a personal aide at camp, please contact camps@pacsci.org. PacSci requires a background check and two weeks’ notice for all personal camper aides.

	PreK–K	K–1	2–3	4–5	6–8
Light	Colorful Creations	Heating Up	Acutely Curious	ChemLab Inc.	Code Crafters
	Hydro Heroes	Sense-sational Science	Bit by Bit	Game Zone	Expedition: Artemis
	Little Lab	Smartest Artist	Literacy Lab	Messy Science	
	Lottie's Little Explorers	Story Explorers	Meteorologists in Training	Scratch That	
	Mini Medics	Teddy's Grand Adventure	Out of This World		
	Snack Science	Wild Ocean Adventures	What's Up, Doc?		
	To the Moon				
	World of Wonder				
Moderate	Curious Creatures	3-2-1 Blast Off!	Candyology	Animal Investigators	Discovering Robotics
	Froggy's Wetland Adventure	Beginner's Biology	Clever Contraptions	Cooking Up Science	Dissection Lab
	Itsy Bitsy Divers	Biome Bonanza	EverGREEN Explorers	Duct Tape Challenge	Duct Tape Engineering
	Tiny Tales	Bug-ology	Get Set To Be a Vet	Inventor's Studio	Exhibit Design
	Ready, Seed, Grow!	Building Blocks	Grossology	Mech Makers	Food Lab
		Byte-Sized Adventure	Rockasaurus	Mission To Mars	Underwater Machines
		Cookie Caper	Spy Science	Ready, Set, Physics!	
		Harriet's Pebble Pals	Under the Sea	Young Entrepreneurs	
		Start Your Engines		Young Physicians	
		Superheroes			
Active	Animal Discoveries	Birds, Bugs, & Bunnies	Artsy Forestry		
	Fantastic Forests	Legends of Polliwog Pond	Playground Physics		
	Mud, Muck, & Goo	Little Olympics	Slough Sleuths		
	Wild Explorers	Natural Creations	Wetland Wonders		
Vigorous				Eco-Exploration	Enviro-Engineering
				Living Laboratory	H-2-Whoa Adventures
				Outdoor Survival School	

S, FOR ALL KINDS OF KIDS. ALL KINDS OF CAMPS, FOR ALL KINDS OF KIDS.



REVEAL THE SECRET IMAGE pg. 15

ANSWER KEY

Flip this book over to see the answers!

T O O M A N Y
B U G S .

pg. 10 **WHY DON'T COMPUTERS LIKE NATURE?**

**CAMPS
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