

# SUMMER CAMPS 2024



## Registration Information

**January 29:** Innovators Club\* registration begins.

**January 31:** Works Museum Member registration begins.

**February 5:** Public registration begins.



Scan with  
your camera  
to learn more  
and register.

### Two ways to register:

**1** Register online at [theworks.org](http://theworks.org).

**2** Download a printable registration form at [theworks.org](http://theworks.org); email, bring in person, or mail 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/](http://theworks.org/support-us/innovators-club/)*

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

- Combine morning and afternoon camps for a full-day camp. Lunch supervision is provided free of charge for full-day campers.
- Add a Friday one-day camp (see page 13) to create a five-day camp experience.
- **Drop-off:** 8:30-9:00 a.m. or 12:30-1:00 p.m.
- **Pick-up:** 12:00-12:15 p.m. or 4:00-4:15 p.m.
- If you have questions about registration, call 952.888.4262, ext. 212.

## Camps Locations: Bloomington and St. Paul

We now 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.

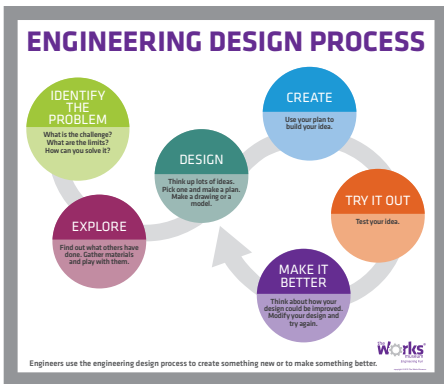


Visit [theworks.org](http://theworks.org) for updates on additional offerings and availability.

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

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

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



"I like the knowledge, maturity, and creativity of the teachers. My engineering-obsessed kid fooooooves your [camps]."  
- Camp Parent

## Gateway Scholarships

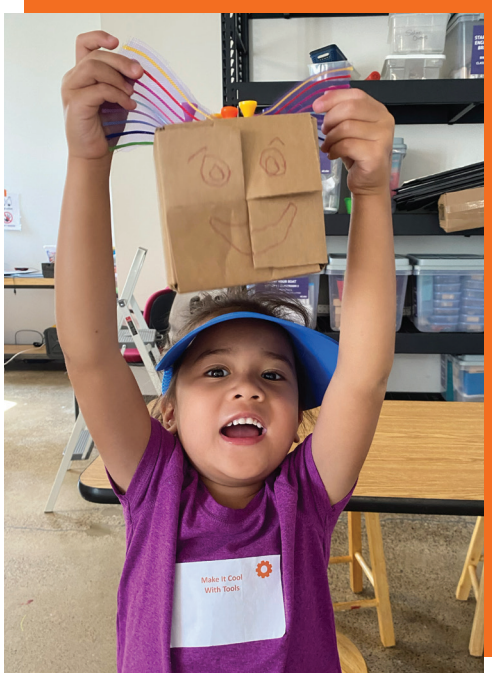
The Works Museum is dedicated to providing accessible programs to children and families, regardless of their financial situation. Through our Gateway program, a number of 50% and 25% camp scholarships are available. Learn more and download the application at [theworks.org/scholarship-application](http://theworks.org/scholarship-application).

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](http://theworks.org/donate).

# PRE K CAMPS AT THE WORKS MUSEUM

**\$225, \$202.50 members**

*For children entering kindergarten or High Five programs in Fall 2024.*



*Make it Cool with Tools*

## **Make It Cool with Tools**

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

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

*M-Th, August 5-8, 9 a.m.-12 p.m.*

## **Make It Squishy**

Create and test messy mixtures.

Make cloud dough, a balloon yo-yo, and other squishy projects.

*M-Th, July 8-11, 9 a.m.-12 p.m.*

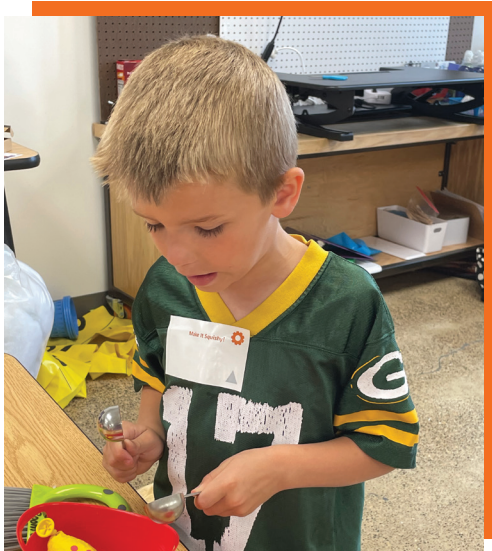
*M-Th, August 19-22, 9 a.m.-12 p.m.*

## **Make It Superpowered**

Machines give us superpowers!

Lift mighty objects with a crane, use levers to leap tall buildings, move at super speeds with wheels and axles, and create a force field.

*M-Th, July 22-25, 9 a.m.-12 p.m.*



*Make it Squishy*

*"My child came home all smiles every day, and spent the whole time tinkering and making things."*

*- Camp Parent*

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



Visit [theworks.org](http://theworks.org) for updates on additional offerings and availability.

# CAMPS FOR AGES 6-8 AT THE WORKS MUSEUM

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

*6-year-old campers must have completed kindergarten.*

## **A Day in the Life: Junior Engineers**

Try your hand at different engineering jobs. Each day will focus on a different field of engineering. Wire a flashlight (electrical), construct a propeller car (mechanical), design a bridge (architectural), and much more!

*M-Th, July 29 - August 1, 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 any problems you encounter on your quest.

*M-Th, August 12-15, 1-4 p.m.*

## **Animation Engineers**

Learn how animators combine art and engineering to make movies and videos. Work together to produce your own stop motion animation.

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

## **Artistry in Motion**

Construct tools, machines, and materials for creating art, including an electric doodle pen, a spin-art machine, and more.

*M-Th, June 24-27, 1-4 p.m.*

"I love that my children  
will have FUN while  
learning in a safe  
environment!"

- Camp Parent



*A Day in the Life: Junior Engineers*

## **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 17-20, 1-4 p.m.*

*M-Th, July 8-11, 9 a.m.-12 p.m.*

## **Crash Test Contraptions**

Design, build, and test different kinds of vehicles to see how they handle a collision. Experiment with crash-proof packaging, then test it out on water balloons.

*M-Th, August 12-15, 9 a.m.-12 p.m.*

## **Create with Carpentry:**

### **Arcade Game**

**\$250, \$225 members**

Use carpentry skills such as sawing and hammering to build a tabletop arcade game. Design a theme, then add elements like a launcher and traps.

*M-Th, July 15-18, 9 a.m.-12 p.m.*

# CAMPS FOR AGES 6-8 AT THE WORKS MUSEUM

**\$225, \$202.50 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 22-25, 1-4 p.m.*

## **Engineering for Animals**

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

*M-Th, August 5-8, 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 22-25, 9 a.m.-12 p.m.*

## **Junior Robotics**

Explore robotics concepts through games, wiring, and building. Make a maze for BeeBots and program them to navigate it. Design and wire your own wiggiebot to bring home.

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

*M-Th, June 17-20, 1-4 p.m.*

*M-Th, August 12-15, 9 a.m.-12 p.m.*

*M-Th, August 26-29, 1-4 p.m.*



*Critter Carpentry*

## **LEGO Architecture: Skyscrapers**

Make a cross-section of a skyscraper, working with scale and model-making ideas. Solve design challenges for strong construction and add an elevator.

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

*M-Th, July 29 - August 1, 9 a.m.-12 p.m.*

*M-Th, August 19-22, 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 10-13, 1-4 p.m.*

*M-Th, June 24-27, 9 a.m.-12 p.m.*

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*M-Th, July 22-25, 1-4 p.m.*

*M-Th, August 12-15, 1-4 p.m.*

*"The camp challenged them in several ways, which I fully appreciate as a parent."*

*- Camp Parent*



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# CAMPS FOR AGES 6-8 AT THE WORKS MUSEUM

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

*6-year-old campers must have completed kindergarten.*

## **LEGO Engineering for Girls\***

Same great LEGO Engineering camp, in a section for girls. Build elevators, wind-up cars, and catapults with specialty LEGO pieces. Explore with gears, pulleys, and other moving parts.

*M-Th, August 5-8, 9 a.m.-12 p.m.*

## **Mini Golf Construction**

Learn how to build sturdy structures. Design and build your own mini golf hole and club. Put your design together with the designs of other campers to create a mini golf course and play a round.

*M-Th, July 15-18, 1-4 p.m.*

## **Robocoding**

**\$250, \$225 members**

Work in pairs to build little robots using special LEGO WeDo 2.0 pieces. Program your creations using iPads and coding software.

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

*M-Th, July 8-11, 1-4 p.m.*

*M-Th, July 22-25, 9 a.m.-12 p.m.*

*M-Th, August 5-8, 1-4 p.m.*

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

## **Robocoding for Girls\***

**\$250, \$225 members**

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*M-Th, July 29 - August 1, 1-4 p.m.*

## **Sci Fi World Builders**

**NEW!**

What might lie beyond the moon and stars? Use your imagination to design elements of your own Sci Fi world like planets and galaxies, a model spaceship, a space suit, and more.

Make your world even more unique by customizing your designs with motors and LED lights.

*M-Th, July 29 - August 1, 9 a.m.-12 p.m.*

## **Storybook Engineering**

**NEW!**

Take on challenges found in favorite stories. Rescue characters from high towers and make escape machines to flee fire-breathing dragons. Build a huff-and-puff wind-proof house and a spinning hat to take you to magical places.

*M-Th, June 24-27, 9 a.m.-12 p.m.*

## **Water Wonders**

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

*M-Th, June 24-27, 1-4 p.m.*

*M-Th, August 5-8, 9 a.m.-12 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).*

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**MORNING: MONDAY – THURSDAY**

WEEK	PreK @ The Works	PreK @ MCM	Ages 6-8 @ The Works		Ages 6-8 @ MCM	Ages 6-8 @ The Works
6/10-6/13		Make it Squishy	Junior Robotics			Movie Makers
6/17-6/20	Make it Cool with Tools		LEGO Architecture: Skyscrapers	Robocoding	Mini Golf Construction	Architecture Houses
6/24-6/27			Storybook Engineering	LEGO Engineering	Junior Robotics	Code Camp
7/1-7/5	ONE DAY Monday 7/1 - Cardboard Creations					
7/8-7/11	Make it Squishy		Astroneers			LEGO Chain Reactions
7/15-7/18			LEGO Engineering	Create with Carpentry: Arcade Game	LEGO Engineering	LEGO Robotics I
7/22-7/25	Make it Superpowered		Fling and Fly	Robocoding	Engineering for Animals	Carpentry 101: Candy Dispenser Game
7/29-8/1		Make it Superpowered	LEGO Architecture: Skyscrapers	Sci Fi World Builders		Solar Powered Gadgets
8/5-8/8	Make it Cool with Tools		Water Wonders	LEGO Engineering for Girls	A Day in the Life: Junior Engineers	Epic Engineering Fails
8/12-8/15		Make it Cool with Tools	Crash Test Contraptions	Junior Robotics		Marvelous Superhero Gadgets
8/19-8/22	Make it Squishy		Animation Engineers		Critter Carpentry	Audio Engineering Soundscape Design
8/26-8/29			Robocoding			Amusement Park Design



# CAMPS AT A GLANCE

		AFTERNOON: MONDAY – Thursday				One Day Camps	
Ages 9-12 @ The Works		Ages 6-8 @ The Works		Ages 6-8 @ MCM	Ages 9-12 @ The Works	Day	Ages 6-12 @ The Works
		LEGO Engineering			Classic Carnival Games	Fri 6/14	Wizard Worlds
		Junior Robotics	Astroneers	LEGO Engineering	LEGO Robotics I	Fri 6/21	Design Dash: Mission Possible
	Movie Makers for Girls	Artistry in Motion	Water Wonders	Ahoy Engineers!	Hydraulic Helper-bots	Fri 6/28	Cardboard Creations: Castles
CAMPS THIS WEEK							
: Fun House   Tuesday 7/2 - Wizard Worlds							
		Robocoding			Code Camp	Fri 7/12	LEGO City of the Future
		Mini Golf Construction		Crash Test Contraptions	Carpentry 101: Candy Dispenser Game	Fri 7/19	Design Dash: Mission Possible
		LEGO Engineering	Critter Carpentry	Astroneers	Marvelous Superhero Gadgets	Fri 7/26	Intro to Carpentry: Wobble Maze
	LEGO Robotics I for Girls	Robocoding for Girls	A Day in the Life: Junior Engineers		Architecture: Houses	Fri 8/2	Roller Coasters and Marble Games
		Engineering for Animals	Robocoding	Artistry in Motion	Amusement Park Design	Fri 8/9	Wizard Worlds
	LEGO Robotics II	LEGO Engineering	Ahoy Engineers!		Movie Makers	Fri 8/16	Cardboard Creations: Mansions
		LEGO Architecture: Skyscrapers		Fling and Fly	Epic Engineering Fails	Fri 8/23	LEGO City of the Future
		Junior Robotics			LEGO Chain Reactions		

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# CAMPS FOR AGES 9-12 AT THE WORKS MUSEUM

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

## Amusement Park Design

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

*M-Th, August 5-8, 1-4 p.m.*

*M-Th, August 26-29, 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 17-20, 9 a.m.-12 p.m.*

*M-Th, July 29 - August 1, 1-4 p.m.*

## Carpentry 101:

### Candy Dispenser Game

**\$250, \$225 members**

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

*M-Th, July 15-18, 1-4 p.m.*

*M-Th, July 22-25, 9 a.m.-12 p.m.*

## Audio Engineering:

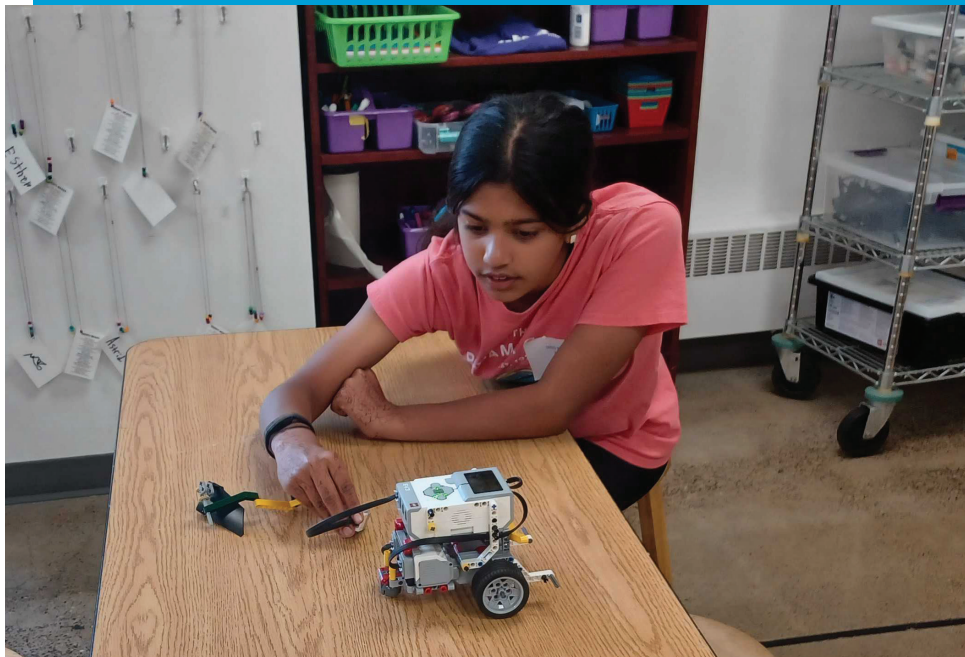
### Soundscape Design

**\$250, \$225 members**

Swish! Boom! Splat! Explore the ways that sound effects can be used in movies and music, then use Audacity to build your soundscape. Design your own guitar box, a DIY speaker, and more.

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

**NEW!**



LEGO Robotics I for Girls



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# CAMPS FOR AGES 9-12 AT THE WORKS MUSEUM

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

## Classic Carnival Games

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

*M-Th, June 10-13, 1-4 p.m.*

## Code Camp

**\$250, \$225 members**

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

*M-Th, June 24-27, 9 a.m.-12 p.m.*

*M-Th, July 8-11, 1-4 p.m.*

## Epic Engineering Fails

How did the Titanic sink? Why do bridges collapse? Engineer and test your own boats and bridges to see where they fail. Construct a model building, test it with our earthquake table, then see if it can stand up to a tsunami or hurricane.

*M-Th, August 5-8, 9 a.m.-12 p.m.*

*M-Th, August 19-22, 1-4 p.m.*

## Hydraulic Helper-Bots

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

*M-Th, June 24-27, 1-4 p.m.*

## LEGO Chain Reactions

Design and create a chain reaction machine, including elements like dominoes, pendulums, pulley systems, spinners, levers, and launchers.

*M-Th, July 8-11, 9 a.m.-12 p.m.*

*M-Th, August 26-29, 1-4 p.m.*

## LEGO Robotics I

**\$250, \$225 members**

Design, build, and program robotic creations using the LEGO Mindstorms EV3 system. Write computer programs for your robot to complete a mission.

*M-Th, June 17-20, 1-4 p.m.*

*M-Th, July 15-18, 9 a.m.-12 p.m.*

## LEGO Robotics I for Girls\*

**\$250, \$225 members**

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

*M-Th, July 29 - August 1, 9 a.m.-12 p.m.*

## LEGO Robotics II

**\$250, \$225 members**

If you've taken LEGO Robotics I and have the basics of LEGO EV3 robotics down, this session is for you! Add sensors and programming to make a navigation bot and a ball-hunting rover.

*M-Th, August 12-15, 9 a.m.-12 p.m.*

"My child LOVED every minute of this camp."

- Camp Parent

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

# CAMPS FOR AGES 9-12 AT THE WORKS MUSEUM

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

## Marvelous Superhero Gadgets

Who needs superpowers when you can engineer? Discover the mechanics of your favorite superhero tech and gadgets, then build some of your own using LED lights, electromagnets, and more.

*M-Th, July 22-25, 1-4 p.m.*

*M-Th, August 12-15, 9 a.m.-12 p.m.*

## Movie Makers

What happens behind the scenes in your favorite movies, shows, and videos? Learn the process of film making by practicing stop motion animation, sound effects, and other special effects.

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

*M-Th, August 12-15, 1-4 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 film making by practicing stop motion animation, sound effects, and other special effects.

*M-Th, June 24-27, 9 a.m.-12 p.m.*

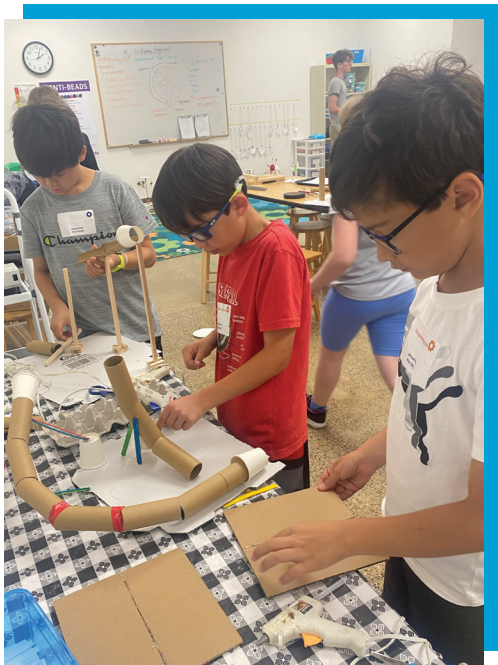
## Solar Powered Gadgets

**NEW!**

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 29 - August 1, 9 a.m.-12 p.m.*



*Amusement Park Design*

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*"They enjoyed learning about the problem solving and design process and had rich experiences working in teams with people they had never met."*

*- Camp Parent*

# ONE-DAY CAMPS FOR AGES 6-12

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

**\$110 per day, \$99 members**

*6-year-old campers must have completed kindergarten.*

## Cardboard Creations:

**NEW!**

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, June 28, 9 a.m.-4 p.m.*

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

*Monday, July 1, 9 a.m.-4 p.m.*

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

*Friday, August 16, 9 a.m.-4 p.m.*

## Design Dash:

**NEW!**

### Mission Possible

Using limited supplies, work in teams and individually to complete a series of gameshow-style engineering and design challenges before the clock runs out. Design a way to recover lost objects, use simple machines to overcome obstacles, and more.

*Friday, June 21, 9 a.m.-4 p.m.*

*Friday, July 19, 9 a.m.-4 p.m.*

## Intro to Carpentry: Wobble Maze

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

*Friday, July 26, 9 a.m.-4 p.m.*

## LEGO City of the Future

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

*Friday, July 12, 9 a.m.-4 p.m.*

*Friday, August 23, 9 a.m.-4 p.m.*

## Roller Coasters and Marble Games

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

*Friday, August 2, 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 14, 9 a.m.-4 p.m.*

*Tuesday, July 2, 9 a.m.-4 p.m.*

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

# CAMPS AT MINNESOTA CHILDREN'S MUSEUM

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

## PRE K CAMPS @ MCM

*For children entering kindergarten or High Five programs in Fall 2024.*

### **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, August 12-15, 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.

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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.

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## CAMPS FOR AGES 6-8 @ MCM

*6-year-old campers must have completed kindergarten.*

### **A Day in the Life: Junior Engineers**

Try your hand at different engineering jobs. Each day will focus on a different field of engineering. Wire a flashlight (electrical), construct a propeller car (mechanical), design a bridge (architectural), and much more!

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### **Ahoy, Engineers!**

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

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Construct tools, machines, and materials for creating art, including an electric doodle pen, a spin-art machine, and more.

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### **Astroneers**

Build and test simple rockets to learn the basics of flight and propulsion. Discover what it takes to live in space. Participate in a simulated space mission and construct survival items you would need.

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## CAMPS FOR AGES 6-8 @ MCM

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### Crash Test Contraptions

Design, build, and test different kinds of vehicles to see how they handle a collision. Experiment with crash-proof packaging, then test it out on water balloons.

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### Critter Carpentry

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### Fling and Fly

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

*M-Th, August 19-22, 1-4 p.m.*

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

- Camp Parent

### Junior Robotics

Explore robotics concepts through games, wiring, and building. Make a maze for BeeBots and program them to navigate the maze. Design and wire your own wiggiebot to bring home.

*M-Th, June 24-27, 9 a.m.-12 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 17-20, 1-4 p.m.*

*M-Th, July 15-18, 9 a.m.-12 p.m.*

### Mini Golf Construction

Learn how to build sturdy structures. Design and build your own mini golf hole and club. Put your design together with the designs of other campers to create a mini golf course and play a round.

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



Minnesota  
Children's  
Museum

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Visit [theworks.org](http://theworks.org) for updates on additional offerings and availability.



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## REGISTRATION DATES

INNOVATORS  
CLUB: 1/29

MEMBERS: 1/31

PUBLIC: 2/5

Marvelous Superhero Gadgets