

Inspire your child to become a tree champion.

How to Register

1. Choose programs based on the age or grade your child will enter in the 2021–2022 school year.
2. Choose your camp(s). Note the week and title of each camp.
3. Register at mortonarb.org/science-camps or call **630-719-2468**.
4. To take advantage of the early bird discount, please call the registrar's office at **630-719-2468** or register online at mortonarb.org/science-camps before March 5. Discounts must be applied at the time of purchase.
5. Fill out the required medical forms (sent via email) at least two weeks prior to camp.

* Please note, there is a processing fee of \$15 for cancellations or rebooking. This fee is waived if cancellation or adjustment is due to COVID-19–related illness, school schedule changes, serious illness in the family or other dire circumstances.

Pricing **Camp fee is per child, per week.*

Early Bird Pricing

Fill your summer calendar early and take advantage of early bird pricing for summer camps. Prices are discounted until March 5. Early bird pricing offers discounts to both members and nonmembers. See pricing details below for more information.

Full-Day Camps (until March 5)

Includes supervised lunch

\$347 (nonmembers \$390)

Half-Day Camps (until March 5)

\$200 (nonmembers \$233)

Full-Day Camps (after March 5)

Includes supervised lunch

\$365 (nonmembers \$410)

Half-Day Camps (after March 5)

\$210 (nonmembers \$245)

Morning Supervised Play

(8:00 to 9:00 a.m.)

\$60 (nonmembers \$70)

Supervised Lunch (noon to 12:30 p.m.)

\$15 (nonmembers \$20)

free with purchase of two half-day camps

30-Minute Afternoon Supervised Play

(3:00 to 3:30 p.m.)

\$15 (nonmembers \$20)

Afternoon Supervised Play

(3:00 to 5:30 p.m.)

\$90 (nonmembers \$106)

Accessibility

The Arboretum strives to provide accessible experiences for all children. Contact the camp and scout supervisor at **630-719-4890** or kphelps@mortonarb.org to discuss your child's needs prior to registration.

Registration, Cancellation, Transfer, Late Pickup, and Refund Policies

- **Registration:** Space is limited; preregistration is required and payment is due in full at the time of registration. Camp registration closes at 4:00 p.m. the Wednesday prior to the next camp's week. All camp forms, including Medication Authorization Forms with doctors' signatures, must be in before the start of camp.
- **Early Bird Pricing:** Early bird pricing is available until March 5. Changes and transfers to camp registrations made after March 5, will be adjusted to regular pricing.
- **Refunds:** We are unable to give refunds for camp within three weeks of the start date of the camp. A \$15 nonrefundable processing fee is included in each camp registration fee. If your child is unable to attend camp due to medical reasons, you may receive a refund prior to the start of camp with a doctor's note. We are unable to refund for missed days of camp.
- **Cancellations:** The Morton Arboretum reserves the right to cancel a camp due to low enrollment. Camp participants will be refunded in full for cancellations.
- **Transfers:** We are unable to do transfers within three weeks of the start of the registered camp. Transfers will only be applicable from a camp of equivalent pricing. A \$10 transfer fee will be assessed at the time of transfer.
- **Late Pickup:** If a child is picked up late, parents/guardians will be assessed a \$15 late fee per child for pickup 15 minutes late and \$1 per minute thereafter.

The Morton
Arboretum®

THE
CHAMPION
of TREES

2021

Summer Science Camps

Weeklong camps

Monday, June 7, through
Friday, August 13



Camps fill fast!

Register early to reserve
your child's spot.
Waiting lists begin when
sessions are full.

SUPPORT THE MORTON ARBORETUM

We rely on you to help the conservation of trees and plants from around the world.

4100 Illinois Route 53, Lisle, IL 60532 • mortonarb.org • 630-968-0074

To register, call 630-719-2468 or visit mortonarb.org/science-camps.



For the safety of participants and staff, protocols to prevent spread of the new coronavirus including the use of face masks by staff and campers, wellness/temperature screenings, and daily disinfection of high-touch materials and spaces will be utilized. More details will be provided to participants following registration. For questions, please contact kphelps@mortonarb.org. Please note, some photos in this brochure were taken during camps in years past and may not reflect the Arboretum's current camp safety protocols for the new coronavirus.

Pre-Kindergarten

Children must be 4 years old by September 1, 2021, and fully potty-trained.

Growing Up Green *half day*

How do animals and plants grow up with roots, scales, or tails? Dive into the life cycles of green creatures around the Arboretum, and see them up close.

Hopping Through Habitats *half day*

Some animals dig, some fly, and some swim. Join this adventure in animal movements, and explore how animals get around the Arboretum.

Painting with Plants *half day*

Explore your artistic roots. Touch, explore, play, and paint with all the parts of a plant and discover what each part does.

Splashing Around with Science

half day

Observe, guess, test, and splash your way through science experiments in this fun-filled outdoor lab adventure.

Entering Kindergarten

Children must be 5 years old by September 1, 2021.

Dinos, Ginkgos, and Me *half day*

Travel back to the dinosaur age and discover different dinosaurs. Learn what they ate, where they lived, and the trees that grew when dinosaurs were alive.

Eric Carle's Friends *half day*

Have you ever been as hungry as a caterpillar? Enter the whimsical world of Eric Carle as his characters come to life through stories, games, and crafts.

Leaf Zoo *half day*

Leaves come in all shapes, sizes, and colors. Let your imagination run wild as you discover what you can create with leaves.

Mud Buddies *half day*

Build, play, dig, and discover all the things that love mud. Explore life underground as a muddy scientist with muddy games and crafts.

Pond Pals *full day*

How do tadpoles turn into frogs? How do turtles and fish grow up? Search for croaking frogs, basking turtles, and swimming fish and take a closer look at animals that live in ponds.

Squishy, Squashy Art *half day*

Put on your artist hat. Paint and sculpt squishy frogs, textured turtles, and slippery fish. Learn about these wetland critters and develop artistic skills.

Where the Wild Things Are

full day

Where do wild things hide at the Arboretum? Search for wildlife as you explore the woodlands. What type of wild thing will the woods inspire you to be?

Entering Grades 1 and 2

Awesome Art *full day*

Become a nature artist! Use nature as your inspiration to explore texture, color, and dimension. Learn about different artists' techniques and create your own nature-related artwork to take home.

Camping Out *full day*

Gear up for a daytime camping excursion. Learn how to pitch a tent, fish, and make s'mores. Enjoy nature games, hikes, and songs.

Chirp, Click, Buzz *full day*

Birds sing, crickets chirp, and frogs chorus out in the woods. Experiment with the science of sound and build your own nature-based instruments to play.

Fantastic Fish *half day*

From fins to scales, fish are fascinating creatures. Discover more about fish and their habitats with stories, games, and fishing trips to the Arboretum's best spots.

Forest Fairy Friends *half day*

Are fairies hidden in the forest? Discover woodland plants and animals, create your own fairy, and work together to build a fairy village.

Nature's Lab *full day*

Explore nature through the eyes of a scientist. Catapult seeds, make sun prints, and experiment with leaves as you use the outdoors as your laboratory.

Nature's Superheroes *half day*

How strong is a spider's web? How do bats hunt? How fast is a hummingbird? Use your knowledge of nature's superpowers to create your own superhero, play games, and look at real animal "powers" close up.

NEW ► STEM: Animal Engineers *full day*

From intricate birds nests to astounding beaver dams, animals are engineering all around us. Take a closer look at the construction techniques used in the animal kingdom, and take on wild STEM building challenges.

Wings and Things *half day*

What would it take to be a bird? Soar into the fascinating life of birds as you listen for bird calls, scout out nests, and make a bird feeder to attract your own backyard birds.

Young Impressionists *half day*

Become a mini Monet! Explore the Arboretum for artistic inspiration and use impressionist techniques to create a masterpiece.

Entering Grades 3 and 4

Adventures in Art *full day*

Paint, draw, color, and sculpt your way through the Arboretum. Create masterpieces daily to showcase in a virtual end-of-the-week artshow.

Adaptive Art *half day*

Do you think you can paint with a beak, sculpt with a paw, or draw with a claw? Find out how Arboretum animals are adapted to life in the woods, ponds, and prairies and embrace various artistic media to capture these unique animal features.

Registration fee includes a **free** Summer Science Camps T-shirt.



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entering grades 3 and 4 continued

Critter Cases *half day*

Can you solve the case of the missing acorn or the mystery of the toppled tree? Become a woodland detective and put your sleuthing skills to work as you find clues that animals leave behind.

Forest Forts *full day*

Design and build forts inspired by trees. Study trees up close and uncover their unique characteristics. Build a village of miniature tree forts as a group. Take home your own tiny tree fort.

Going Buggy *full day*

What has six legs and no uncle? An ant! Explore the zany world of insects as you dig, sweep, and dip your way through the insect world.

Science of Why *half day*

Have you ever wondered WHY? Find out answers as you conduct experiments using the scientific method. Delve into why leaves change color, where rainbows come from, how fireflies glow, and other scientific mysteries.

Slime Time *full day*

Stretch, squish, and squoosh some slime as you discover how plants and animals use slime, try out some recipes for slime, and put your slime to the test.

NEW ► Rooted in Science *half day*

Exercise your green thumb as you sprout, transplant, and experiment with plants in this gardening adventure.

NEW ► STEM: Animal Engineers *full day*

From intricate bird nests to astounding beaver dams, animals are engineering all around us. Take a closer look at the construction techniques used in the animal kingdom, and take on wild STEM building challenges.

Entering Grades 5 and 6

A Week of Wetlands *full day*

Enjoy hands-on investigations of all things aquatic. Experiment with water and its properties, trudge through the wetlands to gather water samples, and use scientific equipment to inspect plants and animals that call ponds, lakes, rivers, and marshes home.

Members receive
a 15% discount.

Begin or renew your membership
at mortonarb.org/join.

Forest Forensics *full day*

What does a tree have to say? Solve the case of the felled foliage as you examine tree rings, view trees of the past and present, and discover what trees have to tell us.

Kids vs. Wild *full day*

Can you survive in the great outdoors? Explore native woodlands and wetlands, and gain the skills needed to survive in these ecosystems. Set up camp, learn navigation skills, build a shelter, fish, and make tools to explore and tame the wild.

Nature Photography I *full day*

Use your nature observation skills and get creative with digital photography. Practice composition, subject placement, close-ups, moving targets, and more. Work as a team to create an Arboretum digital slideshow. Participants must bring their own digital camera.

Entering Grades 6–8

DIY Nature *full day*

Put your creativity to the test as you hike to find natural craft supplies in the forest to create your own unique and useful art.

Forest Escape *full day*

Put your problem-solving skills to the test as you take on daily challenges, solve puzzles, and explore the Arboretum to answer riddles. In teams, campers will create their own “escape room” challenge in the forest.

Nature Photography II *full day*

Capture nature from a new angle. Experiment with mirrors, water, shadows, and light in an outdoor setting. Participants must bring a digital camera.

NEW ► STEM: Animal Engineers *full day*

From intricate bird nests to astounding beaver dams, animals are engineering all around us. Take a closer look at the construction techniques used in the animal kingdom, and take on wild STEM building challenges.

Camp times fit YOUR schedule.

The Arboretum offers morning, afternoon, and lunchtime supervised play to better fit parents' busy schedules. See registration panel for times and costs.



Youth Science Camps Presenting Sponsor

molex

2021 Summer Science Camp Schedule

	JUNE 7–11	JUNE 14–18	JUNE 21–25	JUNE 28–JULY 2	JULY 5–9	JULY 12–16	JULY 19–23	JULY 26–30	AUG 2–6	AUG 9–13	
Pre-Kindergarten	Growing Up Green	Painting with Plants	Splashing Around with Science	Hopping Through Habitats	Growing Up Green	Painting with Plants	Splashing Around with Science	Hopping Through Habitats	Growing Up Green	Painting with Plants	9:00 a.m. to noon
		Painting with Plants			Growing Up Green			Hopping Through Habitats			12:30 to 3:30 p.m.
Entering Kindergarten	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy Squashy Art	Dinos, Ginkgos, and Me	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy Squashy Art	Dinos, Ginkgos, and Me	9:00 a.m. to noon
		Dinos, Ginkgos, and Me	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy Squashy Art	Dinos, Ginkgos, and Me	Eric Carle's Friends	Mud Buddies		12:30 to 3:30 p.m.
		Pond Pals		Where the Wild Things Are		Pond Pals		Where the Wild Things Are			9:00 a.m. to 3:00 p.m.
Entering Grades 1 and 2	Nature's Superheroes	Forest Fairy Friends	Young Impressionists	Wings and Things	Fantastic Fish	Nature's Superheroes	Forest Fairy Friends	Young Impressionists	Wings and Things		9:00 a.m. to noon
	Fantastic Fish	Nature's Superheroes	Forest Fairy Friends	Young Impressionists	Wings and Things	Fantastic Fish	Nature's Superheroes	Forest Fairy Friends	Young Impressionists		12:30 to 3:30 p.m.
	Awesome Art Nature's Lab	Chirp, Click, Buzz Camping Out	STEM: Animal Engineers Nature's Lab	Camping Out	Awesome Art Nature's Lab	Chirp, Click, Buzz	STEM: Animal Engineers Camping Out	Awesome Art	Chirp, Click, Buzz	STEM: Animal Engineers	9:00 a.m. to 3:00 p.m.
Entering Grades 3 and 4	Science of Why	Critter Cases	Rooted in Science	Adaptive Art	Science of Why	Critter Cases	Rooted in Science	Adaptive Art	Science of Why		9:00 a.m. to noon
	Going Buggy Forest Forts	Adventures in Art Slime Time	STEM: Animal Engineers Forest Forts	Going Buggy Slime Time	Adventures in Art Forest Forts	STEM: Animal Engineers Slime Time	Going Buggy Forest Forts	Adventures in Art Slime Time	STEM: Animal Engineers	Going Buggy	9:00 a.m. to 3:00 p.m.
Entering Grades 5 and 6	Week of Wetlands	Kids vs. Wild	Nature Photography I Kids vs. Wild	Forest Forensics Nature Photography I	Week of Wetlands Forest Forensics	Kids vs. Wild Week of Wetlands	Nature Photography I Kids vs. Wild	Forest Forensics	Week of Wetlands	Kids vs. Wild	9:00 a.m. to 3:00 p.m.
Entering Grades 6–8	Forest Escape	DIY Nature	STEM: Animal Engineers	Nature Photography II	Forest Escape	DIY Nature	STEM: Animal Engineers	Nature Photography II	Forest Escape		9:00 a.m. to 3:00 p.m.

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