

2022

Summer Science Camps

Weeklong camps

Monday, June 6, through
Friday, August 12



Camps fill fast!

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

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 2022–2023 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 until 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 through March 5

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)

\$347 (nonmembers \$390)

Half-Day Camps (until March 5)

\$200 (nonmembers \$233)

Full-Day Camps (after March 5)

\$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.

SUPPORT THE MORTON ARBORETUM

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

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 kphehelps@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, 2022, 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 move 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, 2022.

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 with muddy games and crafts. Learn about mud science and mud homes.

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

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.

Camo Creatures *full day*

Stripes, spots, streaks, and stealth make animals experts at hide and seek. Uncover patterns in nature, create your own camouflage, and explore how both predators and prey use camouflage to their advantage.

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.

Gotta Grow *half day*

Water your curiosity! With a microscope get an up close look at seeds, leaves, and flowers. Sprout seeds, decorate a flower pot, and explore the gardens of the Arboretum.

Hydro-Explorers *full day*

Rev up for a week of wet, hydrodynamic explorations! Slog buckets and dip nets into Arboretum lakes to examine water-loving insects and plants. Play games, conduct experiments, and understand water's big role in our lives.

Magic Forest Adventures *half day*

Have you ever imagined you were part of a factory inside a tree, underground digging with worms, or part of an insect chorus? Let your imagination run wild as you take a closer look at the Arboretum through interactive play, hands-on experiments, and exploration hikes.

Modern Artist-tree *half day*

Use the art of science to explore trees! Mix, spin, bubble, and fizz your way through hands-on, tree-inspired creations.

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.

Slippery, Slimy, Scaly *half day*

Dive into the slippery, slimy, scaly world of reptiles and amphibians! From tadpoles to snakes, salamanders to toads, find out what these cold-blooded creatures are all about. Trek through the wetlands, play games, and become a reptile and amphibian detective.

NEW ► STEM: Wild 100 *full day*

100! Celebrate the Arboretum's centennial with STEM challenges. Build, unravel, discover, and test nature's engineers as we explore one hundred years of tree science.

Entering Grades 3 and 4

Drawn to Nature *half day*

Can art come from trees? Use paper, pencils, wood, and leaves to capture the nature around you. Discover the artistic tools hidden within trees.

Forest Forts *full day*

Design and build forts inspired by trees. Study trees up close and uncover their characteristics. Build a mini tree fort village as a group. Each child takes home their own mini tree fort.

Nature Unframed *full day*

Paint, sculpt, and draw while using nature as your muse. Create art pieces in the prairie, on the pond, and below the trees as you explore the Arboretum.

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





entering grades 3 and 4 continued

Outdoor Adventures *full day*

Get outside and explore! Set off on a different adventure each day as you explore geocaching, letterboxing, survival skills, and more.

Scales to Feathers *half day*

What makes a snake scale tough and a feather light? Take a microscopic look at scales, feathers, shells, and more as you discover what animal adaptations are all about.

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 ► STEM: Wild 100 *full day*

100! Celebrate the Arboretum's centennial with STEM challenges. Build, unravel, discover, and test nature's engineers as we explore one hundred years of tree science.

The Arb Rocks! *half day*

Rock out with an in-depth study of glaciers, soils, fossils, and rocks. Take a geological journey through Earth, uncovering the layers below, identifying hidden fossils, and investigate the three types of rocks.

Walk in the Wild *half day*

Walk in the wild parts of the Arboretum and explore nature. Discover the differences between bees and wasps, go bird watching, and hunt for animal footprints. Hike, collect specimens, and make tools that help reveal the Arboretum's wild side.

Wetland Wonders *full day*

Spend the week getting wet! Wallow through wetlands to collect water samples, play games, and conduct experiments. Examine critters that call ponds, lakes, rivers, and marshes home.

Entering Grades 5 and 6

Eco-Challenge *full day*

What can you accomplish when you take on an eco-challenge? Build your leadership skills as you take on team building and STEM challenges in this camp, while exploring the natural world.

Grossology *full day*

Engross yourself in science as you investigate icky, sticky, slimy, and smelly experiments! Get an up close look at worms, bugs, slugs, and other gross parts of the Arboretum ecosystems.

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.

Vitamin N *full day*

Just a spoonful of nature makes a happier and healthier you! Try out some natural ways to work towards a healthy body and mind, including nature walks, journaling, coloring, and much more as we take time for wellness.



Members receive a 15% discount.

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

Entering Grades 6–8

Amazing Race *full day*

Race through the habitats, take on survival challenges, gather clues, and conquer obstacles to navigate through the Arboretum. Can you complete the race?

Environmental Avengers *full day*

Who is really in charge of defending the Earth? Become an environmental scientist as you track pollution, analyze water and soil samples, monitor insect life, and learn what you can do to save the planet.

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: Wild 100 *full day*

100! Celebrate the Arboretum's centennial with STEM challenges. Build, unravel, discover, and test nature's engineers as we explore one hundred years of tree science.

Youth Science Camps Presenting Sponsor



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.



2022 Summer Science Camp Schedule

Camps fill fast! Be sure to reserve your child's spot before it's too late.

	JUNE 6-10	JUNE 13-17	JUNE 20-24	JUNE 27-JULY 1	JULY 11-15	JULY 18-22	JULY 25-29	AUG 1-5	AUG 8-12	
Pre-Kindergarten	Hopping Through Habitats	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	9:00 a.m. to noon
		Growing Up Green			Hopping Through Habitats			Splashing Around with Science		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	9:00 a.m. to noon
	Squishy Squashy Art	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	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	Modern Artist-tree	Forest Fairy Friends	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	Modern Artist-tree	9:00 a.m. to noon
	Gotta Grow	Modern Artist-tree	Forest Fairy Friends	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	Modern Artist-tree	Forest Fairy Friends	Slippery, Slimy, Scaly	12:30 to 3:30 p.m.
	Nature's Lab Hydro-Explorers	Camo Creatures Camping Out	STEM: Wild 100 Hydro-Explorers	Nature's Lab Camping Out	Camo Creatures Hydro-Explorers	STEM: Wild 100 Camping Out	Nature's Lab Hydro-Explorers	Camo Creatures Camping Out	STEM: Wild 100 Hydro-Explorers	9:00 a.m. to 3:00 p.m.
Entering Grades 3 and 4	Walk in the Wild	Scales to Feathers	The Arb Rocks	Drawn to Nature	Walk in the Wild	Scales to Feathers	The Arb Rocks	Drawn to Nature	Walk in the Wild	9:00 a.m. to noon
	STEM: Wild 100 Forest Forts	Outdoor Adventures Wetland Wonders	Nature Unframed Slime Time	STEM: Wild 100 Forest Forts	Outdoor Adventures Wetland Wonders	Nature Unframed Slime Time	STEM: Wild 100 Forest Forts	Outdoor Adventures Wetland Wonders	Nature Unframed	9:00 a.m. to 3:00 p.m.
Entering Grades 5 and 6	Grossology	Vitamin N Kids vs. Wild	Nature Photography I Eco-Challenge	Grossology Kids vs. Wild	Vitamin N Eco-Challenge	Nature Photography I Kid vs. Wild	Grossology Eco-Challenge	Vitamin N Kids vs. Wild	Nature Photography I	9:00 a.m. to 3:00 p.m.
Entering Grades 6-8	Amazing Race	STEM: Wild 100	Environmental Avengers	Nature Photography II	Amazing Race	STEM: Wild 100	Environmental Avengers	Nature Photography II	Amazing Race	9:00 a.m. to 3:00 p.m.