

2023

Summer Science Camps

Weeklong camps

Monday, June 5, through
Friday, August 11



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 2023–2024 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)

\$355 (nonmembers \$395)

Two-Week Full-Day Camps (until March 5)

\$690 (nonmembers \$770)

Half-Day Camps (until March 5)

\$205 (nonmembers \$235)

Full-Day Camps (after March 5)

\$365 (nonmembers \$410)

Two-Week Full-Day Camps (after March 5)

\$720 (nonmembers \$810)

Half-Day Camps (after March 5)

\$210 (nonmembers \$245)

Morning Supervised Play

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

\$60 (nonmembers \$70)

Midday Supervised Play (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 kpelps@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 Monday 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.



Prekindergarten

Children must be 4 years old by September 1, 2023, 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, 2023.

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.

SUPPORT THE MORTON ARBORETUM

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

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

NEW ► Animal Engineers

full day, two week

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.

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.

NEW ► Eco-Investigators

full day, two week

Put your detective skills to the test. Explore the habitats of the Arboretum, conduct nature experiments, and learn what it takes to be a nature sleuth.

Fantastic Fish *half day*

From fins to scales, fish are fascinating creatures. Discover more about fish and the habitat they live in while you enjoy fish stories, games, and cast a net to find out what fish live at the Arboretum.

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 Super Heroes *half day*

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

NEW ► Pirates and Pines *half day*

Ahoy Matey! Start your voyage around the Arboretum to explore different trees and look for buried treasure.

NEW ► STEM: Branching Out *full day*

What can you build with branches? Challenge yourself to work as a team to tackle engineering and art activities. Celebrate art and engineering as we explore how natural materials can be used to create sculptures or solve problems.

Young Impressionists *half day*

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

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



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Entering Grades 3 and 4

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.

Adventures in Art *full day*

Paint, draw, color, and sculpt your way through the Arboretum. Create masterpieces daily to showcase in an end-of-the-week art show.

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 characteristics. Build a mini tree fort village as a group. Each child takes home their own mini 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.

NEW ► Leaf Laboratory *full day, two weeks*

Have you ever wondered WHY? Prepare your beakers and flasks as you explore the scientific method, design experiments, and investigate the natural world around you.

Members receive a
15% discount.

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

Rooted in Science *half day*

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

NEW ► STEM: Branching Out *full day*

What can you build with branches? Challenge yourself to work as a team to tackle engineering and art activities. Celebrate art and engineering as we explore how natural materials can be used to create sculptures or solve problems.

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.

Sticks and Bricks *half day*

Engineer your way through challenges as you learn how nature stacks up around you. Use nature as building blocks, take on STEM challenges, and create art out of natural building materials.

NEW ► Wild Survival *full day, two weeks*

Do you have the skills of a squirrel, the techniques of a turtle, or the ability of an ant? Discover the survival skills of animals at the Arboretum and then put your survival skills to the test.

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.

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.

NEW ► STEM: Branching Out *full day*

What can you build with branches? Challenge yourself to work as a team to tackle engineering and art activities. Celebrate art and engineering as we explore how natural materials can be used to create sculptures or solve problems.

Youth Science Camps Presenting Sponsor

molex

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.



Entering Grades 6–8

Arboretum Invaders *full day*

Uncover alien species that have invaded the woodlands, prairies, and wetlands of Illinois. Learn why we consider these species invasive, how to remove them, and develop ways to prevent their return.

Filming in the Forest *full day*

If a picture is worth a thousand words, how many words is a video worth? Capture the movements of nature from falling leaves to crawling caterpillars and make a moving story out of the natural world. Participants must bring their own digital camera with video ability.

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.

Help Wanted *full day*

What does it take to make an Arboretum run? Take a behind the scenes look at careers at the Arboretum and experience what it takes to become a Champion of Trees.

2023 Summer Science Camps Schedule

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

	JUNE 5–9	JUNE 12–16	JUNE 19–23	JUNE 26–30	JULY 10–14	JULY 17–21	JULY 24–28	JULY 31–AUG 4	AUG 7–11	
Prekindergarten	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		Painting with Plants		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		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	Fantastic Fish	Young Impressionists	Pirates and Pines	Nature’s Superheroes	Forest Fairy Friends	Fantastic Fish	Young Impressionists	9:00 a.m. to noon
	Young Impressionists	Pirates and Pines	Nature’s Superheroes	Forest Fairy Friends	Fantastic Fish	Young Impressionists	Pirates and Pines	Nature’s Superheroes		12:30 to 3:30 p.m.
	Awesome Art	STEM: Branching Out	Chirp, Click, Buzz	Nature’s Lab	Awesome Art	STEM: Branching Out	Chirp, Click, Buzz	Nature’s Lab	Awesome Art	9:00 a.m. to 3:00 p.m.
	Camping Out	Animal Engineers		Camping Out	Eco-Investigators		Camping Out	STEM: Branching Out		
Entering Grades 3 and 4	Adaptive Art	Critter Cases	Rooted in Science	Sticks and Bricks	Adaptive Art	Critter Cases	Rooted in Science	Sticks and Bricks	Adaptive Art	9:00 a.m. to noon
	Slime Time	Going Buggy	STEM: Branching Out	Adventures in Art	Slime Time	Going Buggy	STEM: Branching Out	Adventures in Art	STEM: Branching Out	9:00 a.m. to 3:00 p.m.
	Forest Forts	Leaf Laboratory		Forest Forts	Wild Survival		Forest Forts	Slime Time		
Entering Grades 5 and 6	STEM: Branching Out	Nature Photography I Kids vs. Wild	Forest Forensics A Week of Wetlands	STEM: Branching Out Kids vs. Wild	Nature Photography I A Week of Wetlands	Forest Forensics Kids vs. Wild	STEM: Branching Out A Week of Wetlands	Nature Photography I Kids vs. Wild	Forest Forensics	9:00 a.m. to 3:00 p.m.
Entering Grades 6–8	Arboretum Invaders	Filming in the Forest	Help Wanted	Forest Escape	Arboretum Invaders	Filming in the Forest	Help Wanted	Forest Escape	Arboretum Invaders	9:00 a.m. to 3:00 p.m.