

2024

Summer Science Camps

Weeklong camps

Monday, June 3, through
Friday, August 9



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 2024–2025 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. Fill out the required medical forms (sent via email) at least two weeks prior to camp.

Please note, there is a processing fee of \$45 for cancellations or rebooking. This fee is waived if cancellation or adjustment is due to school schedule changes, serious illness in the family, or other dire circumstances.

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

Full-Day Camps

\$410 (nonmembers \$455)

Two-Week Full-Day Camps

\$795 (nonmembers \$875)

Half-Day Camps

\$225 (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 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 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.
- **Refunds:** We are unable to give refunds for camp within three weeks of the start date of the camp. A \$45 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 \$15 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.



Prekindergarten

Children must be 4 years old by September 1, 2024, 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, 2024.

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.

NEW ► Seed Scientists *full day*

What does it take to make seeds grow? Make the Arboretum your outdoor laboratory as you search for seeds, design experiments, and explore types of seeds and how they sprout!

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?

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.

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.

Entering Grades 1 and 2

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.

NEW ► Prehistoric Pals

full day, two week

What was the Arboretum like when the dinosaurs roamed on Earth? Dive into the past and explore the history of the plants and animals that call the forest home.

Camo Creatures *full day*

Stripes, spots, 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.

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.

Hydro-Explorers *full day*

Rev up for a week of wet, hydrodynamic explorations! Slosh 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.

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.

NEW ► STEM: Sounds of Summer

full day

From cicadas to frogs, the summer is a time for animals to sing loud and proud. Discover the science of sound through experiments, games, and exploration and get in tune with the nature noises of 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.

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.

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.

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.

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





Entering Grades 3 and 4

NEW ► **Growing Builders** *full day, two weeks*

What do you find in a garden? Leaves, flowers, and STEM! Use your building skills to take on garden projects and see what you can construct to help things grow!

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.

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.

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: Sounds of Summer** *full day*

From cicadas to frogs, the summer is a time for animals to sing loud and proud. Discover the science of sound through experiments, games, and exploration and get in tune with the nature noises of the Arboretum!

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.

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.

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.

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.

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.

NEW ► **STEM: Sounds of Summer** *full day*

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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.

Members receive
a 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?

NEW ► **Myths, Monsters, and Maples** *full day*

Take a closer look at myths and legends and the plants and animals that they are based on. Take on the challenge of creating your own story as an Arboretum hero.

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 ► **Tinkering with Trees** *full day*

Do you like to build? Take on the challenge of building with natural items and simple machines and create your own nature-inspired Rube Goldberg machine!



2024 Summer Science Camps Schedule

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

	JUNE 3–7	JUNE 10–14	JUNE 17–21	JUNE 24–28	JULY 8–12	JULY 15–19	JULY 22–26	JULY 29–AUG 2	AUG 5–9	
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	Seed Scientists	Where the Wild Things Are		Pond Pals	Seed Scientists	Where the Wild Things Are		9:00 a.m. to 3:00 p.m.
Entering Grades 1 and 2	Modern Artist-tree	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	Forest Fairy Friends	Modern Artist-tree	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	9:00 a.m. to noon
	Gotta Grow	Forest Fairy Friends	Modern Artist-tree	Slippery, Slimy, Scaly	Magic Forest Adventures	Gotta Grow	Forest Fairy Friends	Modern Artist-tree		12:30 to 3:30 p.m.
	Camping Out Hydro-Explorers	Nature's Lab Camo Creatures	STEM: Sounds of Summer Camping Out	Nature's Lab Hydro-Explorers	Camping Out Camo Creatures	STEM: Sounds of Summer Camping Out	Camping Out Hydro-Explorers	Nature's Lab Camo Creatures	STEM: Sounds of Summer	9:00 a.m. to 3:00 p.m.
		Prehistoric Pals		Camping Out	Animal Engineers		Prehistoric Pals			
Entering Grades 3 and 4	The Arb Rocks!	Drawn to Nature	Scales to Feathers	Walk in the Wild	The Arb Rocks!	Drawn to Nature	Scales to Feathers	Walk in the Wild	The Arb Rocks!	9:00 a.m. to noon
	STEM: Sounds of Summer Forest Forts	Forest Forts Nature Unframed	Slime Time Wetland Wonders	STEM: Sounds of Summer Forest Forts	Forest Forts Nature Unframed	Slime Time Wetland Wonders	STEM: Sounds of Summer Forest Forts	Forest Forts Nature Unframed	Slime Time Wetland Wonders	9:00 a.m. to 3:00 p.m.
		Growing Builders		Wetland Wonders	Wild Survival		Growing Builders			
Entering Grades 5 and 6	Eco-Challenge	STEM: Sounds of Summer Kids vs. Wild	Grossology	Eco-Challenge Nature Photography I	STEM: Sounds of Summer Kids vs. Wild	Grossology Nature Photography I	Eco-Challenge	STEM: Sounds of Summer Kids vs. Wild	Nature Photography I	9:00 a.m. to 3:00 p.m.
Entering Grades 6–8	Myths, Monsters, and Maples	Nature Photography II	Amazing Race	Tinkering with Trees	Myths, Monsters, and Maples	Nature Photography II	Amazing Race	Tinkering with Trees	Myths, Monsters, and Maples	9:00 a.m. to 3:00 p.m.