



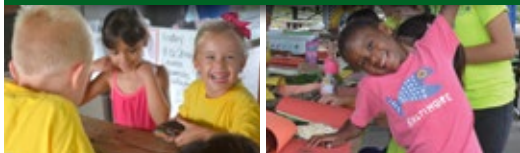
THE
CHAMPION
of TREES



2017 SUMMER SCIENCE CAMP

Unlock your child's imagination with interactive adventures in the great outdoors all summer long. Through science experiments, art, and creative play, The Morton Arboretum's exciting camps for kids in kindergarten through eighth grade will inspire your child to become a champion of trees.

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



Bring the whole family for our summer exhibit!

Origami in the Garden

May 19 through
October 22, 2017

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

entering

KINDERGARTEN

Child must be 5 years old by September 1, 2017.

Dinos, Ginkgos, and Me *half day*

Travel back to the dinosaur age! 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.

Fishing Fun *half day*

Get ready for some boot-sloshin' fun! Go fishing at the Arboretum. Play games, make crafts, and read stories about fish.

NEW! 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.

Nature's Superheroes *half day*

Explore the science behind superheroes like Spiderman and Batman. See how spiders spin webs and bats fly. Create your own nature-based superhero, play games, and see real animal "superpowers" up close.

Planting a Rainbow *half day*

Explore the colors of the rainbow while learning about trees and other plants. Play games, make crafts, and read stories about beautiful gardens. Create a multicolor flower garden to take home.

Squishy, Squashy Art *half day*

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

Turtles and Tadpoles *half day*

How do tadpoles turn into frogs? How do turtles grow up? Uncover fun facts, search for croaking frogs and basking turtles, play games, make crafts, and meet live turtles.

Where the Wild Things Are *half day*

Explore the woodlands of the Arboretum and discover all the wild things. Find the not-so-scary wild things, from spiders to hawks and raccoons to coyotes, that live in our woodlands.

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GRADES 1 AND 2

NEW! Arbor Rhythm *full day*

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

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.

Backyard Birds *half day*

Soar into the fascinating life of birds. Listen for bird calls, and scout out nests, eggs, and feathers. Spy on wetland waders, and get to know the birds that live at the Arboretum...and in your own backyard!



Camp times fit YOUR schedule.

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

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.

Forest Fairy Friends *half day*

Are fairies hidden in the forest? Discover woodland plants and animals. Create your own fairy, and as a group, build a fairy village.

Go Fish *half day*

Make a fishing pole and let's go fishing. Enjoy stories, games, and fishing trips to the Arboretum's best spots.



Gotta Grow *half day*

Put on your gardening gloves and get ready to dig in the dirt. Examine flowers up close with microscopes, watch seeds germinate, and decorate flower pots. Plant seeds and help them grow.

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 School Bus Adventures

half day

Join "Ms. Frizzle" on her latest adventure. Learn about plants, water, and bugs through hands-on experiments and hikes. Magic School Bus storytime introduces each day's activities.

NEW! Nature's Lab *full day*

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

Slippery, Slimy, Scaly *half day*

Dive into the 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 act as a reptile and amphibian detective.

NEW! Stripes and Spots *full day*

Animals are experts at hide and seek. Uncover patterns in nature, and learn how to use camouflage in the woods.

Young Impressionists *half day*

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

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GRADES 3 AND 4

Adventures in Art *full day*

Paint, draw, color, and sculpt throughout the Arboretum. Make masterpieces daily to showcase in an end-of-the-week art show.

NEW! Adaptive Art *half day*

Paint with a beak, sculpt with a paw, and draw with a claw! Find out how Arboretum animals adapt to life in the woods, ponds, and prairies, and embrace various artistic media to capture these unique animal features.

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 and identifying hidden fossils. Learn about the three types of rocks through experiments and investigations.

Birds, Bats, and Butterflies *half day*

How do animals and insects fly? Read stories and play games to learn how different animals fly, where they live, and how they use trees and other plants for shelter and food. Observe beautiful birds and fluttering butterflies up close.

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Forest Forts *full day*

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

NEW! Going Buggy *full day*

What has six legs and no uncles? An ant! Explore the zany world of insects as you dig, sweep, and dip your way through the Arboretum's ponds, prairies, and woods.

Outdoor Adventures *full day*

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

Science of Why *half day*

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

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!

Weather Watchers *half day*

Curious about weather? Investigate rain, snow, sun, and clouds. Study weather extremes from across the planet, and enjoy experiments and stories on local weather wonders.



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.

Woodland Fairies *half day*

Search for fairies hidden in the forest. Explore the trees and plants that fairies care for. Create your own fairy and fairy house, and as a group, build a fairy village.

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GRADES 5 AND 6

NEW! Hike Your Health *full day*

Just a spoon full of nature makes a happier and healthier you! Work towards a healthy body and mind, the natural way. Take time for wellness with nature walks, yoga, journaling, coloring, and much more.

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. Learn navigation skills and how to build a shelter. Set up camp, fish, and make tools to explore and tame the wild.

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.

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GRADES 7 AND 8

NEW! 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 building challenges.

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.

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.

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GRADES 5–8

3D Art *full day*
Get inspired and create your own nature sculptures. Learn techniques and use tools of contemporary artists to fashion your own works of art each day. Experiment with different media and create unique nature-inspired masterpieces.



Nature Photography *full day*
Use your nature observation skills and get creative with digital photography. Practice composition, subject placement, close-ups, moving targets, and more. With your classmates, create an Arboretum digital slideshow to take home. Participants must bring their own digital camera.

Nature Photography II *full day*
Capture nature from a new angle! Take the time to play with mirrors, water, shadows, and light in this photography class. Participants must bring their own digital camera.

Counselor in Training (CIT)

For ages 14 to 16.

Application Required; deadline April 30, 2017.

Registration dependent on acceptance into program.

Love nature and working with kids?

Become a volunteer Summer Science Camp assistant! Spend one week in CIT Training Camp learning about the Arboretum, nature and trees, and child development. Learn how to develop and conduct successful nature programs for kids. CITs will learn useful job skills and be mentored by experienced Arboretum educators. Then, join Summer Science Camp staff as a volunteer camp assistant for kindergarten–4th grade camps. Volunteer during morning or afternoon sessions, or for a full-day camp. Volunteer hours may be used towards service learning requirements.

Download the application at mortonarb.org/education.

Tree Science Investigators

Three Part Series, full day

Mix and match this three-part series to delve into the Arboretum's scientific side. Explore tree science concepts, solve mini problem-based learning scenarios, and meet Arboretum experts while developing an understanding of STEM careers and solving real-world problems.

NEW! Tree Science Investigators:

Arboretum Invaders *full day*

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

NEW! Tree Science Investigators:

Forest Forensics *full day*

Discover the unique ways trees can tell us about the past. Examine life-sized tree cookies, visit the Herbarium to view trees of the past and present, and solve the case of the felled foliage.

NEW! Tree Science Investigators:

Greenhouse Guru *full day*

Visit the Arboretum greenhouses and get an up-close tour of plant production. Explore plant propagation techniques and dream up a designer plant.



Inspire your child to become a champion of trees!

Register Now!

How to Register

1. Choose programs based on the grade your child will enter in the 2017–2018 school year.
2. Choose your camp(s). Note the week and title of each camp.
3. Register at mortonarb.org/education or call **630-719-2468**.
4. Fill out and return the required forms at least two weeks prior to camp, found online at mortonarb.org/education.

Pricing *Camp fee is per child, per week.

Half-Day Camps

\$165 (nonmembers \$195)

Full-Day Camps *(Includes supervised lunch)*

\$295 (nonmembers \$350)

Counselor in Training (CIT)

Scholarships available for qualified applicants

\$360 (nonmembers \$425)

Morning Supervised Play *(8:00 to 9:00 a.m.)*

\$60 (nonmembers \$70)

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

\$15 (nonmembers \$20)

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)



Registration fee includes a **FREE** Summer Science Camp T-shirt.

Accessibility

The Arboretum strives to provide accessible experiences for all children. Contact the Camp and Scout Supervisor at **630-719-4890** to discuss accessibility needs prior to registration.

Camps fill fast!

Register early to reserve your child's spot! Waiting lists start when sessions are filled.

Registration, Cancellation, Transfer, Late Pick Up, and Refund Policies

- Space is limited; preregistration is required.
- A \$15 non-refundable registration fee is included in each camp session fee.
- Payment is due in full at time of registration.
- Camp registration closes at 4:00 p.m. on the Wednesday prior to the next week's camp.
- We are unable to give refunds for cancellations with less than **three weeks** notice from the first day of camp.
- Transfers will be granted up to **three weeks** before the first day of the original camp. Late transfers will be considered a cancellation of the original camp and will be charged in full.
- If your child is unable to attend camp due to medical reasons, you may receive a refund at any time prior to the start of camp by providing a doctor's note.
- We are unable to refund for missed days of camp.
- The Arboretum reserves the right to cancel a camp due to low enrollment. Camps cancelled by the Arboretum because of low enrollment will be automatically refunded in full.
- Any parent/guardian picking up a child late will be assessed a fee of \$15 per child for pickup 15 minutes late and \$1 per minute thereafter. Late fees are due on the child's next day of camp.

Members receive a 15% discount!
Begin or renew your membership at mortonarb.org/join.

Youth Science Camp Presenting Sponsor

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