

Bug U

This bug week really did "fly by!" We started the week by painting our own spider webs and going on a nature walk to look for insects in the wild. We even created our own bugs: grasshoppers, ladybugs, dragonflies, and more. We spent the end of the week focusing on the transformation of caterpillars into butterflies, and even made our own symmetrical butterfly wings! It was a great buggy week!



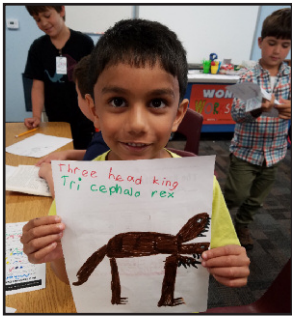
year-old board game that turned our players into knights on a quest to lay siege to a dark tower (ask your campers about Brigands!).

Finally, through 3D design, and prototyping, our master gamers designed their own game that fits in a tin box.



Dig It Up

This week in Dig It Up, we learned how to identify different rocks and minerals and grew crystals. We learned how fossils form and got to examine real fossils that pre-date the

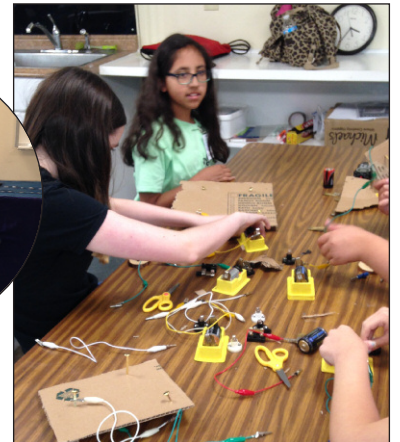
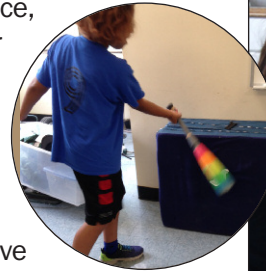


dinosaurs. We learned all about different dinosaur species and created our own. We looked at impact craters throughout the solar system and learned how to find meteorites. We also learned how

to conduct an archeological dig and learned about ancient Egyptian culture. Everyone really "dug" our program!

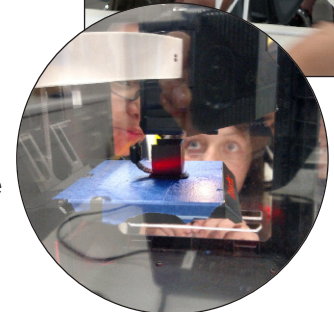
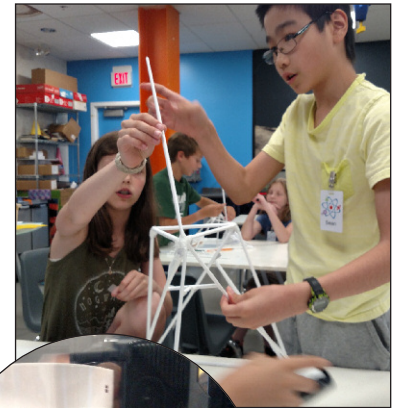
Superhero Science

In Superhero Science, we put some of our favorite heroes powers to the test. We used Pocket Labs to test our speed and force, and put our detective skills to work in solving a crime. We learned about weather and made hot air balloons to fly, and did a super agility training course. Everyone showed off their powers and had a super week!



3D Design

This week in 3D Design our designers made a variety of forms to 3D-print, both simple and complex. After students learned how NASA protected rovers sent to Mars, they designed suits for an egg to survive being dropped from the roof. Getting a feel for architecture, designers built towers to support the weight of an egg and measured the Museum to redesign to scale with 3D software. We finished the week with Calder-inspired mobiles and kinetic sculptures.



Roll With It

Our gamers learned about the core elements that go into designing the games we play and enjoy. From cards to dice to miniatures, we learned how games work, what makes them fun to play, how rules setup and end a game, and how games can tell stories. Some of our days were spent playing great games, like Clue, Uno, and Dark Tower, an almost 40-

NEXT WEEK (JULY 17-21) : A FEW SPOTS STILL AVAILABLE VISIT: WWW.DISCOVERYMUSEUM.ORG

A PIRATE'S LIFE

For kids entering Grades K-1

Ahoy mateys, step aboard the good ship Discovery! Join us as we scour the seven seas. Learn how things sink and float and all about the creatures of the deep (and not so deep).

UNDER THE SEA

For kids entering Grades 2-4

Dive into an undersea adventure! Explore the ocean world from the shoreline to the deepest depths. What lives down there? How do researchers explore the oceans? Discover all this, with hands-on fun!

SPACE EXPLORERS

For kids entering Grades 5-7

Build model rockets, design a spacesuit for an egg, and conduct hands-on experiments. Finish the week with astronaut training and a mission the Moon in our Challenger Center!

SENIOR SPACE ACADEMY

For kids entering Grades 6-9

Blast off for an adventure that's out-of-this-world! Design rockets, learn how to use a telescope, go on a mission to the Moon, and much, much more!