

Summer Camp 2022

Join us at The IMAG History and Science Center for a summer filled with STEM & history! Campers will have a blast while inventing, experimenting, exploring, and investigating in our all-new immersive one-week camps. Plus, they will also explore the museum, experience our live Animal Encounters, participate in our all-new Science Shows, get up close with our sea life in our Touch Tank, meet dinosaurs and journey into space in our 3D Theater! Our number one goal is FUN- with a big side of LEARNING!

Camp IMAG sessions include fun and educational hands-on activities, games, crafts, special guests, and exhibit explorations! Innovative curriculum integrating STEM (science, technology, engineering, and math), history, the arts, and humanities, inspires the imagination and encourages an overall love of learning! Camps are designed for rising 1st-8th graders and are divided into rising 1st – 2nd graders, rising 3rd – 5th graders, and rising 6th – 8th graders.

New this year! We are no longer offering “themed” weeks of camp. All weeks will be STEM camps. Campers will still get to explore hands-on STEM activities in their camp classroom each day. Now, they will also get to select two themed STEM, History or Art Clubs to go to each day- one in the morning and one in the afternoon. Campers will go to the same two clubs all week. However, clubs will be different each week of camp. You will select your clubs during the registration process. Clubs do have capacities and will fill on a first come, first served basis.

Summer Camp Club Choices

Club Time	Camp Level	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
		6/6-6/10	6/13-6/17	6/20-6/24	6/27-7/1	7/5-7/8	7/11-7/15	7/18-7/22	7/25-7/29	8/1-8/5	8/8-8/12
9:45am	Gr 1-2 AM	Superhero Science	Bubbologists	Fast & Curious: Cars	Patriotic Science	Wizard School	Superhero Science	Bubbologists	Fast & Curious: Cars	Splish Splash	Wizard School
9:45am	Gr 3-5 AM	FabLab: 3D Print	FabLab: TShirt Artists	FabLab: Stickers	FabLab: 4 th of July	FabLab: Pets	FabLab: 3D Print	FabLab: Tshirt Artists	FabLab: Stickers	FabLab: Artists	FabLab: Pets
9:45am	Gr 3-5 AM	Jr. Astronauts	Nano Robots	Snap Robotics	Escape Room: Sci Lab	CSI: IMAG	Jr. Astronauts	Nano Robots	Snap Robotics	Escape Room: Sci Lab	CSI: IMAG
9:45am	Gr 6-8 AM	Cryo Chemistry	Ice Cream Artists	As Seen On	Fizz, Bang, Boom	Solar Cooker Challenge	Cryo Chemistry	Ice Cream Artists	As Seen On	Fizz, Bang, Boom	Solar Cooker Challenge
10:45am	Gr 1-2 AM	Critter Keepers	Play Dough Artists	Fairytale Scientists	Space Cadets	CSI Junior	Critter Keepers	Play Dough Artists	Fairytale Scientists	Space Cadets	CSI Junior
10:45am	Gr 3-5 AM	FabLab: Vinyl Decals	FabLab: Jewelry	FabLab: Games	FabLab: 4 th of July	FabLab: School Stuff	FabLab: Vinyl Decals	FabLab: Jewelry	FabLab: Games	FabLab: Sorting Boxes	FabLab: School Stuff
10:45am	Gr 3-5 AM	Solar Cars	Snack Artists: Frozen	Moviemakers	Snack Artist: 4 th of July	Soda Scientists	Solar Cars	Snack Artists: Frozen	Moviemakers	Snack Artist: Wizards	Soda Scientists
10:45am	Gr 6-8 AM	Wizard School	Assistant Keepers	Assistant Aquarists	Rocket Scientists	Jr. Curators	Wizard School	Assistant Keepers	Assistant Aquarists	Rocket Scientists	Jr. Curators
1:00pm	Gr 1-2 PM	Lego Engineers	Snap Circuit Engineers	Fast & Curious: Planes	Solar Scientists	Fast & Curious: Boats	Lego Engineers	Snap Circuit Engineers	Fast & Curious: Planes	Solar Scientists	Fast & Curious: Boats
1:00pm	Gr 3-5 PM	Jedi Academy	Sphero Programmers	Wizard School	Patriotic Chemistry	Snack Artists: Pancakes	Jedi Academy	Sphero Programmers	Wizard School	Makers: Sewing Monsters	Snack Artists: Pancakes
1:00pm	Gr 3-5 PM	EscapeRoom: King Tut	Medieval Science	Theme Park Builders	Wild Florida History	Dig It!	EscapeRoom: King Tut	Medieval Science	Theme Park Builders	Wild Florida History	Dig It!
1:00pm	Gr 6-8 PM	FabLab: 3D Print	FabLab: Laser Cutter	FabLab: Vinyl	FabLab: Tumblers	FabLab: Star Wars	FabLab: 3D Print	FabLab: Laser Cutter	FabLab: Vinyl	FabLab: Tumblers	FabLab: Star Wars
2:00pm	Gr 1-2 PM	FabLab: Builders	FabLab: Puzzles	FabLab: Dinos	FabLab: Space	FabLab: School Stuff	FabLab: Builders	FabLab: Puzzles	FabLab: Dinos	FabLab: Space	FabLab: School Stuff
2:00pm	Gr 3-5 PM	Science of Avengers	Ozobot Programmers	Wizard Coding	Jr. Keepers	Star Wars Coding	Science of Avengers	Ozobot Programmers	Wizard Coding	Jr. Keepers	Star Wars Coding
2:00pm	Gr 3-5 PM	Slimologists	Mad Scientists	Little Bits Engineers	Snack Artists: Solar Snacks	Glow Science	Slimologists	Mad Scientists	Little Bits Engineers	Snack Artists: Solar Snacks	Glow Science
2:00pm	Gr 6-8 PM	Lego Mindstorms	30 Days in Space	Sphero Engineers	Lego Mindstorms	That's Lit!	Lego Mindstorms	30 Days in Space	Sphero Engineers	Lego Mindstorms	That's Lit!

Club Descriptions by Week: Week 1

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 1 Clubs:

Superhero Science (AM): Learn about the science behind some of the powers of your favorite superheroes (and villains!)! Learn about the how things fly like Superman, how to use magnets like Magneto, the power of plants that Poison Ivy uses, and more!

Critter Keepers (AM): Learn about some of the IMAG's Animal Ambassadors through some special Meet the Keeper sessions, hands' on activities, and by helping feed some of our animals!

Lego Engineers (PM): Use Legos to become engineers as you build catapults, pulleys, bridges, and more through fun challenges and games!

FabLab: Builders (PM): Learn the basics of how to use our laser cutter and build constructions and contraptions made on our laser cutter!

Grades 3-5 Week 1 Clubs:

FabLab: 3D Printing (AM): Learn how to use our 3D printers as you design projects in TinkerCad and print them to take home!

Jr. Astronauts (AM): Learn about space through special shows at our Science on a Sphere and hands-on activities, such as making constellation viewers, building simple binoculars to use for star gazing, and more!

FabLab: Vinyl Decals (AM): Learn how to use the vinyl cutter to make vinyl decals to decorate water bottles, notebooks, t-shirts, and more!

Solar Cars (AM): Build, modify, and race solar cars you get to take home!

Jedi Academy (PM): Find out if you are Light Side or Dark Side as you make a light saber that lights up, learn how to use the Force, and more.

Escape Room: King Tut (PM): Do you have what it takes to escape King Tut's Tomb? Learn about the history, art, science and engineering behind the famous tomb as you work together to solve puzzles and escape!

Science of Avengers (PM): Explore the science behind the powers of the Avengers! Explore the concept of strength like Captain Avenger, become an engineer like Iron Man, learn about spiders to understand Spiderman's powers, and more!

Slimologists (PM): Learn how to make all different kinds of slime and conduct experiments with your slime!

Grades 6-8 Week 1 Clubs:

Cryo Chemistry (AM): Explore the colder side of science as you conduct experiments with ice, dry ice and liquid nitrogen!

Wizard School (AM): Get sorted into your House and take a mini session of Hogwarts' Courses, including Potions, Charms, Care of Magical Creatures, Defense Against the Dark Arts, and Herbology!

FabLab: 3D Printing (PM): Learn about 3D printing and create a fun project on our Makerbot to take home!

Lego Mindstorms (PM): Build a Lego Mindstorm Rover and compete in fun challenges like races and mazes!

Club Descriptions by Week: Week 2

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 2 Clubs:

Bubblologists(AM): Learn about the science behind bubbles as you concoct different bubble solutions,

Play Dough Artists (AM): Learn how to make different types of doughs and use them to make fantastic creations!

Snap Circuit Engineers (PM): Use snap circuits to learn about electricity as you complete different circuit challenges.

FabLab: Puzzles (PM): Use our laser cutter to design and cut out different puzzles.

Grades 3-5 Week 2 Clubs:

FabLab: T-Shirt Artists (AM): Make 4 different t-shirts throughout the week: tie dye, heat transfer vinyl, vinyl stencil screen print, and color changing!

Nano Robots(AM): Play with tiny robots, race them and have them complete challenges, plus build your own nano robot to take home!

FabLab: Jewelry (AM): Use the laser cutter, vinyl cutter, and button maker to make earrings, necklace charms, bracelets, and buttons/pins.

Snack Artists: Frozen (AM): Make chilly snacks and learn about the science behind frozen snacks like popsicles and ice cream!

Sphero Programmers (PM): Learn how to program our mini Spheros to complete different challenges and tasks using drop and click programming.

Medieval Science (PM): Explore medieval times as you make catapults, learn about the nano science behind stained glass, design a shield with a coat of arms, and test your archery skills.

Ozobot Programmers (PM): Learn how to code ozobots using color patterns and complete different challenges throughout the week.

Mad Scientists (PM): Step into our lab and concoct our fizziest, foamiest, and most fun experiments!

Grades 6-8 Week 2 Clubs:

Ice Cream Artists (AM): Use liquid nitrogen and dry ice to concoct fun, wild and silly ice cream flavors and styles!

Assistant Keepers(AM): Help our Animal Care Staff take care of some of our Animal Ambassadors by helping them feed, clean and examine them!

FabLab: Laser Cutter (PM): Learn how to use our laser cutter and make a keychain, photo frame, game and project of your choice!

30 Days in Space (PM): Learn about programming/coding as you complete challenges as part of the 30 Days in Space program!

Club Descriptions by Week: Week 3

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 3 Clubs:

Fast and the Curious: Cars (AM): Explore the physics and engineering behind cars as you build balloon cars, maneuver Lego Mindstorm Rovers, race virtual cars, and learn how friction affects speed!

Fairytales Scientists(AM): Become an engineer as you build a wolf proof structure, build a tower to help Jack reach the Golden Egg, design a parachute to help Rapunzel escape her tower, and more!

Fast and the Curious: Planes (PM): Learn about the physics behind flight and then design, build and fly different flying contraptions!

FabLab: Dinos (PM): Use our laser cutter and vinyl cutter to make dinosaur puzzle, design a 3D dinosaur to display, build a dinosaur skeleton, and make a dino shirt or stickers!

Grades 3-5 Week 3 Clubs:

FabLab: Stickers (AM): Use our vinyl cutters to design and create all kinds of stickers in all shapes, sizes, and colors!

Snap Robotics(AM): Learn how to program our robots created by Snap Circuits that can complete different tasks and challenges.

FabLab: Games(AM): Use our laser cutter and vinyl cutter to create games like tic tac toe, mini air hockey

Moviemakers(AM): Use stop motion animation to create a short film with other campers.

Wizard School (PM): Get sorted into your House and take a mini session of classes, including Potions, Charms, Care of Magical Creatures, Herbology, and Defense Against the Dark Arts.

Theme Park Builders (PM): Learn about the physics and engineering behind theme park rides as you build roller coasters, bumper cars, and other rides.

Wizard Coding (PM): Use our Kano Wands to complete different wizard school tasks as you learn about coding and programming in a magical way.

Little Bits Engineers (PM): Become an inventor and use Little Bits to build different contraptions, gadgets and devices.

Grades 6-8 Week 3 Clubs:

As Seen On (AM): Recreate some of the awesome science experiments you've seen on TikTok, YouTube, and more!

Assistant Aquarists(AM): Help our Aquatics Care Team take care of our Aquatics Animal Ambassadors throughout the week. Learn how to water test, prep food, feed our animals, and more!

FabLab: Vinyl (PM): Use our vinyl cutters to make stickers, decals, t-shirts, and more!

Sphero Engineers (PM): Use click and drag coding to program our mini spheros to complete different tasks.

Club Descriptions by Week: Week 4

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 4 Clubs:

Patriotic Science (AM): Use science and engineering to celebrate the 4th of July by making straw rockets, erupting confetti volcanoes, making red, white and blue slime, and learning about the science behind fireworks.

Space Cadets (AM): Learn about space and space exploration through special Science on a Sphere shows, making a lunar phase game, recreating constellations and designing a Mars Rover.

Solar Science (PM): Learn about the power of the sun as you make solar bead bracelets, create solar prints, use a solar cooker, and create shadow art.

FabLab: School Stuff (PM): Use our laser cutter and vinyl cutter to make fun school supplies, such as personalized pencils, pencil boxes and notebooks.

Grades 3-5 Week 4 Clubs:

FabLab: 4th of July(AM): Use our Laser Cutter and Vinyl Cutter to make 4th of July themed projects like rocket puzzles, fireworks t-shirts, stickers, and more!

Escape Room: Science Lab (AM): Use your STEM skills to solve puzzles and riddles to escape the Science Lab!

FabLab: 4th of July(AM): Use our Laser Cutter and Vinyl Cutter to make 4th of July themed projects like rocket puzzles, fireworks t-shirts, stickers, and more!

Snack Artists: 4th of July(AM): Make 4th of July themed treats like rocket popsicles; patriotic Dippin' Dots; red, white and blue Jell-O; and 4th of July fruit kabobs!

Patriotic Chemistry (PM): Learn about the science behind fireworks, launch patriotic baking soda rockets, make swirling fireworks and more!

Wild Florida History (PM): Learn about some of Florida's wildest history through its animals! Get up close with an alligator, examine fossils, and more!

Jr. Keepers (PM): Learn about our Animal Ambassadors through special Meet the Keeper sessions, help our Animal Care staff with feedings, and more!

Snack Artists: Solar Snacks (PM): Create snacks to use the power of or are inspired by the sun! Brew flavored teas, make s'mores snack mix in a solar cooker, shake up flavored sunflower seeds, and more!

Grades 6-8 Week 4 Clubs:

Fizz, Bang, Boom(AM): Create some of our biggest, messiest, and loudest experiments in this club! Erupt a giant elephant toothpaste, learn about the science behind fireworks, erupt a Genie in a Bottle, and send a garbage can high into the sky with liquid nitrogen!

Rocket Scientists(AM): Launch all of kinds of rockets in this camp, such as baking soda rockets, pressurized water rockets, bottle rockets and chemical rockets!

FabLab: Tumblers (PM): Design stickers and decals to decorate different tumblers, cups and water bottles.

Lego Mindstorms (PM): Build a Lego Mindstorm Rover and compete in fun challenges like races and mazes!

Club Descriptions by Week: Week 5

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 5 Clubs:

Wizard School (AM): Get sorted into your House and take a mini session of classes, including Potions, Charms, Care of Magical Creatures, Herbology, and Defense Against the Dark Arts.

CSI Junior (AM): A crime has been committed at The IMAG and it is up our Junior CSI agents to solve it! Learn to identify fingerprints, find clues, test mystery substances, and more!

Fast and Curious: Boats (PM): Become an engineer as you build a paddle boat, sail boat, Lego Boat, and a mystery boat!

FabLab: Space (PM): Use the laser cutter and vinyl cutter to make space inspired pins, stickers, t-shirts, and more!

Grades 3-5 Week 5 Clubs:

FabLab: Pets (AM): Use a laser cutter and vinyl cutter to create pet inspired puzzles, pins, keychains, and stickers!

CSI: IMAG Edition (AM): A crime has been committed at The IMAG and it is up our Junior CSI agents to solve it! Learn to identify fingerprints, find clues, test mystery substances, and more!

FabLab: School Stuff (AM): Use the laser cutter and vinyl cutter to design and make stuff to use at school, like pencil boxes and notebooks.

Soda Scientists (AM): Use soda and soda bottles for fun, fizzy, and foamy science experiments!

Snack Artists: Pancakes (PM): Make different types of pancakes and pancake art as you learn about the science of cooking!

Dig It! (PM): Learn about Florida fossils, dig for some fossils to keep and make fossil projects, such as impressions, casts, and necklaces.

Star Wars Coding (PM): Use our Kano Force Training Kits to learn how to code as you design light sabers, use the Force and more.

Glow Science (PM): Explore the science behind luminescence as you make glow snow, erupt glowing volcanoes, create glowing drawings, and play with glowing bubbles.

Grades 6-8 Week 5 Clubs:

Solar Cookers Challenge (AM): Design solar cookers and compete in a cooking challenge!

Jr. Curators (AM): Learn about some of the items in our History Archives and put together a mini exhibit for the museum.

FabLab: Star Wars (PM): Use our laser cutter and vinyl cutter to design Star Wars inspired items like glowing laser cut night lights, decals, and t-shirts.

That's Lit! (PM): Explore the science of luminescence as you build circuits to turn on a light, erupt glow in the dark Mentos Fountains, deconstruct glow sticks, and create a glowing substance using luminol.

Club Descriptions by Week: Week 6

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 6 Clubs:

Superhero Science (AM): Learn about the science behind some of the powers of your favorite superheroes (and villains!)! Learn about the how things fly like Superman, how to use magnets like Magneto, the power of plants that Poison Ivy uses, and more!

Critter Keepers (AM): Learn about some of the IMAG's Animal Ambassadors through some special Meet the Keeper sessions, hands' on activities, and by helping feed some of our animals!

Lego Engineers (PM): Use Legos to become engineers as you build catapults, pulleys, bridges, and more through fun challenges and games!

FabLab: Builders (PM): Learn the basics of how to use our laser cutter and build constructions and contraptions made on our laser cutter!

Grades 3-5 Week 6 Clubs:

FabLab: 3D Printing (AM): Learn how to use our 3D printers as you design projects in TinkerCad and print them to take home!

Jr. Astronauts (AM): Learn about space through special shows at our Science on a Sphere and hands-on activities, such as making constellation viewers, building simple binoculars to use for star gazing, and more!

FabLab: Vinyl Decals (AM): Learn how to use the vinyl cutter to make vinyl decals to decorate water bottles, notebooks, t-shirts, and more!

Solar Cars (AM): Build, modify, and race solar cars you get to take home!

Jedi Academy (PM): Find out if you are Light Side or Dark Side as you make a light saber that lights up, learn how to use the Force, and more.

Escape Room: King Tut (PM): Do you have what it takes to escape King Tut's Tomb? Learn about the history, art, science and engineering behind the famous tomb as you work together to solve puzzles and escape!

Science of Avengers (PM): Explore the science behind the powers of the Avengers! Explore the concept of strength like Captain Avenger, become an engineer like Iron Man, learn about spiders to understand Spiderman's powers, and more!

Slimologists (PM): Learn how to make all different kinds of slime and conduct experiments with your slime!

Grades 6-8 Week 6 Clubs:

Cryo Chemistry (AM): Explore the colder side of science as you conduct experiments with ice, dry ice and liquid nitrogen!

Wizard School (AM): Get sorted into your House and take a mini session of Hogwarts' Courses, including Potions, Charms, Care of Magical Creatures, Defense Against the Dark Arts, and Herbology!

FabLab: 3D Printing (PM): Learn about 3D printing and create a fun project on our Makerbot to take home!

Lego Mindstorms (PM): Build a Lego Mindstorm Rover and compete in fun challenges like races and mazes!

Club Descriptions by Week: Week 7

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 7 Clubs:

Bubblologists(AM): Learn about the science behind bubbles as you concoct different bubble solutions,

Play Dough Artists (AM): Learn how to make different types of doughs and use them to make fantastic creations!

Snap Circuit Engineers (PM): Use snap circuits to learn about electricity as you complete different circuit challenges.

FabLab: Puzzles (PM): Use our laser cutter to design and cut out different puzzles.

Grades 3-5 Week 7 Clubs:

FabLab: T-Shirt Artists (AM): Make 4 different t-shirts throughout the week: tie dye, heat transfer vinyl, vinyl stencil screen print, and color changing!

Nano Robots(AM): Play with tiny robots, race them and have them complete challenges, plus build your own nano robot to take home!

FabLab: Jewelry (AM): Use the laser cutter, vinyl cutter, and button maker to make earrings, necklace charms, bracelets, and buttons/pins.

Snack Artists: Frozen (AM): Make chilly snacks and learn about the science behind frozen snacks like popsicles and ice cream!

Sphero Programmers (PM): Learn how to program our mini Spheros to complete different challenges and tasks using drop and click programming.

Medieval Science (PM): Explore medieval times as you make catapults, learn about the nano science behind stained glass, design a shield with a coat of arms, and test your archery skills.

Ozobot Programmers (PM): Learn how to code ozobots using color patterns and complete different challenges throughout the week.

Mad Scientists (PM): Step into our lab and concoct our fizziest, foamiest, and most fun experiments!

Grades 6-8 Week 7 Clubs:

Ice Cream Artists (AM): Use liquid nitrogen and dry ice to concoct fun, wild and silly ice cream flavors and styles!

Assistant Keepers(AM): Help our Animal Care Staff take care of some of our Animal Ambassadors by helping them feed, clean and examine them!

FabLab: Laser Cutter (PM): Learn how to use our laser cutter and make a keychain, photo frame, game and project of your choice!

30 Days in Space (PM): Learn about programming/coding as you complete challenges as part of the 30 Days in Space program!

Club Descriptions by Week: Week 8

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 8 Clubs:

Fast and the Curious: Cars (AM): Explore the physics and engineering behind cars as you build balloon cars, maneuver Lego Mindstorm Rovers, race virtual cars, and learn how friction affects speed!

Fairytales Scientists(AM): Become an engineer as you build a wolf proof structure, build a tower to help Jack reach the Golden Egg, design a parachute to help Rapunzel escape her tower, and more!

Fast and the Curious: Planes (PM): Learn about the physics behind flight and then design, build and fly different flying contraptions!

FabLab: Dinos (PM): Use our laser cutter and vinyl cutter to make dinosaur puzzle, design a 3D dinosaur to display, build a dinosaur skeleton, and make a dino shirt or stickers!

Grades 3-5 Week 8 Clubs:

FabLab: Stickers (AM): Use our vinyl cutters to design and create all kinds of stickers in all shapes, sizes, and colors!

Snap Robotics(AM): Learn how to program our robots created by Snap Circuits that can complete different tasks and challenges.

FabLab: Games(AM): Use our laser cutter and vinyl cutter to create games like tic tac toe, mini air hockey

Moviemakers(AM): Use stop motion animation to create a short film with other campers.

Wizard School (PM): Get sorted into your House and take a mini session of classes, including Potions, Charms, Care of Magical Creatures, Herbology, and Defense Against the Dark Arts.

Theme Park Builders (PM): Learn about the physics and engineering behind theme park rides as you build roller coasters, bumper cars, and other rides.

Wizard Coding (PM): Use our Kano Wands to complete different wizard school tasks as you learn about coding and programming in a magical way.

Little Bits Engineers (PM): Become an inventor and use Little Bits to build different contraptions, gadgets and devices.

Grades 6-8 Week 8 Clubs:

As Seen On (AM): Recreate some of the awesome science experiments you've seen on TikTok, YouTube, and more!

Assistant Aquarists(AM): Help our Aquatics Care Team take care of our Aquatics Animal Ambassadors throughout the week. Learn how to water test, prep food, feed our animals, and more!

FabLab: Vinyl (PM): Use our vinyl cutters to make stickers, decals, t-shirts, and more!

Sphero Engineers (PM): Use click and drag coding to program our mini spheros to complete different tasks.

Club Descriptions by Week: Week 9

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 9 Clubs:

Splish Splash (AM):

Space Cadets (AM): Learn about space and space exploration through special Science on a Sphere shows, making a lunar phase game, recreating constellations and designing a Mars Rover.

Solar Science (PM): Learn about the power of the sun as you make solar bead bracelets, create solar prints, use a solar cooker, and create shadow art.

FabLab: School Stuff (PM): Use our laser cutter and vinyl cutter to make fun school supplies, such as personalized pencils, pencil boxes and notebooks.

Grades 3-5 Week 9 Clubs:

FabLab: Artists (AM): Use our laser cutter and vinyl cutter to create art tools, like weaving looms, stencils, and stamps!

Escape Room: Science Lab (AM): Use your STEM skills to solve puzzles and riddles to escape the Science Lab!

FabLab: Sorting Boxes(AM): Discover what House you are in and create a Sorting Box that magically reveals your House and includes House Pride items!

Snack Artists: Wizards (AM): Create magical treats inspired by Honeydukes, the Three Broomsticks, and Florean Fortescue's Ice Cream Parlour!

Makers: Sewing Monsters (PM): Learn how to turn your monster drawings into a hand-sewn, unique felt monster!

Wild Florida History (PM): Learn about some of Florida's wildest history through its animals! Get up close with an alligator, examine fossils, and more!

Jr. Keepers (PM): Learn about our Animal Ambassadors through special Meet the Keeper sessions, help our Animal Care staff with feedings, and more!

Snack Artists: Solar Snacks (PM): Create snacks to use the power of or are inspired by the sun! Brew flavored teas, make s'mores snack mix in a solar cooker, shake up flavored sunflower seeds, and more!

Grades 6-8 Week 9 Clubs:

Fizz, Bang, Boom(AM): Create some of our biggest, messiest, and loudest experiments in this club! Erupt a giant elephant toothpaste, learn about the science behind fireworks, erupt a Genie in a Bottle, and send a garbage can high into the sky with liquid nitrogen!

Rocket Scientists(AM): Launch all of kinds of rockets in this camp, such as baking soda rockets, pressurized water rockets, bottle rockets and chemical rockets!

FabLab: Tumblers (PM): Design stickers and decals to decorate different tumblers, cups and water bottles.

Lego Mindstorms (PM): Build a Lego Mindstorm Rover and compete in fun challenges like races and mazes!

Club Descriptions by Week: Week 10

Campers get to choose one AM Club and one PM Club. Space is limited for each club and will fill on a first come, first served basis.

Grades 1-2 Week 10 Clubs:

Wizard School (AM): Get sorted into your House and take a mini session of classes, including Potions, Charms, Care of Magical Creatures, Herbology, and Defense Against the Dark Arts.

CSI Junior (AM): A crime has been committed at The IMAG and it is up our Junior CSI agents to solve it! Learn to identify fingerprints, find clues, test mystery substances, and more!

Fast and Curious: Boats (PM): Become an engineer as you build a paddle boat, sail boat, Lego Boat, and a mystery boat!

FabLab: Space (PM): Use the laser cutter and vinyl cutter to make space inspired pins, stickers, t-shirts, and more!

Grades 3-5 Week 10 Clubs:

FabLab: Pets (AM): Use a laser cutter and vinyl cutter to create pet inspired puzzles, pins, keychains, and stickers!

CSI: IMAG Edition (AM): A crime has been committed at The IMAG and it is up our Junior CSI agents to solve it! Learn to identify fingerprints, find clues, test mystery substances, and more!

FabLab: School Stuff (AM): Use the laser cutter and vinyl cutter to design and make stuff to use at school, like pencil boxes and notebooks.

Soda Scientists (AM): Use soda and soda bottles for fun, fizzy, and foamy science experiments!

Snack Artists: Pancakes (PM): Make different types of pancakes and pancake art as you learn about the science of cooking!

Dig It! (PM): Learn about Florida fossils, dig for some fossils to keep and make fossil projects, such as impressions, casts, and necklaces.

Star Wars Coding (PM): Use our Kano Force Training Kits to learn how to code as you design light sabers, use the Force and more.

Glow Science (PM): Explore the science behind luminescence as you make glow snow, erupt glowing volcanoes, create glowing drawings, and play with glowing bubbles.

Grades 6-8 Week 10 Clubs:

Solar Cookers Challenge (AM): Design solar cookers and compete in a cooking challenge!

Jr. Curators (AM): Learn about some of the items in our History Archives and put together a mini exhibit for the museum.

FabLab: Star Wars (PM): Use our laser cutter and vinyl cutter to design Star Wars inspired items like glowing laser cut night lights, decals, and t-shirts.

That's Lit! (PM): Explore the science of luminescence as you build circuits to turn on a light, erupt glow in the dark Mentos Fountains, deconstruct glow sticks, and create a glowing substance using luminol.