



2011

SUMMER CAMP SCHEDULE

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	VOYAGERS (Ages 3-5)	SCIENTISTS (Ages 5-7)	INVENTORS (Ages 7-11)
June 27– July 1	Farm to Table (9 a.m.–noon, M, W, F) Ready, Set, Grow (9 a.m.–noon, T, Th)	Science Sampler (9 a.m.–noon) Explore Downtown Salem (1–4 p.m.)	Jump into Acting (9 a.m.–noon) Science Sensation (1–4 p.m.)
July 11–15	Messy Art (9 a.m.–noon, M, W, F) I Need a Hero (9 a.m.–noon, T, Th)	Crazy About Critters (9 a.m.–noon) Magical Science of Harry Potter (1–4 p.m.)	Harry Potter Science (9 a.m.–noon) Charming Conjurors (1–4 p.m.)
July 18–22	PEEP (9 a.m.–noon, M, W, F) Stars, Planets and the Heavens Above (9 a.m.–noon, T, Th)	Art About Me (9 a.m.–noon) The Science of Cooking (1–4 p.m.)	This Is Rocket Science (9 a.m.–noon)* Space Station Gilbert (1–4 p.m.)* *For ages 8 and up only
July 25–29	Movin' and Groovin' (9 a.m.–noon, M, W, F) Dough, Clay, Me (9 a.m.–noon, T, Th)	Creating with Clay (9 a.m.–noon) Science of Sports (1–4 p.m.)	Strike Up the Band (9 a.m.–noon) Out and About (1–4 p.m.)
August 1–5	Five Senses (9 a.m.–noon, M, W, F) Little Hands Summer Art (9 a.m.–noon, T, Th)	Frontier Fun (9 a.m.–noon) Science for Spies and Sleuths (1–4 p.m.)	Op, Pop and All that Art (9 a.m.–noon) Crime Science Investigators (1–4 p.m.)
August 8–12	Creature Feature (9 a.m.–noon, M, W, F) Snack Time (9 a.m.–noon, T, Th)	Mime Time (9 a.m.–noon) Dino Stomp (1–4 p.m.)	Creative Cooking for Kids (9 a.m.–noon) Artists' Village (1–4 p.m.)
August 15–19	Spish & Splash (9 a.m.–noon, M, W, F) Ice Cream Delight (9 a.m.–noon, T, Th)	Where in the World is Bubble Girl? (9 a.m.–noon) Happy Campers (1–4 p.m.)	Clowning Around (9 a.m.–noon) Bilingual Theater (1–4 p.m.)
August 22–26	All About Weather (9 a.m.–noon, M, W, F) It's About Time (9 a.m.–noon, T, Th)	No Camps	No Camps
August 29–Sept. 2	Super-duper Story Time (9 a.m.–noon, M, W, F) Away We Go (9 a.m.–noon, T, Th)	No Camps	No Camps

VOYAGERS (Ages 3-5)

Imagine the Gilbert House as Your Child's First Classroom

Not sure if your child is ready for preschool yet? All of our Voyagers camps include story time, songs, arts and crafts, activities, games, free time and exploration of the museum's exhibits and Outdoor Discovery Center. It's the perfect chance for your child to try out The Preschool at A.C. Gilbert's Discovery Village. Love it? Enroll your child for the 2011-12 school year.

Hurry, space is limited!

M, W, F Sessions

New! Farm to Table
 From the field to your dinner plate, find out how we get our food! Follow the path foods take, ending with the nutritious meal on your table.
June 27, 29 and July 1 9 a.m.–noon

New! Messy Art
 Roll up your sleeves and get ready to have some messy fun. Projects will include painting, collage, paper-mâché, play dough and gardening. We will even make our own snacks.
July 11, 13 and 15 9 a.m.–noon

PEEP
 Explore the world and test ideas through play in this camp that celebrates curiosity. Learn and share with

others through activities based on the science series *Peep and the Big Wide World*.
July 18, 20 and 22 9 a.m.–noon

New! Movin' and Groovin'
 From Jazz to Rock to New Age, get movin' and groovin' to the beat of all different kinds of music.
July 25, 27 and 29 9 a.m.–noon

Five Senses
 Taste, smell, touch, see and hear with experiments that focus on a different sense each day. Create a take-home book of your "Sense-Abilities."
August 1, 3 and 5 9 a.m.–noon

New! Creature Feature
 Celebrate your love of animals as we learn about jungle, forest and farm animals.
August 8, 10 and 12 9 a.m.–noon

New! Spish & Splash
 Dive into the wonders of water and nature through hands-on activities at Riverfront Park and A. C. Gilbert's Discovery Village.
August 15, 17 and 19 9 a.m.–noon

New! All About Weather
 Become a weather wiz and find out what it takes to make predictions. Build a kite, and if weather permits, fly it high before taking it home.
August 22, 24 and 26 9 a.m.–noon

New! Super-duper Story Time
 Once upon a summer camp . . . they had a super-duper time! Recreate stories through dramatic play, music, games and crafts.
August 29, 31 and September 2 9 a.m.–noon

2011 SUMMER CAMP SCHEDULE . . . continued

T, Th Sessions

New! Ready, Set, Grow

Hey, little Green Thumbs! Get ready to learn about herbs, flowers and, of course, dirt.

June 28 and 30 9 a.m.—noon

New! I Need a Hero

It's a bird, it's a plane, it's ME! Find out what really makes a hero super, including everyday and fictional heroes.

July 12 and 14 9 a.m.—noon

New! Stars, Planets and the Heavens Above

Ever wonder what else is out there beyond the moon and stars? Blast off into the Milky Way and explore outer space with us.

July 19 and 21 9 a.m.—noon

Parents: This camp is great for fine motor skills.

Dough, Clay, Me

Pound, pinch, roll and just have fun playing with various types of clay. Try out the basics of hand building while making projects to take home.

July 26 and 28 9 a.m.—noon

Parents: Great for sensory, kinetic and tactile learners.

Little Hands Summer Art

Make a masterpiece with artful activities that celebrate summer.

August 2 and 4 9 a.m.—noon

New! Snack Time

Be a smart snacker. Satisfy your growling tummy as you put together delicious and nutritious snacks to share with the whole family.

August 9 and 11 9 a.m.—noon

New! Ice Cream Delight

Try your hand at this exciting experiment that ends with a cold and delicious treat. Science never tasted so good!

August 16 and 18 9 a.m.—noon

New! It's About Time

Do you know what time it is? It's time to learn and play! Set your watch to "fun" as you explore the days of the week, time of day, seasons and other timely concepts.

August 23 and 25 9 a.m.—noon

New! Away We Go

All aboard for a voyage through art, songs and games as you discover what puts vehicles in motion.

August 30 and September 1 . . . 9 a.m.—noon

SCIENTISTS (Ages 5–7)

Science Sampler

Sample our best science classes, including Owl Exploration, Chemistry Basics, Slime Science, Build a Bug, Dino Dig and more. Each topic includes a project or activity to take home.

June 27–July 1 9 a.m.—noon

New! Explore Downtown Salem

Walk this way! Visit one location each day in Salem's downtown neighborhood and document your finds in a journal.

June 27–July 1 1–4 p.m.

Crazy About Critters

Spiders, insects and worms, oh my! Each day you will be entertained with experiments and crafts about critters from around the world.

July 11–15 9 a.m.—noon

New! Magical Science of Harry Potter

Examine the real-life science behind the magic of Hogwarts. Make parchment, ink and wands then join us for Potions, Charms, Herbology, Quidditch and more.

July 11–15 1–4 p.m.

New! Art About Me

Get personal with art! Bring your artistic ideas to life with various art media as you create a self-portrait and identify the characteristics that make you one-of-a-kind.

July 18–22 9 a.m.—noon

New! The Science of Cooking

Whip up good-for-you meals to make your mouth water and use the recipes to build your own cookbook. Explore the science of ingredients as they combine to make appetizing results.

July 18–22 1–4 p.m.

Creating with Clay

Roll, pound, shape, and glaze your creations in this "clay-mazing" camp. You will be introduced to fun projects using a variety of clay types such as modeling, Fimo, play dough and kiln fired.

July 25–29 9 a.m.—noon

New! Science of Sports

Have fun with physics as you participate in your favorite sporting activities and enjoy playing while you learn.

July 25–29 1–4 p.m.

New! Frontier Fun

Hit the trail and find out what it was like to be a young pioneer. You will be introduced to books, music, games and diary entries from real Oregon pioneers.

August 1–5 9 a.m.—noon

Science for Spies and Sleuths

Practice techniques used by scientists and detectives to help solve mysteries. Work with fingerprinting, paper chromatography and chemical analysis. Apply your newly acquired skills to solve a mystery at the museum!

August 1–5 1–4 p.m.

New! Mime Time

The silent communication of mimes is a fascinating art form. Act out basic techniques and try more difficult ones, like the wall and the rope. A final performance, complete with mime makeup, will take place on Friday. Taught by professional actors from Cwerks Interactive Theatre.

August 8–12 9 a.m.—noon

Dino Stomp

Go back in time to when giant reptiles roamed the earth. Make fossils, dig for dinosaur bones, stir up some dinosaur stew and make your own "boxosaurus" to take home.

August 8–12 1–4 p.m.

New! Where in the World is Bubble Girl?

Travel the world in search of Bubble Girl, the museum's mascot. From frogs to pharaohs, spices to storytelling, you'll have fun recording this world-class adventure with art, science and food in your travel journal.

August 15–19 9 a.m.—noon

Happy Campers

Set up a tent, plan an adventure and eat s'mores from a homemade solar oven. This adventure will end with a "camp-out" including a sing-along, simulated campfire and pretend star-gazing in our portable planetarium.

August 15–19 1–4 p.m.

INVENTORS (Ages 7–11)

Jump into Acting

Leap into the spotlight with this exciting introduction to the world of acting. Dramatic theater games, set painting and a field trip to the Historic Elsinore Theatre will keep you entertained. A performance at the museum on the final day makes this a must-do drama camp.

June 27–July 1 9 a.m.—noon

New! Science Sensation

Science so hot, it sizzles! Wear your lab coat, put on your goggles and assemble a science kit to take home. Learn to experiment and analyze like biologists, chemists and paleontologists.

June 27–July 1 1–4 p.m.

Harry Potter Science

Create your own science notions and potions like Harry Potter used. Perfect the science behind the magic so you can leave your friends spellbound.

July 11–15 9 a.m.—noon

Charming Conjurers

Calling all young magicians! Practice and perform more than a dozen magic effects, including the Confusing Cords of Corsica, Hot Wheels Hot Rod, Slice and Splice Twice and many others. Practice elements of theater, stage presence, elocution, comedy and timing.

July 11–15 1–4 p.m.

Only for ages 8–11

This Is Rocket Science

Using Frisbees, golf balls and bottle rockets, you will discover how concepts such as lift, drag and pneumatic pressure work. End the week with a launch of your own hand-made Estes Rocket.

July 18–22 9 a.m.—noon

Only for ages 8–11

Space Station Gilbert

3, 2, 1 . . . blast off! Build a space station, play with Mars Mud, make moon rocks and alien creatures then touch back down in time for dinner.

July 18–22 1–4 p.m.

New! Strike Up the Band

A rat-a-tat-tat and rum-a-tum-tum. Design your own instruments from recyclables. Take on the world of percussion, string and wind instruments and experiment with vibration, pitch and frequency. Make your musical debut for parents on Friday.

July 25–29 9 a.m.—noon

Out and About

Put on your walking shoes and trek through downtown as we explore the community. A bakery, a police station, a cannery or a park . . . every day will be an adventure.

July 25–29 1–4 p.m.

New! Op, Pop and All that Art

Hone your artistic side with the various styles and techniques of modern artists, including Dali, Escher, Picasso, Warhol and others, as you make portraits of friends and family.

August 1–5 9 a.m.—noon

Crime Science Investigators

Learn fingerprinting, handwriting analysis, chemistry, code breaking and much more. You will use your crime solving skills to help your investigation.

August 1–5 1–4 p.m.

New! Creative Cooking for Kids

Cook up some fun in this culinary camp. Test out various ingredients and make tasty treats for you and your friends to eat.

August 8–12 9 a.m.—noon

Artists' Village

Dabble in the techniques of artists like da Vinci, Matisse, O'Keefe and Van Gogh. Take a field trip to the Willamette Art Center to observe artists blowing glass and throwing clay on a potter's wheel. The camp includes a visit to Salem's Riverfront Carousel to watch woodcarvers at work.

August 8–12 1–4 p.m.

Clowning Around

Now's your chance to be a clown! Practice juggling, telling jokes, painting faces and twisting balloons. Design your clown face and costume for a special performance for family and friends. Taught by professional actors from Cwerks Interactive Theatre.

August 15–19 9 a.m.—noon

New! Bilingual Theater

All the world's a stage! *Todo el mundo es un escenario!* Grab the limelight in English and Spanish and memorize lines, rehearse and prepare costumes and props. It's not necessary to be fluent in Spanish to participate. A bilingual performance will take place on Friday.

August 15–19 1–4 p.m.

 Parent transportation required for field trips.

Join Today!
Museum members
enjoy special summer
camp discounts!

SUMMER CAMP FEES

Voyagers Camps (M, W, F):
\$72 members/\$92 nonmembers

Voyagers Camps (T, Th):
\$52 members/\$72 nonmembers

Scientists and Inventors Camps (M-F):
\$115 members/\$145 nonmembers

ADD-ONS

Lunchcare (12 - 1 p.m.):
\$25 members/\$30 nonmembers per week

Aftercare (4 - 5 p.m.):
\$25 members/\$30 nonmembers per week

REGISTRATION INFORMATION

Please read the program descriptions for your child's age, note the programs that interest you, and refer to them when you register. Children must meet age requirements by the first day of the program. Registration may close seven days before the camp starts or when the camp is full. Register early.

To register, call (503) 371-3631, or visit A.C. Gilbert's Discovery Village Monday – Saturday, 10:00 a.m. - 5:00 p.m. or Sunday 12:00 - 5:00 p.m. Full payment required at time of registration by check, credit card, or cash.

You will receive a confirmation letter along with an emergency consent form within a week of registration. The consent form will need to be on file before the first day of the program.

ARRIVAL / PICK UP

Children should arrive no earlier than 10 minutes before the program begins, as there is no supervision before that time. Please be prompt in picking up your child after the program. There will be a charge of \$5 per 5 minutes for each student that remains more than 10 minutes after a program. If additional care is needed, please consider purchasing lunchcare/aftercare.

PROGRAM CANCELLATIONS

Occasionally, unforeseen circumstances or low program registrations require us to cancel a summer program. If this happens, we will notify you by phone at least one week before the first day of the program, and you will receive a full refund.

PROGRAM REFUND POLICY

If you withdraw 30 or more days prior to the start of a camp, you will receive a 100% refund minus the \$20 registration fee; if you withdraw 29 – 8 days prior, you will receive a 50% refund minus the \$20 registration fee; if you withdraw 7 days prior or fewer, there is no refund.

SCHOLARSHIPS

Limited financial scholarships are available. Contact the Education Department for more information.

MEMBERSHIP BENEFITS

Only \$50 – \$70 to Join!

Sign up now! Not only do you get reduced fees on summer camps, your family will receive:

- Free admission for a full year
- 2 one-day guest passes
- Free reciprocal admission to more than 300 science centers and children's museums
- 2-for-1 admission to 22 Northwest children's museums
- 10% discount at the Village store and on evening rentals
- Subscription to *Discovery!* newsletter
- Discount on birthday parties and workshops throughout the year

Call (503) 371-3631 to purchase the membership that's best for your family.



RETURN THIS PORTION BY MAIL OR IN PERSON. PLEASE REGISTER ONLY ONE CHILD PER FORM.

MAKE COPIES TO REGISTER ADDITIONAL CHILDREN OR FOR ADDITIONAL CAMPS.

Don't forget to buy/renew your membership to receive a discount on summer camp fees and other great benefits!

Please send your children to camp ready to get messy!

	Weeklong Camps (M-F)	Voyagers Camps (M, W, F)	Voyagers Camps (T, Th)	
Fees	\$115 members/\$145 nonmembers	\$72 members/\$92 nonmembers	\$52 members/\$72 nonmembers	Cost
Camp Choice 1 Dates				\$ _____
Camp Choice 2 Dates				\$ _____
Camp Choice 3 Dates				\$ _____
Camp Choice 4 Dates				\$ _____
			*Lunchcare Add-On (12-1 pm) \$25 member/\$30 nonmember per week	\$ _____
			*Aftercare Add-On (4-5 pm) \$25 member/\$30 nonmember per week	\$ _____

REGISTRATION POLICY: If you withdraw 30 or more days prior to the start of a camp, you will receive a 100% refund minus the \$20 registration fee; if you withdraw 29 – 8 days prior, you will receive a 50% refund minus the \$20 registration fee; if you withdraw 7 days prior or fewer, there is no refund.

*Lunchcare and Aftercare available for Scientists and Inventors.

TOTAL \$ _____

CHILD'S NAME _____ AGE _____

ENCLOSED IS MY CHECK FOR \$ _____

MUSEUM MEMBER? NO YES EMAIL _____

CHARGE MY: VISA MASTERCARD

PARENT/GUARDIAN NAME _____

CARD # _____

ADDRESS _____

EXP. DATE _____

CITY/STATE/ZIP _____

SIGNATURE _____

HOME PHONE _____ WORK PHONE _____