



Wenatchee Valley Museum
127 S. Mission Street
Wenatchee, WA 98801

Nonprofit Org.
U.S. postage
PAID
Permit No. 422
Wenatchee, WA
98801

JOIN US THIS SUMMER FOR FREE SUMMER STORYTELLING PROGRAM
11:30 a.m. every other Wednesday at the museum starting June 15

Drones 'R Us! July 18-21

Join adventurous instructor Sara Rolfs and take on the drone challenge! Students enrolled in this class will learn how to operate drones safely and work in teams to respond to real-world engineering problems related to drone operation.

Students will come to understand Bernoulli's principle, the four Forces of Flight, Physics and how the properties of air affect flight.

Each student will learn to fly their robot and prepare for aerial competitions and skill challenges.

This exciting new program gives students the opportunity to use some of the latest technological advances in robotics and small flight machines.

Students in this class will apply materials science and nanoengineering concepts while exploring

This is a special offering for students entering grades 3-5. Course runs from 9 a.m. to noon Monday through Thursday and instruction is by Sara Rolfs. Regular camp fees apply. There is no afternoon session for this camp.



SUPER SUMMER ADVENTURES 2016

SCIENCE ART MUSIC ROBOTICS 3D PRINTING
ENGINEERING KITCHEN SCIENCE SPACE EXPLORATION



**CHALLENGE your mind
with 10 WEEKS of fun-filled,
engaging SUMMER CAMPS!**



Super Summer Adventures

Camps are for children entering 1st through 7th grade in fall 2016. Each session (a.m. and p.m.) requires a separate fee.

2016



Camps run Monday through Thursday, 9 a.m. to noon and 12:30 to 3:30 p.m. Plan to bring a lunch if you are staying all day. Classes are held at the museum except where noted.

Some camps have size limitations, so be sure and register your child early before the camp fills up.

Wear comfortable clothes and shoes. Please plan to arrive early on the first day so you can sign in and find your classroom. Parents, you are welcome to accompany your child into his or her classroom and meet the instructor.



Dates			
Session 1	June 13-16	Session 6	July 25-28
Session 2	June 20-23	Session 7	Aug. 1-4
Session 3	June 27-30	Session 8	Aug. 8-11
Session 4	July 11-14	Session 9	Aug. 15-18
Session 5	July 18-21	Session 10	Aug. 22-25

Tuition

Tuition for each camp is \$85 (\$70 for museum members). Those wishing to attend both morning and afternoon sessions will pay a weekly tuition of \$170 (\$140 for museum members). All fees are required to be paid in full to reserve a spot in the classroom.

Scholarships

The museum has a limited number of scholarship opportunities available. Level 3 and 4 pricing is offered as funds are available; limit two per student. Additional classes may be enrolled at Level 1 or 2.

Registration Information

Three ways to register:

1. Call 509-888-6240 to pay by Visa or MasterCard.
2. Complete the form on the back of the catalog and mail or return the form in person with your payment. Please do not mail cash.

Mail to:
WVMCC, 127 S. Mission St., Wenatchee, WA 98801
3. Bring registration form and payment to the museum between 10 a.m. and 4 p.m. Tuesday through Saturday. All returned checks are subject to a \$20 service charge. Registration must be paid in full to reserve a spot.

Register online at www.wenatcheevalleymuseum.org

Withdrawal Policy

If you find that your child is unable to attend class, we will refund 80 percent of your registration fee until three days before class begins. No refunds will be given after that time.

Member Discounts

Members of the Wenatchee Valley Museum receive a discount on all classes. A membership is a great way to support your museum, and in many cases, it pays for itself!

Class Changes/Cancellations

The museum reserves the right to cancel, combine or re-schedule classes to adjust for enrollment or unforeseen circumstances. If it is necessary to cancel a class for any reason, registered participants will be informed as soon as possible and extended the opportunity to transfer to another class or receive a full refund.

Promotional Photography

By enrolling your child in a Wenatchee Valley Museum class, you grant permission to be photographed for promotional purposes, without compensation.

Class Registration, SSA 2016

Wenatchee Valley Museum 127 S. Mission Street Wenatchee, WA 98801

Check, credit card, cash (delivered) accepted. Make checks payable to WVMCC. Please list each child on a separate form.

Entering grade: _____ Current School: _____

Student Name: _____

Parent/Guardian: _____ Email: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Alternate Phone #s: _____

Emergency Contact: _____ Phone: _____

Allergies or any other issues we should know about? _____

Check the class fee level for which your child qualifies, based on his/her current enrollment in the federal reduced or free lunch program at school. Level 3 and 4 pricing offered as funds available; limit two per student. Additional classes may be enrolled at Level 1 or 2.

- ☐ Level 1 — \$85 per camp (non-member)
- ☐ Level 3 — \$40 per camp (reduced lunch program)
- ☐ Level 2 — \$70 per camp (member)
- ☐ Level 4 — \$30 per camp (free lunch program)

Session #	Class Name	Fee
Total Fee:		

- ☐ Visa
- ☐ Master Card

Credit Card #: _____ Exp. Date _____ 3-Digit Code: _____

Signature _____ Date: _____



Session 10 August 22-25

Around the World

Stephen Walker

Debbie Sawyer

Tracy Trotter

Lisa Robinson

Take a journey around the world in four days! Your head will be spinning after experiencing the sights, tastes and smells in this international experience class.

We will journey on the Orient Express, ride a camel across the desert, sail Kontiki across the Pacific, and fly a balloon in France.

Taste cuisine from across the globe and try your hand at a cross cultural sampler that will tantalize your taste buds.

Learn dance styles, great inventions and come up with your own traditional costume. Pick a country and design a flag, choreograph a dance or create your own recipe from scratch!

We will study the traditions of the Wenatchi band of Native Americans that have lived in our valley for more than 10,000 years. Using tule reeds, we will build a traditional lodge and mats



Around the World is for grades 1-7. Students can enroll in morning and afternoon sessions and experience different activities. Students will be grouped by grade level and travel to different activity stations throughout the day.

for drying food and resting. We will study the role of native plants and animals in the traditions of native people. Pine needle baskets are a traditional craft of the Columbia

Plateau. We will practice this ancient skill with freshly gathered ponderosa pine needles. We will design our own salmon t-shirts as a tribute to the rich fish harvest enjoyed for generations of tribes from Kettle Falls to the mouth of the Columbia.



Session 1 June 13-16

The Art of Tinkering

Stephen Walker

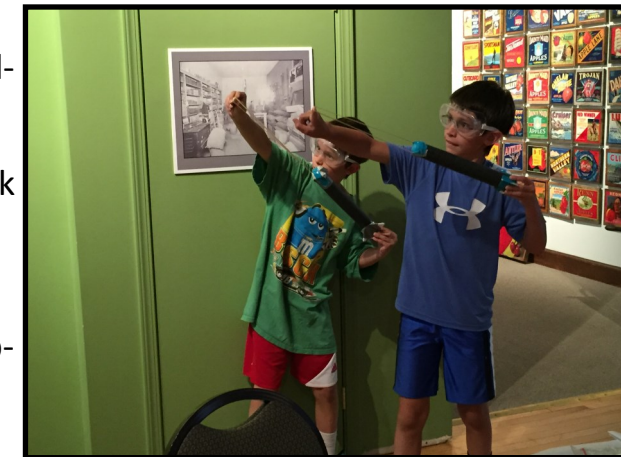
Karen Rutherford

Tracy Trotter

Rosa Eilert

Join four high-energy instructors for a tinker lab adventure!

Students start out the week by putting together an inventor's box from the museum's horde of maker supplies, essentially a collection of loose parts from which all things are possible. Each student's inventor's box will become the go-to tool box as students participate in engineering challenges, build circuits and create.



accompany a student performance of acrobatic tricks.

This tinkering camp is for grades 1-7. Students can enroll in morning and afternoon sessions and experience different activities. Students will be grouped by grade level and travel to different activity stations throughout the day.

A.M. Project Theme

Cardboard Gramophone

The gramophone is an early device created to reproduce sound recording and was invented by a German-born American inventor named Emil Berliner. Students will use tools from their inventor's box, a needle and a vinyl record to make a working gramophone! We will then experiment with ways to amplify the sound coming from the recordings. These recordings, once amplified, will be used to

P.M. Project Theme

Rube Goldberg Machines

A Rube Goldberg Machine is a contraption, invention, device or apparatus that is deliberately over-engineered to perform a simple task.

Students enrolled in the afternoon program will use tools from their inventor's box to create a Rube Goldberg machine in response to a specific challenge. Motors, circuits and robotics will come into play!

Sessions 2 & 3

June 20-23
June 27-30

Fantastical Fantasy

Stephen Walker Castilia Cava
Tracy Trotter Julia Dominguez
June 20-23

As improvements in technology accelerate, the line between fantasy and reality dims. Students in this camp are invited to step into the world of Steampunk, a crossroads where science fiction, fantasy and the real world meet.

These blurred boundaries create a crucible for creativity where students will use brass, leather, metal and antiques to create costumes, fashion accessories and funky inventions.

We will use a little paint, brass, leather, metal and scrounged antique pieces to create a time distorting device, retro headphones and steampunk airship goggles.

In the performance lab, students will work with instructor Tracy Trotter to create original dance and acrobatic tricks using steampunk inventions as props and set pieces.

In the steampunk studio, instructors Castilia Cava and Julia Dominguez will lead a workshop in creating original steampunk works of art that will serve as backdrops in the performance lab.

It's a Zoo

Stephen Walker Jean Hartwich
Tracy Trotter Julia Dominguez
June 27-30



Hang out at the museum long enough and you never know what you're going to dig up! Students in this class will work alongside professional artists to create their own furry, feathered zoo creatures.

We will look closely at how and why animals move a certain way from the swaying stick bugs to stalking lions. In the fossil dig we will examine bones and teeth and use our detective skills to determine diet, habitat and develop theories about cause of death.

Session 9 August 15-18



Where the Wild Things Are

Stephen Walker Tracy Trotter Amy Ferrell Jill Deal

Celebrate all things great, small and imaginary by learning animal moves, engineering special adaptations and identifying animal tracks. Connect with nature by taking short hikes to our beautiful urban parks. Study tree

bark to see evidence of the tiny communities living inside. Create a leaf, insect, animal and plant guidebook to help identify the living things in our city.

Get out your wild side and engage in our own version of capture the flag where the "capture" is only part of the challenge and you will need to rely on your wits as well as your athleticism.

Each student will pick an animal or plant



name for the week and design a keepsake lanyard name badge.

We will learn animal and plant kingdom "camp songs", design costumes and prepare a skit featuring some of your favorite living or imaginary things

encountered during the week.

During our walks, we will visit the farmer's market, sample vegetables and learn about seed germination and planting. We will make garden markers, seed tapes for planting and go on a treasure hunt.

In our Makerspace Lab we will design and build a bird house for our feathered friends and learn about the different birds that live in the city.

All camps are for grades 1-7. Students can enroll in morning and afternoon sessions and experience different activities. grouped by grade level and travel to different activity stations throughout the day.



Session 8 August 8-11

Windy City Science

Stephen Walker

Lance Dooley

Amy Ferrell

Let your dreams take flight by taking advantage of the wind! Students will learn how to make a man-made wing, otherwise known as an airfoil, while gaining an understanding of how lift is created and Bernoulli's principle.

Assemble a balsa wood glider and compete to see which glider can travel the farthest. Design and build different types of kites, learn kite safety and test the winds!

Design and build a puff-mobile and pit your engineering skills against those of other students in our puff-mobile dragster competition.

By simply moving around you are disturbing air particles around you and creating tiny breezes. To create winds on a grander scale, you need



differences in temperature, humidity and geography. Tiny pockets or micro-climates of just an acre or less can sometimes create their own breezes.

Seek out those tiny climes in this adventurous wind-seeking camp.

Build and surf an origami hang glider on a wave of air. You will be amazed how far this amazing air-surfing can take a glider with the right design.

Build a solar oven and test how it works with our

delicious s'mores recipe in different locations with different materials.

Study the movement of air particles, build a ski boat powered by jets of air and use science to trace the movement of air particles.

Session 4 & 5

July 11-14

July 18-21

The 3-D Project

Stephen Walker

Castilia Cava

Jean Hartwich

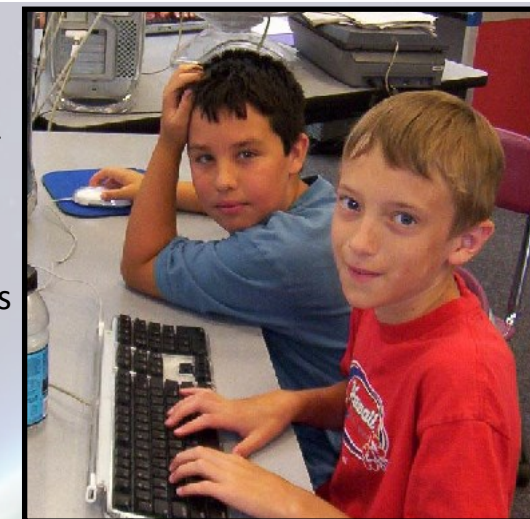
July 11-14

Discover 3-D printing, different types of 3D printers and how 3D printing is changing our future. With the help of our team of experts, we will follow the same processes an industrial designer goes through to create a product: sketch your ideas on paper, build a model and then print your design on a 3-D printer.

Students will use simple CAD programs to design 3D objects and prepare them for 3-D printing.

Throughout the camp, students will use the design thinking process—from defining a problem to testing possible solutions

After you have perfected your product, you will create a marketing plan to sell your idea, make a presentation to our "board of directors" and then pitch your idea to potential investors.



In science fiction, space time warps are commonplace. They are used for rapid journeys around the galaxy, or for travel through time. But today's science fiction is often tomorrow's science fact.

Students in this camp will build a variety of contraptions that model how objects with mass like

the sun can warp space time by creating gravity wells.

Using science, math and art students will dig into the concept of string theory: the first rule of physics that tries to explain everything. String theory is very weird, involving higher dimensions and multiple universes. Everything is chunky and fuzzy when you look at it close enough. You can still hear and see the big bang that started the universe. Students will discover that black holes appear to be hairy!

All camps are for grades 1-7. Students can enroll in morning or afternoon sessions and experience different activities. Students will be grouped by grade level and travel throughout the day.



Session 6 July 25-28

Art & Science of the Sea

Stephen Walker

Jean Hartwich

Tracy Trotter

Jill Deal

We live right next to a very large body of water, but do we know what creatures lurk in the depths? And how long does it take for all of that water to reach the sea — if it even does?

By taking a close look at samples of water taken from the depths of the Columbia

River, we can learn a lot about the makeup of the oceans and the plants and animals that make their homes in and around bodies of water.

In this class, we explore the different types of life that live at various levels in the river and the ocean. As you might guess, the amount of light filtering through the murky depths has a lot to do with the variety of flora and fauna that live at any specific level. There are some exceptions though. In the deepest depths of the ocean,



where warm mineral-rich water seeps from cracks in the earth, an amazing variety of life has found a foothold.

Join us in this camp as we learn about river and ocean mammals and their specific adaptations. We will explore through movement, art and

science to create biome models, build a wave machine and an ocean in a jar. Put together a boat out of natural materials and celebrate its completion with a special launch day event on the last day of class!

We have even made a special sea and river creature scavenger hunt with unique prizes.

Students will create a model of a river system and show how pollution can travel downstream and effect plants and animals miles away from the source.



Session 7 August 1-4

Icky Sticky Ooey Gooney Lab

Stephen Walker

Tracy Trotter

Jill Deal

Julia Dominguez

This camp is all about the science of slime! We will build a worm farm and observe the tunnels these invertebrates leave behind as they burrow through the soil.

We will test out our sense of smell, play a game of Match that Scat, experiment with spoiled milk and rubberize an egg.

Whip up a bunch of slime and we have a lesson in Newtonian physics

and viscosity. Warming or cooling the slime will effect it's ability to travel, or it's viscosity.

Through a variety of experiments, students will test this theory and many others on their pet slime.

By studying polymers, very large molecules formed by repeated patterns of chemical units



strung together, students will gain an understanding of some of the basic building blocks of the human body. The protein DNA, the blueprint for cellular reproduction, is a naturally occurring polymer. Polymers are a lot of fun to study for students of all ages as polymer substances can be both squishy or bouncy or can simply ooze

across a tabletop. The Silly Putty you can buy in the store is a polymer.

In our invention lab, students will try their hands at making elephant toothpaste, flubber, reusable bubbles, spaghetti slime, glow in the dark slime and oobleck. In our movement lab, we will present an end-of-class polymer pageant.

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