

Art and Science Camps for Kids / Teens
Itinerary
\$150 per session, \$250 for both
Ages 13+

Session 1 : A Creative Look at Ecology - 5 days, noon to 3pm - June 6-10

Day 1: Collecting Pond Bacteria and Dirt

- Drawing and watercolor at pond, documenting animals and plants [create a large drawing of one plant or animal as final]

Day 2: Creating Outdoor Art

- Collecting materials outside, using trees to create wind drawings (or pendulum), outdoor sculpture 'nests' [create bug hotels to leave behind]

Day 3: Niches and Job Collages

- Creating an ecosystem from found images, learning about the components of a functioning ecosystem and community [create a large collage with labeled jobs and stories]

Day 4: Internal Workings

- Use different pastas to create skeletons, discover how skeletal structures are similar and different, create a new species of animal or alien [create collection of skeletal structures and invented structure]

Day 5: One Part of A Whole System Mobile

- Rocks, minerals, chemicals, exploring what our planet is made of and creating a 4D model demonstrating how any of the systems discussed work [create a large hanging mobile with moving parts]

Session 2 : Engineering With Art - 5 days, noon to 3pm - June 13-17

Day 1: Drawing Buildings and Engines

- Structures and parts build a whole, working object, documenting parts and materials [create a large drawing using one point perspective]

Day 2: Using Algorithms to Paint

- Create grid structures and rules for repeating certain colors, what happens when two colors end up in the same block? [create a large painting using an algorithm]

Day 3: Paper Building Blocks

- Fold paper into stackable triangles, build individual structures and test strength, build large structure as team - create patterns and test strength [create large structure using triangles]

Day 4: Popsicle Stick Catapult Ink Painting

- Make a functioning popsicle stick catapult, have marshmallow war, use small cups to fling ink at paper [create a large ink painting]

Day 5: Paper Fort Marshmallow War

- Use previous lessons of stick catapult and paper building blocks to create team forts and fling marshmallows at one another, last fort standing wins [fort war]