

Adventures in Science

Sample Schedule

8:30 – 9:00	Drop off and arrival
9:00 – 10:15	Science activities
10:15 – 11:00	Snack and outside free time
11:00 – 11:45	Science activities
11:45 – 12:00	Change for swimming and get ready for lunch
12:00 – 1:00	Lunch and outside free time
1:00 – 1:45	Science activities
1:45 – 2:45	free swim
2:45 – 3:00	change from swim
3:00 – 3:20	Dismissal

CSI Activities:

- learn to examine a crime scene
- (fake) blood typing
- dust for fingerprints and learn how to compare them
- fiber and ink analysis
- deductive reasoning problems
- visit a police station

G-Force Projects and Activities:

- build, paint, and launch model rockets
- design and construct egg drop devices
- build your own mini-catapult
- create pendulum paintings
- team engineering challenges
- construct balloon-powered cars

RoboZOO:

- design your own Robotic animal
- apply the engineering design process
- learn to program your animal with pulleys, gears and linkages
- explore microcontrollers, sensors and circuitry
- expand your skills using the Arduino platform
- using SparkFun's Tinker Kit we will debut our RoboZoo to our fellow campers