

LOCATIONS AT HMNS HERMANN PARK & HMNS SUGAR LAND

# Greetings! Let the Houston Museum of Natural Science provide your child with a summer filled with discovery and adventure against the backdrop of authentic dinosaur fossils, Egyptian mummies, and an array of the finest specimens and artifacts in the world. HMNS offers a variety of summertime enrichment opportunities, including week-long summer day camps, scout badge classes, and more. HMNS aims to inspire the next generation of engineers and scientists by providing STEM-focused instruction using curricula developed by our in-house content specialists. All camps and classes are led by highly qualified educators who are ready to engage your child through impactful hands-on activities and opportunities for exploring the Museum's world-class exhibits and venues. Within the pages of this catalog, you will find a wide selection of camps and classes, from the physical sciences and forensics to anthropology and beyond. There is even a camp that includes an opportunity to spend a night at the Members at the Family Level and above can register early and get discounted pricing for our summer camps and classes, along with many other amazing benefits. Make sure to take advantage of these significant savings by purchasing or renewing your membership prior to registering your child for a program.

#### Locations

HMNS summer programming is available at the following locations:

**HMNS HERMANN PARK** 

5555 Hermann Park Drive Houston, TX 77030

Located in Hermann Park across the street from Miller Outdoor Theatre with close proximity to Highways 59, 288, and the 610 Loop. HMNS AT SUGAR LAND

13016 University Blvd Sugar Land, TX 77479

Located north of Highway 59, at the corner of University Blvd. and New Territory Blvd.

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# Summer Camp Information

#### **HMNS In-Person Summer Camps**

Week-long, hands-on science summer camps featuring science activities for children ages 6–12. Camps are held Monday–Friday from 10 A.M.–3 P.M.

Please note the weeks of May 27-30, June 16-18 and 20, June 30-July 3 are four-day weeks. The week of August 4-6 is a three-day week at our Sugar Land location.

For an additional weekly fee, care is available before camp begins each day, from 8–10 A.M., and after camp ends, from 3–5:30 P.M.

#### **DETAILS:**

- For your child's security, all campers MUST be escorted to and from their camp room by a parent or guardian and signed in and out EVERY DAY. We realize leaving your contact information each day may not always be convenient. In the event of an emergency, we want to have the most accurate contact information for you.
- Attendance cards contain a list of authorized adults for pick-up and emergency contact information and can be filled out by the person who drops off the camper on the first day of each camp week.
- We ID at pick-up daily based on the information provided on the attendance cards. Please make sure to include your own contact information if you will be picking up your camper.

#### **Quick Links**



Summer Camp Email summercamp@hmns.org



**Summer Camp Info** hmns.org/summercamp

# Yet another reason to be an HMNS member!















Priority registration and discounted pricing on the city's best science camps.

Get first dibs on everything camp as a member.

Purchase or upgrade your membership now!

#### Camps available at:





# Camps for ages

#### (or entering Grades 1 or 2)

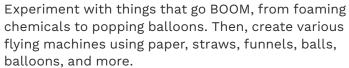
# Art Smart HP SL



Paint without touching the paper, get creative with cauliflower, and make mysterious pictures that appear like magic as you create science masterpieces to take home.

#### Booms and Blastoffs IP SL





#### Build It Big III SI



Discover which shapes make the strongest structures by constructing bridges, buildings, and more. Then have fun demolishing some of your creations while exploring how architects make buildings strong.

# Crazy for Coding III



Discover the mystery and history of codes as you create and play games using Scratch Jr. ™ and more. Explore the roots of coding from the Enigma Machine to ancient Egypt and beyond.

#### Creepy Crawlies HP SL



Caterpillars, beetles, bees and beyond! Investigate all manner of insects in our insect zoo, build a model anthill and much more. Camp includes optional edible insect and a dissection activity.

#### Exhibit Designers SL



What does it take to create and curate an engaging exhibit? Explore the museum exhibit halls to discover the tricks of the trade. As a group, design a mini exhibit for friends and family to view. Exclusive to Sugar Land.

#### Junior Paleontologist III



Investigate how our resident dinosaurs lived, died, and were discovered by paleontologists. Get up close and personal with our specimens, go on a mock dig, and touch a real dinosaur bone!

#### Junior Science Magic III SL





Explore the physics and chemistry behind magic by making things disappear, levitate, and change colors using magnets, mirrors, and more. Show off your magic to friends and family at Friday's magic show.

### Kitchen Chemistry III SI





Discover what cool chemical reactions happen as we cook, explore cuisines from other countries, grow your own food, and more. Please note: This camp is not recommended for children with food allergies/sensitivities. Camp includes optional bug tasting activity.

#### Man's Best Friend III



Get up close and personal with animals in your classroom, grow your own catnip, make dog treats, create a bird feeder, and much more in this handson "hare-raising" experience.

#### Master Museum Camp III



Discover the gems and fuels deep within the earth, mingle with prehistoric giants, explore the night sky, and more! Explore the Museum halls and engage in hands-on fun as you "travel" the world.

#### Mummies and Mysteries III



Come and meet our resident mummies, learn about hieroglyphs, unearth mummy-making secrets, explore how the pyramids were constructed, and discover more about pharaohs on this ancient Egyptian adventure!

#### Riveting Robots! HP SL





Experiment with gears, electricity, pneumatics, and simple machines to discover how robots move and manipulate objects. Program a mini robot to follow your commands.

#### Rome Around the World HP SL





Explore Roman inventions, architecture, and culture. Build an aqueduct, taste Roman cuisine, play ancient games, and more while you discover how this empire was engineered.

# Shark Camp III



Make a splash this summer with the world's fiercest marine predator: Sharks! Explore the science, history, and mystery of sharks, and get a chance to touch some live sharks too!

# Space Cadet III



Operate robot arms, grow plants in space, and find out why astronauts wear diapers! At the end of the week, use your training to complete a journey to outer space in the Expedition Center.

### Story Lab III



Where the magic of storytelling meets the wonders of science! Create a journal for your notes and ideas as you do experiments and discover the Museum page by page as we blend creativity with critical thinking.

### Super Human Science School (HP) (SL)





Delve into the fascinating science that bridges the gap between fiction and reality. Create your superhero costume as you explore the real-world principles and inspiring animals behind your favorite superheroes.

### Trainer Camp HP SL



Can you catch them all? Become the ultimate trainer by exploring the science behind these imaginary creatures throughout the museum. Create a trainer card, bag, and other equipment as you journey to become the best!

# T. rex Explorers HP



Uncover the wonders of the mighty T. rex! Explore the Museum's exceptional specimens, engage in hands-on activities, creative crafts, and captivating stories to unearth everything, from its towering height and huge sharp teeth to its fascinating habits and habitats.

# Waterworks HP



Engage in water-based activities, including creating bubble buildings and bubble art, creating a mysterious diver that sinks and rises, and building a cargo boat that can carry the largest load.

# Wizard Science Academy HP SL





Discover the science behind the care of wizard pets, herbs, herpetology, and the chemistry behind magical potions! Create a wand, hat, and book of science spells in this week of wizard wonders.

# World Explorers HP



Discover parts unknown as you sample foods, games, crafts, and cultures from around the world. Collect all your world traveler stamps in your very own museum passport that you can take home!

#### Camps available at:





# Camps for ages

(or entering Grades 3 or 4)

Camper must be at least 8 years of age by September 1, 2025

# Amazing Animals III

From meat-eating predators to the tiniest amoebas, your world is full of interesting creatures! Explore our live animal collection, exhibits, and venues as we "hunt" for amazing animals.

### Bedazzled III



Be dazzled by the science behind makeup, jewelry, lotions, and more! You'll learn the chemistry and culture behind beauty as you prepare your own concoctions and create your own jewelry.

# Build It Big HP SL



Discover which shapes make the strongest structures by constructing bridges, buildings, and more. Then have fun demolishing some of your creations while exploring how architects make buildings strong.

# Camp Half Blood HP SL





Come discover mythical monsters, and protective amulets, participate in challenges, and go on adventures! At the end of the week, cabins will participate in the Final Challenge to put their skills to the test.

#### Camp Jupiter III



Perfect your battle strategy, sharpen your swordsmanship, develop your archery skills, hunt monsters, and embark on quests. Then, put your training to the test as you meet the opposing team in "battle."

#### Crime Scene Investigators III



Lift and develop fingerprints, investigate footprints, experiment with blood spatter, and more. Use your crime scene kit and skills to process a crime scene at the Museum. Please note: This camp will discuss real-life issues of crime and death. May not be suitable for more sensitive investigators.

#### Dino Claws and Shark Jaws III



From sauropods to sabertooths, dig into the past to see what it takes to be a paleontologist. You'll curate a fossil collection of your own, meet the "residents" of the Morian Paleontology Hall, and much more!

#### 



What does it take to create and curate an engaging exhibit? Explore the museum exhibit halls to discover the tricks of the trade. As a group, design a mini exhibit for friends and family to view. Exclusive to Sugar Land.

#### Extreme Machines HP



Come investigate interesting inventions and participate in design challenges! Experiment with electricity, motors, and more. Build your own flashlight and quiz board to take home.

## Fast and Furious HP



Calling all pit crew! Create model cars, boats, and planes using rubber bands, soap, and other unexpected items. Discover how to protect your passengers from car crashes and participate in an egg drop contest.

### Full S.T.E.A.M. Ahead III



Explore a new field of science each day with handson experiments and activities, from chemistry to physics and beyond. Create your own scientist's kit that you take home at the end of the week.

#### Kitchen Chemistry III SI



Discover what cool chemical reactions happen as we cook, explore cuisines from other countries, grow your own food, and more. Please note: This camp is not recommended for children with food allergies/sensitivities. Camp includes optional bug tasting activity.

#### LEGO® Robotics III

Using LEGO®SPIKE™ Prime, you and your team will use a Scratch-based visual programming language to create programs to download to your pre-built robot. Teams will compete to complete challenges and earn the highest scores by the end of the week.

#### Master Spy Camp (III) SI



Do you have what it takes to be a spy? Learn tricks and tools of the trade. Write in codes and invisible ink, build and bring home your own gadgets!

#### MINECRAFT™ Mania 🖽 🖭



Embark on a computer coding adventure as you explore the basics of game design. Create a classic game, discover how to mod, and create add-ons, using MINECRAFT™ and your imagination as a guide.

# Puzzler III



Let's play a game! Learn about strategy games from around the world, and construct your own to take home. Engage in challenging puzzles and discover how to solve them. Prepare for tournament play on Friday as you challenge your friends and exercise your new skills.

# Shark Camp m



Make a splash this summer with the world's fiercest marine predator: Sharks! Explore the science, history, and mystery of sharks, and get a chance to touch some live sharks too!

#### Space Pilot III



You will participate in astronaut training by operating robots, conducting experiments, and constructing probes. Use your training to journey to outer space aboard the SS Legacy in the Expedition Center.

#### Super Science Magic HP SL



Explore the physics and chemistry behind magic as you make things appear, disappear, levitate, and change colors using magnets, mirrors, and more. Perform your tricks in a science magic show!

#### Survivor HP



Can you survive? YOU BETCHA! Distill drinking water, discover how to navigate by the stars, build a compass, and more. Participate in a survivor competition at the end of the week. Camp includes an optional bug-tasting activity.

#### Trainer Camp HP SL





Can you catch them all? Become the ultimate trainer by exploring the science behind these imaginary creatures throughout the Museum. Create a trainer card, bag, and other equipment as you journey to become the best!

### Treasure Hunters III



Experience the thrill of the hunt! Search for lost "loot" and discover the secrets of the Museum's hidden treasures as you experiment with tools of the trade, from GPS to metal detectors and more! Camp includes outdoor treasure hunts. Please dress for the heat.

# Weird Science III



How weird! Discover why humans have boogers and blisters, build a model skeleton that moves, and create fake wounds to scare your parents. Dissect a sheep's brain and cow's eyeball to discover how these organs work. Camp includes dissection.

### Wizard Science Academy IP SL





Discover the science behind the care of wizard pets, herbs, herpetology, and the chemistry behind magical potions! Create a wand, hat, and book of science spells in this week of wizard wonders.

Camps available at:





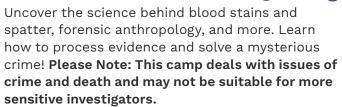
# Camps for ages

10 - 12

(or entering Grades 5-7)

Camper must be at least 10 years of age by September 1, 2025

#### Advanced Crime Scene Investigators III



# Backstage Pass III



Visit areas the public never sees, including projection booths, live animal rooms, and more. Take photographs with a digital camera and create a publication to share your discoveries. Basic technology experience with laptops and digital cameras may be helpful for this camp!

#### Camp Half Blood III SL



Come discover mythical monsters, and protective amulets, participate in challenges, and go on adventures! At the end of the week, cabins will participate in the Final Challenge to put their skills to the test.

#### Camp Jupiter III



Perfect your battle strategy, sharpen your swordsmanship, develop your archery skills, hunt monsters, and embark on quests. Then, put your training to the test as you meet the opposing team in "battle."

# Culinary Hero III



Work with your team to create exciting dishes using everyday foods and unexpected ingredients. Then, compete in challenges to see which dish will end up on top! Please note: This camp is not recommended for children with food allergies or sensitivities. Includes use of preparation knives and other culinary utensils.

#### Design and Destroy III



Construct model bridges, skyscrapers and more! Perform stress tests on your creations and make them crumble. Use what you discover to build them back better than before.

#### Ecology Engineers III SI



Discover our planet's amazing creatures and biomes! Create snacks and homes for local wildlife, experiment with green energy by building a better battery, and more.

# Escape Camp HP



Put on your thinking caps to solve daily puzzles and experiment with making your own. Encrypt and decode secret messages, then stash them in your custom-built puzzle box!

#### Get Set To Be a Vet HP



Discover how vets care for the live animals at HMNS. From handling live animals to dissections, come explore the inner workings of animals! This camp includes dissection.

#### LEGO® Robotics III



Using LEGO®SPIKE™ Prime, you and your team will use a Scratch-based visual programming language to create programs to download to your pre-built robot. Teams will compete to complete challenges and earn the highest scores by the end of the week.

#### Mad Scientist HP SL



Become a super scientist! Explore chemical reactions that bubble and pop, create your own slime collection, and concoct mixtures that change color, heat up, and glow in the dark.

### Maker Lab Alpha 🖽



Get ready to get hands-on! Use various materials to build and take home a modular lamp, a custom frame for your pendulum art, and experiment with conductivity using unusual everyday objects. Please note: Includes the use of power tools, under adult supervision.

#### Maker Lab Beta HP



Ready, set, create! Discover how to use tools safely while creating a soldered pendant, a levitating pen. a custom-made shadow box, and more. Please note: Please note: includes the use of power tools, under adult supervision.

### Master Spy Camp IP SL



Do you have what it takes to be a spy? Learn tricks and tools of the trade. Write in codes and invisible ink, build and bring home your own gadgets!

#### Movie Monster Maker HP



Discover monsters from around the world, experiment with movie make-up, and invent your own monsters to star in a stop-frame-animation film! Please note: Not recommended for children with a latex allergy.

### Museum District Explorers III



Explore a different Museum District location each day. Participate in classroom experiments and activities. Then spend the night on Thursday to see what secrets the Museum holds after dark! Dress for the heat. This camp includes dissection. No discounts are available for this camp.

# Paleontology 101 HP SL





Discover how fossils form and how to make your own! Learn more about the ancient creatures that call HMNS home, excavate your own fossil fish and take it home.

### Senior Space Commanders #P



Experiment with various rockets and then build your own. Participate in challenging activities during astronaut training in preparation for a mission aboard the SS Legacy in the Expedition Center.

#### Trainer Camp II HP SL





Pick your starter and explore the museum to find the real animal inspirations for these imaginary creatures. Complete challenges to earn badges and create a trainer card, Dex, and more! This camp includes a dissection.

## Wizard Science Academy II HP SL



Explore the wizarding world through the lens of science. Learn about herbology, flight physics, and the chemistry behind potion brewing! This camp includes dissection.

Ages

10-12

**May 27** 

30

THROUGH

FOUR-DAY WEEK DUE TO THE MEMORIAL DAY HOLIDAY

MEMBER \$236 NON-MEMBER \$284 GAR

Ages Ages Ages 6 - 78-9 10 - 12Art Smart Lego® Robotics Advanced Crime Scene Investigators Crazy for Coding Minecraft™ Mania Camp Half Blood Junior Paleontologist Super Science Magic Camp Jupiter Junior Science Magic Treasure Hunters Escape Camp Kitchen Chemistry Wizard Science Academy Mad Scientist **Riveting Robots** Super Human Science School Ages Ages Ages 6 - 78-9 10-12

No camps available at the

**Sugar Land location** 

June 9 THROUGH

13

MEMBER \$295 NON-MEMBER \$355

е

No camps available at the Hermann Park location

Ages

8-9

Ages Ages 6-7 8-9

Riveting Robots

Ages

6 - 7

Rome Around the World Super Human Science School Camp Half Blood Minecraft™ Mania Master Spy Camp

Ages

10-12

June 2

**6**MEMBER \$295

NON-MEMBER \$355

Ages Ages Ages 8-9 10-12 6 - 7Advanced Crime Scene Investigators Art Smart **Amazing Animals** Booms and Blastoffs Bedazzled **Backstage Pass** Crazy for Coding Camp Jupiter Camp Half Blood Junior Paleontologist Kitchen Chemistry Escape Camp Junior Science Magic Minecraft™ Mania Get Set to Be a Vet **Riveting Robots** Lego® Robotics Shark Camp Super Science Magic Mad Scientist Movie Monster Maker Space Cadet Treasure Hunters Super Human Science School Wizard Science Academy T. rex Explorers Ages Ages Ages 6 - 78-9 10 - 12Art Smart Camp Half Blood Build It Big Booms and Blastoffs Master Spy Camp Minecraft™ Mania

June 16-18

AND

20

FOUR-DAY WEEK DUE TO JUNETEENTH

MEMBER \$236 NON-MEMBER \$284

Ages Ages Ages 6 - 78-9 10 - 12Art Smart **Amazing Animals Backstage Pass** Booms and Blastoffs Bedazzled Camp Jupiter Build It Big Camp Half Blood Design and Destroy Junior Paleontologist Crime Scene Investigators Mad Scientist Junior Science Magic Dino Claws and Shark Jaws Movie Monster Maker Man's Best Friend Kitchen Chemistry Paleontology 101 Master Museum Camp Lego® Robotics Trainer Camp II **Riveting Robots** Master Spy Camp Wizard Science Academy II Rome Around the World Minecraft Mania **Space Cadet** Shark Camp T. rex Explorers Super Science Magic Wizard Science Academy Treasure Hunters Ages Ages Ages 6 - 78-9 10-12

No camps available at the Sugar Land location

10 - 12

# Calendar

June

**THROUGH** 

**MEMBER \$295** NON-MEMBER \$355

\*\*MUSEUM DISTRICT **EXPLORERS** MEMBER \$630 NON MEMBER \$770

HERMANN PARK

**Build It Big** 

**Exhibit Designers** 

Ages Ages Ages 6 - 78-9 10 - 12Art Smart Bedazzled **Backstage Pass** Booms and Blastoffs Build It Big **Culinary Hero** Junior Paleontologist Camp Half Blood Design and Destroy Junior Science Magic Camp Jupiter Get Set to Be a Vet Kitchen Chemistry Crime Scene Investigators Movie Monster Maker Master Museum Camp Dino Claws and Shark Jaws **Riveting Robots** Full S.T.E.A.M. Ahead Paleontology 101 Rome Around the World Lego® Robotics Trainer Camp II Space Cadet Master Spy Camp Wizard Science Academy II Minecraft™ Mania T. rex Explorers Shark Camp Wizard Science Academy Ages Ages Ages 8-9 10 - 126 - 7Kitchen Chemistry **Exhibit Designers Ecology Engineers** Minecraft™ Mania Trainer Camp Super Science Magic

Museum District Explorers\*\*

July **THROUGH** 

MEMBER \$295 NON-MEMBER \$355

6 - 7

GA

\*\*MUSEUM DISTRICT **EXPLORERS** MEMBER \$630 **NON MEMBER \$770** 

Ages Ages Ages 8-9 6 - 710 - 12Booms and Blastoffs Backstage Pass Build It Big **Creepy Crawlies** Camp Half Blood Camp Half Blood Junior Paleontologist Camp Jupiter Culinary Hero Junior Science Magic Crime Scene Investigators Get Set to Be a Vet Mummies & Mysteries Dino Claws and Shark Jaws Lego® Robotics **Riveting Robots** Extreme Machines Maker Lab Alpha Shark Camp Full S.T.E.A.M. Ahead Master Spy Camp Space Cadet Kitchen Chemistry Museum District Explorers\*\* Storybook Science Master Spy Camp **Senior Space Commanders** Minecraft™ Mania Waterworks Wizard Science Academy II Wizard Science Academy **Trainer Camp** Ages Ages Ages

# No camps available at the **Sugar Land location**

8-9

June July

FOUR-DAY WEEK **MEMBER \$236** NON-MEMBER \$284 Ages Ages Ages 6 - 78-9 10 - 12

# No camps available at the Hermann Park location

Ages Ages Ages 6 - 78-9 10 - 12Art Smart Minecraft™ Mania Wizard Science Academy II

**Trainer Camp** 

July **THROUGH MEMBER** \$295

NON-MEMBER \$355

Ages Ages Ages 10 - 126 - 78-9 Booms and Blastoffs **Amazing Animals Backstage Pass** Camp Half Blood Camp Half Blood Build It Big **Creepy Crawlies** Crime Scene Investigators Camp Jupiter Junior Paleontologist **Extreme Machines** Culinary Hero Junior Science Magic Master Spy Camp **Ecology Engineers** Minecraft™ Mania Kitchen Chemistry Get Set to Be a Vet Mummies and Mysteries Shark Camp Lego® Robotics **Riveting Robots** Space Pilot Maker Lab Alpha Story Lab Survivor Master Spy Camp Waterworks **Trainer Camp Senior Space Commanders** Weird Science Wizard Science Academy Ages Ages Ages 6 - 78-9 10 - 12**Creepy Crawlies** Kitchen Chemistry

Trainer Camp II Minecraft™ Mania **Riveting Robots** Wizard Science Academy G

# Calendar

July **THROUGH** 

MEMBER \$295 NON-MEMBER \$355 Ages Ages Ages 10-12 6 - 78-9

> No camps available at the **Hermann Park location**

Ages

Ages 8-9

Booms and Blastoffs Kitchen Chemistry Wizard Science Academy

6 - 7

Ages

Minecraft™ Mania Super Science Magic

Ages

Ages 10-12

Ages

**Mad Scientist** 

**August** 

**THROUGH** 

MEMBER \$295 NON-MEMBER \$355 Ages 6 - 7

> Booms and Blastoffs Junior Paleontologist Junior Science Magic

**Riveting Robots** Shark Camp **Trainer Camp** World Explorers Ages 8-9

Master Spy Camp

Minecraft™ Mania

Super Science Magic

Space Pilot

Weird Science

Survivor

Ages 10-12

Lego® Robotics Advanced Crime Scene Investigators

Backstage Pass Camp Half Blood Camp Jupiter Culinary Hero

Maker Lab Beta Master Spy Camp

July

**August** 

MEMBER \$295 NON-MEMBER \$355 \*\*MUSEUM DISTRICT **EXPLORERS** MEMBER \$630

NON-MEMBER \$770

6 - 78-9 10 - 12Booms and Blastoffs Advanced Crime Scene Investigators Camp Jupiter Build It Big Extreme Machines **Backstage Pass** Camp Half Blood **Creepy Crawlies** Fast and Furious Junior Paleontologist Lego® Robotics **Culinary Hero** Junior Science Magic **Ecology Engineers** Master Spy Camp Kitchen Chemistry Minecraft™ Mania Maker Lab Beta Man's Best Friend Shark Camp Master Spy Camp **Riveting Robots** Space Pilot Museum District Explorers\*\* Trainer Camp Super Science Magic Waterworks Survivor World Explorers Weird Science Wizard Science Academy Ages Ages Ages 6 - 78-9 10 - 12

> No camps available at the **Sugar Land location**

August

**THROUGH** 

MEMBER \$177 NON-MEMBER \$213 THREE-DAY WEEK IN SUGAR LAND

Ages 6 - 7

Super Human Science School

Ages 8-9

Ages 10 - 12

Build It Big Junior Science Magic Camp Half Blood Minecraft™ Mania Paleontology 101

FAQs				
For <b>FAQs</b> please scan the QR Code	Dinosaur Roar  Explore your favorite dinosaurs in this two-hour class! Get ready to learn about our favorite prehistoric creatures through songs, books, and crafts! Snack: Pepperidge Farm Goldfish.	Monday June 9, June 30 or July 21	8:30 A.M. to 10:30 A.M.	MEMBER \$25 NON-MEMBER \$35
These engaging, daily two-hour science classes are designed to foster independence and discovery for children ages 4 to 5. Your child's	Ocean Explorers  Head down into the deep, blue sea in this two-hour class! Explorers will create ocean creatures, make an ocean in a bag, and build a coral reef.  Snack Provided: Pretzel Sticks.	Tuesday June 10, July 1 or July 22	8:30 A.M. to 10:30 A.M.	MEMBER \$25 NON-MEMBER \$35
love for science will bloom as they explore, create, and perform in these interactive, hands-on classes. Our expert educators are committed to providing a safe, inclusive, and stimulating environment where every child feels encouraged to express their natural curiosity and creativity.	Rocket Rangers  3, 2, 1, Blast-off! Discover what is in outer space as you create a helmet ready for space exploration, create your own constellation, and build a space shuttle of your own. Snack provided: Chex Mix	Wednesday June 11, July 2 or July 23	8:30 A.M. to 10:30 A.M.	MEMBER \$25 NON-MEMBER \$35
At the end of each day, children can showcase what they've learned with a delightful parade and performance during pick-up time. A snack is provided for children in each class. Participating child must be potty trained. Parents must stay on site at the museum for the duration of	Animal Adventurers  Get to know your favorite animals up close and personal. Campers will create their own lion mask, paint animals using an unlikely tool, and work to build enclosures for their favorite creatures. Snack Provided: Ritz Crackers	Thursday June 12, July 3 or July 24	8:30 A.M. to 10:30 A.M.	MEMBER \$25 NON-MEMBER \$35
the class. There will be a classroom available for parents near your child's classroom.	Insect Investigators Investigate the creepy crawlies of the world. Campers will transform into insects with insect crowns, build a name caterpillar, and explore the parts of an insect by creating their own with Play-Doh. Snack provided: Cheez-Its.	Friday June 13 or July 25	8:30 A.M. to 10:30 A.M.	MEMBER \$25 NON-MEMBER \$35



Scouts@HMNS is generously supported by Oxy



# Virtual & In Person Summer Scout Information

#### **In-Person**

HMNS In-Person Scout Classes are badge classes for Cub Scouts, Scouts BSA and Girl Scouts. Week-long, two-day, and one-day classes are scheduled for the summer. Week-long classes include numerous badges, and two and one-day classes focus on one badge.

Class hours are 10 A.M.-3 P.M. Extended care is available for an additional fee before class begins each day, from 8–10 A.M., and after class ends, from 3–5:30 P.M.

**Please Note:** Summer Scouts Extended Day is not available at the HMNS at Sugar Land.

#### **DETAILS:**

- Girl Scout, Cub Scouts, and Webelos do not need permission from their troop or pack to take a class.
- Scouts BSA must get permission from their Scoutmaster before starting work on a merit badge. If a Scout takes a class without the Scoutmaster's approval, they may not be given credit for the work. HMNS will not issue a refund in such circumstances.
- For Scouts BSA classes, HMNS issues preprinted "Blue Cards", the official BSA form for Merit Badge Counselors, detailing the requirements completed by the Scout during class and verified by the Merit Badge Counselor. The Scoutmaster may require you to bring a signed blue card for the merit badge. The Scout is responsible for turning in their signed merit

badge card to the counselor on the day of the class and submit the completed Blue Cards to their troop after completion of the class.

- Some classes have prerequisites that need to be completed prior to attending class and/ or homework assignments during the week. Worksheets for these prerequisites can be found on the Scouts at HMNS website, hmns.org/ scouts-resources. Download these worksheets and have your Scout bring the completed worksheets to class and turn them in to the Merit Badge Counselor. Homework should be completed and turned in by the due date provided by the Merit Badge Counselor. At the end of class, any incomplete work (partials) will need to be completed by the Scout afterwards and verified by the Scout Program Manager at scouts@hmns.org for merit badge credit.
- Texas law requires that a health record (Scout health record form, immunizations, or medical affidavit) be on file prior to the start of class for any child participating in HMNS programming. A permission slip, which informs parents about where, when, and how the class is going, is required when Scouts leave HMNS property, including trips by bus, METRO light rail, and on foot. Both documents give HMNS staff permission to authorize medical treatment in case of an emergency. Visit hmns.org/scouts for Scout health forms and permission slips.
- For Scouts BSA, daily class attendance is required to complete the merit badges. A Scout cannot make up a class by attending another session without registering for the full week. If a Scout misses a class, they will need to meet with their Merit Badge Counselor to find out what they missed and if there is a possibility to make up the

work, depending on the activities missed. The Merit Badge Counselors may assign homework for the Scout to complete. If a Scout does not make up the missed work, they will get a partial on their Blue Card.

• A parent must accompany the scout to the classroom on the first day of class. For summer classes, you do not need to check in at the box office; go directly to the classroom. It is helpful to bring the registration confirmation printout. Classroom doors open at 9:40 A.M. on Monday or first day and 9:45 A.M. Tuesday-Friday. Class starts at 10:00 A.M. Expect to spend about 10-15 minutes for the check-in process on the first day of class. The Teaching Assistant will collect health forms and permission slips, and your child's name and emergency information will be added to the sign-in card.

#### **CURBSIDE PICKUP:**

 For Curbside Pick-up, Scouts who are in SCOUTS BSA, CADETTE Girl Scouts, or SENIOR Girl Scouts may participate in this option, pending signed authorization by a guardian for curbside pick-up on the back of the scout cards in the classroom.

A parent must come in with their scout on the first morning of class to give permission for their scout for curbside pickup and to sign themselves in the next morning of class.. At the main museum, Scouts will be released with their teaching assistants at 3:00P.M. and escorted up to the designated Scouts pick-up location on Hermann Park Drive. Parents will pick up their child from this location only and will not be able to park in this loading area. All scouts who have not been picked up by 3:30P.M., will be escorted back to extended day.

 Extended day self-checkout for Scouts BSA or Cadette or Senior Girl Scouts: parents will need to call their scout when they have arrived and teaching assistants will escort them upstairs. If you cannot reach your child by phone, due to poor phone reception on the lower level of the museum, parents will need to call the scout office at 713-639-4631, before their child can be released.

#### **HMNS Virtual Summer Scout Classes**

are summer scout classes that have been specifically designed for a virtual format. Virtual Summer Scout Classes provide around 3-4 hours of educational engagement, live interaction with one of our skilled Scout educators, and workbooks to guide scouts through the requirements of the merit badge.

An HMNS Scout Educator will be on a virtual call with the class to interact with scouts, lead them in activities, and answer questions. We will also have a moderator for each class managing the logistics of the class and offering tech support if needed.

#### **DETAILS:**

- Classes are delivered via Zoom and facilitated by one museum educator and one moderator.
   You will receive an email delivering additional information the Friday prior to your start date for each virtual class booked.
- Merit badge workbooks will be emailed to you for some virtual classes. We assume Scouts have basic school supplies such as washable markers, scissors, tape, etc. for some activities as needed.

#### Ages

Classes follow the same guidelines as the BSA and Girl Scouts, as applicable, and are generally based on the grade that the Scout will be attending in the fall.

#### SCOUTING AMERICA

Tigers: 1<sup>st</sup> grade
Wolves: 2<sup>nd</sup> grade
Bears: 3<sup>rd</sup> grade
Webelos: 4<sup>th</sup>-5<sup>th</sup> grade
Scout BSA: 6<sup>th</sup> grade
- 17 years old

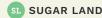
#### **GIRL SCOUTS**

Daisy: K– 1<sup>st</sup> grade Brownies: 2<sup>nd</sup>–3<sup>rd</sup> grade Juniors: 4<sup>th</sup>–5<sup>th</sup> grade Cadettes: 6<sup>th</sup>–8<sup>th</sup> grade Seniors: 9<sup>th</sup>–10<sup>th</sup> grade

**Scouts at HMNS** Scouts BSA

#### Class available at:





### Additional **Information Key:**









Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

# **Scouts BSA**

Week-Long Summer Classes

# Be Prepared HP SL

Learn to be prepared for emergencies, including certification in First Aid/CPR, and to prevent incidents/emergencies using proactive safety practices.

Badges Earned: Emergency Preparedness, First Aid, Fire Safety, and Safety

**Prerequisites:** Emergency Preparedness Requirement 7B and First Aid Requirement 1 and 5A&B

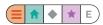


# Designing Your World III

Learn how architecture is more than just a building but a work of art that requires thought and planning. Similarly, learn how landscape architects design and plan outdoor spaces that people will want to visit. A field trip to downtown Houston is included.

**Badges Earned:** Architecture and Landscape Architecture

Prerequisites: None





Captured Light HP 4 Day Class

Discover art by using various mediums to draw. Explore the printing industry from digital design to screen printing and more. Design and produce original printed work and learn the skills to become a better photographer. Investigate natural and synthetic textiles that protect you from changing temperatures fibers, fires, and fumes.

Badges Earned: Art, Graphics Arts, Photography and Textiles

Prerequisites: None



# **Death By Natural Causes** 4 Day Class



Take a spine-tingling look at human health from ancient times to the present day, studying public health through Museum exhibits and exploring health care professions. Have a close encounter with some of the Museum's amphibians, insects and reptiles.

Badges Earned: Health Care Professions, Insect Study, Public Health and Reptile and Amphibians

**Prerequisites:** Prerequisites Health Care Professions requirement 9 & Reptile and Amphibians 8a or b & 9 a or c.



### Planes, Trains, and Submarines 🖽



Discover how planes fly, the history of railroads, and the wonders of the ocean depths. A field trip to Galveston includes the Railroad Museum, Lone Star Flight Museum, and Moody Gardens Aquarium

Badges Earned: Aviation, Oceanography, and Railroading

Prerequisites: None



## Final Frontier 4 Day Class



STEM

Discover how space affects our planet and explore the wonders of the night sky including nebulae, meteor showers, and more. Learn about man's efforts to explore the solar system and beyond. Study the Earth's atmosphere, learn about the water cycle, predict the weather and discuss extreme weather.

Badges Earned: Astronomy, Space Exploration and Weather

Prerequisites: Astronomy 4a, b & c, 5d, & 6b



# Law & Order IID 5 Day Class

Learn about the ways in which the past has led to our present nation and what it means to be an American. Explore crime prevention in your school and neighborhood, learn about the criminal justice system, then try your hand at taking fingerprints.

Badges Earned: American Heritage, Crime Prevention, Fingerprinting, and Law

Prerequisites: None



# **Power of Engineering**





Build electrical circuits, perform an electrical safety inspection, and design and build a solar cooker as you explore how science, technology, and mathematics turn ideas into reality.

Badges Earned: Electricity, Engineering, and Nuclear Science

Prerequisites: None



### Strategy and Exploration III SL





Explore the psychology and strategy involved in the creation of familiar games. Design your own game, learn to play chess, and participate in geocache games using GPS. A geocache field trip is included.

Badges Earned: Chess, Game Design, and Geocaching

Prerequisites: None

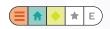


#### That's Entertainment (HP)



Create a short film from start to finish using stopmotion animation. Explore broadcasting and record your own. A field trip to a local radio/television studio is included.

Badges Earned: Animation, Movie Making, and Radio Prerequisites: None



# 1-2 Day-Long Summer Classes

# Archaeology HP SL



Explore human cultures through the clues they left behind. Examine Museum artifacts, complete a mock dig, and create a cuneiform tablet.

Badges Earned: Archaeology

Prerequisites: None



# Astronomy HP SL



Explore how activities in space affect our planet and witness the wonders of the night sky. Burke Baker Planetarium show included.

Badges Earned: Astronomy

Prerequisites: Requirements 4a, b & c, 5d, & 6b



**Scouts at HMNS** Scouts BSA

#### Class available at:





### Additional **Information Key:**







STEM



Distinguished Conservation Service Awards Program Elective Badge



# **Scouts BSA**

1-2 Day-Long Summer Classes

# Chemistry m si

Put on your goggles and gloves and conduct your own experiments. Learn safety procedures and proper techniques as we investigate how substances react with one other.

Badges Earned: Chemistry

Prerequisites: None



# Citizenship in the Community IP II

Explore how our local governments work within their community and their part within the community.

Badges Earned: Citizenship in the Community Prerequisites: Requirements 3 & 7a, b,& c



# Citizenship in the Nation IP SL



Scouts will learn the rights, liberties, and responsibilities of being a citizen of our nation.

Badges Earned: Citizenship in the Nation Prerequisites: Requirements 5, 7 & 8











Eagle Scout Badge

# Citizenship in the World HP SL

How do different countries get along? Do events affect a country's economy, security, and health of its citizens? Scouts will discuss international relations, various political systems and what it means to be a world citizen.

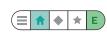
Badges Earned: Citizenship in the World

Prerequisites: None

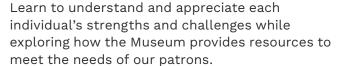
### Communications III SI

We use communication skills throughout our lives. Scouts will prepare and participate in effective communication skills from public speaking to digital communication.

**Badges Earned:** Communications Prerequisites: Requirements 4, 5 & 8



### Disabilities Awareness III



**Badges Earned:** Disabilities Awareness

Prerequisites: 2 & 4 Option A, just one other place to visit, the museum will count as 1 of the 2 visits.



# Electricity SL

Investigate the principles of electricity and build electrical circuits and components.

**Badges Earned:** Electricity

Prerequisites: Requirements 2, 8 and 9.



#### Electronics HP SL



Investigate electrical devices and how they work while exploring circuits, soldering, and Ohm's Law.

**Badges Earned:** Electronics

Prerequisites: None (**≡ ↑ ♦ E**)

### Energy HP SL



Explore how energy works, find out about energy conservation, natural resources, and different forms of energy.

Badges Earned: Energy

Prerequisites: Requirements 4 Home Energy Audit

and 14 Day Log, 4a



# Environmental Science IP SL 2 Day Class





Investigate the interactions between air, land, water and life and the human impact on each of them as you complete this badge at HMNS.

Badges Earned: Environmental Science

Prerequisites: None 

# Family Life ED SL



Scouts will learn the roles families play within the community, the importance of family life, and how to strengthen their own families.

Badges Earned: Family Life

Prerequisites: Requirements 3, 4, 5 and 6ab family meeting instructions are found in the prerequisite workbook

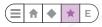


## Geology ED SI



Examine fossils, explore the history of the Earth and the processes that have shaped it over time. Visit the Morian Hall of Paleontology to see how HMNS preserves and displays fossils.

Badges Earned: Geology Prerequisites: None



# Indian Lore HP

Indigenous Americans have many different regional cultures. Languages, religions, styles of dress, and ways of life. - Using the John P. McGovern Hall of Americas to explore past and present some of America's most fascinating peoples.

Badges Earned: Indian Lore

Prerequisites: None



# Insect Study HP SL

Discover the wide variety of insect life that inhabits the planet and explore the Brown Hall of Entomology or Sugar Land's Hall of Insects.

Badges Earned: Insect Study Prerequisites: Requirements 5 & 6



# Mining in Society HP

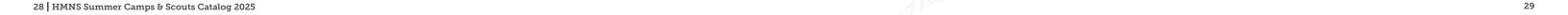
From deep in the ground to your dinner table, learn the processes, dangers, and environmental impacts of mining.

Badges Earned: Mining in Society

Prerequisites: None







# Webelos, Cub Scouts, Bears, & Wolves

#### Class available at:





## Additional **Information Key:**









Distinguished Conservation Service Awards Program Elective Badge



# **Scouts BSA**

1-2 Day-Long Summer Classes

### Personal Management IP SL

Explore budgets, finance, and investment

strategies. This merit badge is recommended for older scouts.

Badges Earned: Personal Management

Prerequisites: Requirements a, b, c & d, 8A-D



# Reptile and Amphibian Study III

Learn about reptiles and amphibians and their similarities and differences with the Museum's live animal collection!

Badges Earned: Reptile and Amphibian Study Prerequisites: Requirements 8a or b & 9a or c



# Signs, Signals & Codes 🖽 👊

Discover the history and development of ciphers and codes and the importance of the signs and signals in our everyday lives.

Badges Earned: Signs, Signals & Codes

Prerequisites: None







Outside Work



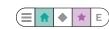


# Soil & Water Conservation HP SL

Explore the practices of conservation involving soil and water and the care of these natural resources.

Badges Earned: Soil & Water Conservation

Prerequisites: Requirement 7e



#### Weather III

Study the Earth's atmosphere, learn about the water cycle, predict the weather, and discuss extreme weather.

Badges Earned: Weather Prerequisites: None



# **Arrow of Light**

**Week-Long Summer Classes** 

### Arrow of Light Adventures IP SI

Become certified in First Aid, lean how to design

Badges Earned: First Aid, Engineer, Into the Wild, Into the Woods and Champions for Nature

Prerequisites: None

Field Trip Permission Form Required



using the engineering process, and explore wildlife, trees and food grown in our state.



# Webelos

Week-Long Summer Classes

# Webelos S.T.E.A.M. Explorer IP SL

Learn to prepare for a hike, grasp concepts in art, explore geology and endangered species, and build a carpentry project.

Badges Earned: Art Explosion, Build It, Champions for Nature, Earth Rocks and Webelos Walkabout

Prerequisites: None



# **Cub Scouts**

4 Day-Long Summer Classes

#### Bear Sleuths HP SL



Learn how to play with marbles and discover the world of super science and crime investigation. A field trip around the Museum area is included.

**Adventures Earned:** Champions for Nature Forensics; Marble Madness; Critter Care; and Super

Prerequisites: None



#### Class available at:





### Additional **Information Key:**







STEM



Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

# Girl Scouts

Week-Long Summer Classes

# Brownie Engineers III

Brownies will explore what engineers do, while designing a race car, leap bot and a fling flyer. Attendees will earn there Think like an Engineer journey and do their Take Action Project at the Museum

Badges Earned: Think like an Engineer Journey, Race Car Challenge, Leap Bot Design Challenge and Fling Flyer Challenge

Prerequisites: None



#### Cadette Career Carousel ED SL



Cadettes will discover the world of comics from newspapers to graphic novels, learn about culinary dishes from around the world, and explore what it takes to write the twists and plots that a screenwriter does! Explore the world of Forensic Science and Criminal Psychology, while becoming certified in Red Cross First Aid and CPR

Badges Earned: Comic book artist, First Aid, New Cuisines Badge, Screenwriter, and Special Agent

Prerequisites: None



# Juniors Techno-Investigators III



Discover the science of forensic investigation and the art of photography. Create your own special effects and explore how products are invented. Then participate in a scavenger hunt using a GPS.

Badges Earned: Detective, Digital Photographer, Entertainment Technology, Geocacher, and Product Designer

Prerequisites: None



#### **Mechanical Juniors**





HP 5 Day Class SL 4 Day Class

Juniors will explore the engineering process, while designing a balloon car, crane, and a paddle boat. Girls will earn their Think Like an Engineer journey and do their Take Action Project at the Museum.

Badges Earned: Think like an Engineer Journey, Balloon Car Design Challenge, Crane Design Challenge, and Paddle Boat Design Challenge

Prerequisites: None



### **Brownie and Daisies Tiny Trails**



HP 4 Day Class

HMNS exclusive! Explore the history of Earth from dinosaurs to gems. Discover the diversity of our Texas wildlife and conduct fun science experiments! Attendees will receive an HMNS Dinosaur Patch and strip patch for each of the four trails.

Badges Earned: None Prerequisites: None



## 4 Day Class

### **Brownies and Daisies Sugar Land Trails**

SL 4 Day Class HMNS exclusive! Explore insects, dinosaurs, and the depths of the Earth. Conduct science experiments, and discover our Texas wildlife!

Badges Earned: None Prerequisites: None



#### Brownies and Daisies Trails III



HMNS at Hermann Park exclusive! Discover the cultures and customs of ancient Egyptians and the Indigenous peoples of North America. Uncover unique adaptations of African wildlife and insects as well as exploring the wonders of space. Girls will receive an HMNS Dinosaur Patch and strip patch for each of the five trails.

Badges Earned: None Prerequisites: None



### 1 Day Summer Classes

# Cadettes Breathe Journey III



Work on your Breathe Journey award and create a Take Action Project to share with others.

Badges Earned: Breathe Journey Prerequisites: None



# Cadette Citizen Scientist III



Citizen scientists are people who are curious about the world and want to make a difference. They volunteer to collect data and send it to scientists.

Badges Earned: None Prerequisites: None

(**≡**| **↑**| **♦**| **★**| **E**)

### Cadettes MEdia Journey (HP) SL



Cadettes will examine today's messages in the media with a critical eye. Take Action Project included.

**Badges Earned:** Cadettes MEdia Journey

Prerequisites: None (**■ ↑ ♦ ★ E**)

# aMUSE Junior Journey III



Juniors will discover the many roles women can accomplish in the world. Take Action Project included.

Badges Earned: None Prerequisites: None (**■ ↑ ♦ ★ E**)

# Seniors Sow What Journey III



Seniors will explore the food network and how small daily choices of the food they eat have a big impact on the Earth!

Badges Earned: Seniors Sow What Journey

Prerequisites: None



# Juniors Agent of Change Journey ID SIL



33

Discover your own talents and learn about the women who have shaped the world we live in. Take Action Project included.

Badges Earned: Agent of Change Journey

Prerequisites: None (**≡** | **↑** | **♦** | **★** | **E** )

# Juniors Citizen Scientist HP



Citizen scientists are people who are curious about the world and want to make a difference. They volunteer to collect data and send it to scientists.

Badges Earned: None Prerequisites: None (**≡** | **↑** | **♦** | **E** 

**Girl Scouts** 

**Girl Scouts** 

**Cub Scouts** 

# Calendar

June

**THROUGH** 

MEMBER \$235 NON-MEMBER \$265

\*\*BE PREPARED AND PLANES, TRAINS, AND SUBMARINES MEMBER \$275 NON-MEMBER \$315

	Scouts BSA	Arrow of Light	Cub Scouts	Girl Scouts
NN PARK	Be Prepared** Planes, Trains, and Submarines**	Arrow of Light Adventures	No Classes Available	Brownies and Daisies TRAILS
RMA	Strategy and Exploration			
±	That's Entertainment			
AND	Scouts BSA	Webelos	Cub Scouts	Girl Scouts

# No classes available at the **Sugar Land location**

July

Scouts BSA

**THROUGH** 

MEMBER \$235 NON-MEMBER \$265

\*\*BE PREPARED MEMBER \$275 NON-MEMBER \$315

S

U

Scouts BSA

No classes available at the

Webelos

Hermann Park location

Scouts BSA **Cub Scouts Girl Scouts** Arrow of Light No Classes Mechanical Arrow of Light Be Prepared\*\* Adventures Available Juniors

June 16-18

MEMBER \$236 NON-MEMBER \$284 Scouts BSA Webelos **Cub Scouts Girl Scouts** 

# No classes available at the Hermann Park location

Scouts BSA	Webelos	Cub Scouts	Girl Scouts
Power of Engineering	No Classes Available	Bear Sleuths	Brownies and Daisies Sugar Land TRAILS

July

**THROUGH** 

NON-MEMBER \$265

\*\*BE PREPARED AND PLANES, TRAINS, AND SUBMARINES MEMBER \$275 NON-MEMBER \$315

Webelos **Cub Scouts Girl Scouts** Scouts BSA Be Prepared\*\* S.T.E.A.M. No classes **Brownies Engineer** available Explorer Designing Your World Cadette Career Carousel Planes, Trains and Submarines\*\* Juniors Techno-Investigators Power of Engineering Scouts BSA Webelos **Cub Scouts Girl Scouts** 

> No classes available at the **Sugar Land location**

> > **Cub Scouts**

# June July

**FOUR-DAY WEEK** 

**MEMBER \$236** 

**NON-MEMBER \$284** 

	Scouts BSA	Webelos	Cub Scouts	Girl Scouts
HERMANN PARK	Captured Light Death By Natural Causes Final Frontier Law & Order	No Classes Available	Bear Sleuths	Mechanical Juniors Brownies and Daisies Tiny TRAILS
LAND	Scouts BSA	Webelos	Cub Scouts	Girl Scouts
No classes available at the Sugar Land location				

No classes available at the **Sugar Land location** 

July **THROUGH** 

August

MEMBER \$235 NON-MEMBER \$265

# No classes available at the **Hermann Park location**

Webelos

Scouts BSA	Webelos	Cub Scouts	Girl Scouts	
No Classes Available	S.T.E.A.M. Explorer	No Classes Available	Cadette Career Carousel	

# Calendar

Scouts BSA

	1-3 DAY LONG SCOUT	CLASSES IN PERSON AT HMNS	HERMANN PARK
		Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
	June 9	Geology	MEMBER \$46 / NON-MEMBER \$61
		Personal Management	MEMBER \$61 / NON-MEMBER \$81
		Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
	June 10	Disabilities Awarenes	MEMBER \$46 / NON-MEMBER \$61
		Family Life	MEMBER \$61 / NON-MEMBER \$81
		Archaeology	MEMBER \$46 / NON-MEMBER \$61
	June 11	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	June 12	Weather	MEMBER \$46 / NON-MEMBER \$61
	June 12-13	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
	June 13	Communications	MEMBER \$61 / NON-MEMBER \$81
		Communications	MEMBER \$61 / NON-MEMBER \$81
	June 30	Electronics	MEMBER \$46 / NON-MEMBER \$61
		Family Life	MEMBER \$61 / NON-MEMBER \$81
		Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
	July 1	Energy	MEMBER \$46 / NON-MEMBER \$61
	July 1-2	Environmental Science 3 DAY	MEMBER \$152 / NON-MEMBER \$187
	July 2	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
		Indian Lore	MEMBER \$46 / NON-MEMBER \$61
		Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	July 3	Mining in Society	MEMBER \$46 / NON-MEMBER \$61
		Personal Management	MEMBER \$61 / NON-MEMBER \$81
	July 21-22	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
	T1 24	Chemistry	MEMBER \$46 / NON-MEMBER \$61
	July 21	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
	7.1.00	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	July 22	Soil & Water Conservation	MEMBER \$46 / NON-MEMBER \$61
		Energy	MEMBER \$46 / NON-MEMBER \$61
	July23	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	-	Signs, Signals, & Codes	MEMBER \$46 / NON-MEMBER \$61
		Communications	MEMBER \$61 / NON-MEMBER \$81
	July 24	Family Life	MEMBER \$61 / NON-MEMBER \$81
		Reptile & Amphibian Study	MEMBER \$46 / NON-MEMBER \$61
	July 25	Astronomy	MEMBER \$46 / NON-MEMBER \$61

July 25		Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
	-	Insect Study	MEMBER \$46 / NON-MEMBER \$61
	1-3 DAY LONG SCOUT CLAS	SES IN PERSON AT HMNS SU	GAR LAND
May 29		Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
		Family Life	MEMBER \$61 / NON-MEMBER \$81
	May 30	Energy	MEMBER \$46 / NON-MEMBER \$61
	· <b>3</b>	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	June 16	Communications	MEMBER \$61 / NON-MEMBER \$81
	ounc 10	Signs, Signals, & Codes	MEMBER \$46 / NON-MEMBER \$61
	June 17	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	June 17-18	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
	June 18	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	June 20	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
	Julie 20	Electricity	MEMBER \$61 / NON-MEMBER \$81
	July 7	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
		Electronics	MEMBER \$46 / NON-MEMBER \$61
	July 8	Geology	MEMBER \$46 / NON-MEMBER \$61
		Personal Management	MEMBER \$61 / NON-MEMBER \$81
	July 9	Insect Study	MEMBER \$46 / NON-MEMBER \$61
	July 9-10	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
	July 10	Communications	MEMBER \$61 / NON-MEMBER \$81
		Astronomy	MEMBER \$46 / NON-MEMBER \$61
	July 11	Family Life	MEMBER \$61 / NON-MEMBER \$81
	July 28	Family Life	MEMBER \$61 / NON-MEMBER \$81
	July 28-29	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
	July 29	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
	In 100 70	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
	July 30	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	I.ele- 74	Chemistry	MEMBER \$46 / NON-MEMBER \$61
	July 31	Soil & Water Conservation	MEMBER \$46 / NON-MEMBER \$61
	August 1	Archaeology	MEMBER \$46 / NON-MEMBER \$61
		Communications	MEMBER \$61 / NON-MEMBER \$81

1-3 DAY LONG S	COUT CLASSES IN PERSON AT H	MNS HERMANN PARK
June 11	Juniors Citizen Scientist	MEMBER \$61 / NON-MEMBER \$81
June 12	aMUSE Junior Journey	MEMBER \$61 / NON-MEMBER \$81
June 13	Juniors Agent of Change	MEMBER \$61 / NON-MEMBER \$81
June 30	Cadettes Citizen Scientist	MEMBER \$61 / NON-MEMBER \$81
July 1	Cadettes Breathe Journey	MEMBER \$61 / NON-MEMBER \$81
July 2	Cadettes MEdia Journey	MEMBER \$61 / NON-MEMBER \$81
July 3	Seniors SOW What Journey	MEMBER \$61 / NON-MEMBER \$81
1-3 DAY LONG S	COUT CLASSES IN PERSON AT H	MNS SUGAR LAND
May 29	Juniors Agent of Change	MEMBER \$61 / NON-MEMBER \$81
May 30	Cadettes MEdia	MEMBER \$61 / NON-MEMBER \$81

HOUSTON MUSEUM of NATURAL SCIENCE

# **MUSEUM STORE**































The museum store has science kits, toys, puzzles and so much more, no matter if you're 1 or 101. And as a member, you'll always save 20% off every purchase in the store. Shop online or in-store.

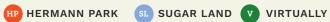
Museumstore.hmns.org



**Virtual Scouts at HMNS Scouts BSA** 

#### Class available (at):





# **Additional**









Distinguished Conservation Service Awards Program Elective Badge



# **Scouts BSA**

#### **Virtual Classes**

# 

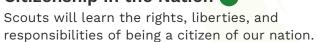


Explore how our local governments work within their community and their part within the community.

Prerequisites: 3,7a, b&c, and 8 to be presented during class



# Citizenship in the Nation V



Prerequisites: 5, 7 & 8



# Citizenship in the World V



How do different countries get along? Do events affect a country's economy, security, and health of its citizens? Scouts will discuss international relations, the various political systems and what it means to be a world citizen.

Prerequisites: 7



# **Information Key:**



Field Trip Permission



# Family Life V

Scouts will learn the roles families play within the community, the importance of family life, and how to strengthen their own families.

Prerequisites: 3, 4, 5 and 6ab - family meeting instructions are found in the prerequisite workbook



# Mining in Society V

From deep in the ground to your dinner table, learn the processes, dangers, and environmental impacts of mining.

Prerequisites: None



# Personal Management 🔻



Explore budgets, finance, and investment strategies. This merit badge is recommended for older scouts.

Prerequisites: 2a, b, c, & d, 8A-D, and postrequisites 1, 9 & 10



# Soil & Water Conservation V



Explore the practices of conservation involving soil and water and the care of these natural resources.

Prerequisites: 5b & 7e



	1-DAY VIRTUAL SCOUT C	LASSES	
	June 3 @ 9:00 A.M.	Citizenship in the Community	MEMBER \$65 / NON-MEMBER \$85
	June 4 @ 1:00 P.M.	Citizenship in the World	MEMBER \$65 / NON-MEMBER \$85
	June 17 @ 9:00 A.M.	Personal Management	MEMBER \$65 / NON-MEMBER \$85
	June 18 @ 1:00 P.M.	Citizenship in the Nation	MEMBER \$65 / NON-MEMBER \$85
	June 24 @ 1:00 P.M.	Citizenship in the Community	MEMBER \$65 / NON-MEMBER \$85
BSA	June 25 @ 9:00 A.M.	Family Life	MEMBER \$65 / NON-MEMBER \$85
Scouts BSA	June 26 @ 1:00 P.M.	Mining in Society	MEMBER \$65 / NON-MEMBER \$85
Scc	July 8 @ 1:00 P.M.	Family Life	MEMBER \$65 / NON-MEMBER \$85
	July 9 @ 9:00 A.M.	Citizenship in the Nation	MEMBER \$65 / NON-MEMBER \$85
	July 10 @ 1:00 P.M.	Personal Management	MEMBER \$65 / NON-MEMBER \$85
	July 15 @ 9:00 A.M.	Citizenship in the Community	MEMBER \$65 / NON-MEMBER \$85
	July 16 @ 9:00 A.M.	Citizenship in the World	MEMBER \$65 / NON-MEMBER \$85
	July 17 @ 1:00 P.M.	Soil & Water Conservation	MEMBER \$65 / NON-MEMBER \$85

# **Extended Day Operations**

#### **Health and Safety**

The health and safety of our guests is always our first priority. The Summer Camp at HMNS and Summer Scouts programs have extensive health and safety procedures and staff training in place every year. For this summer, please visit hmns.org/summercamp for updates regarding health and safety information for summer camp and Scouts programming.

#### **Accessibility**

We are happy to accommodate children with disabilities. Please notify the Summer Camp Director or the Scout Program Manager of your child's disabilities and needs PRIOR to your child's first day in the program.

If you have a Scout or camper who may need assistance to complete activities or badge requirements, a parent or caregiver should expect to stay in the room to assist. The individual that accompanies the camper or Scout must pass a background check. Please contact the Scout Program Manager at 713-639-4631 or the Summer Camp Director at 713-639-4651 to discuss any accommodations to help your child be successful at the Museum.

Help us help your child by completing the health profile tool via the Campdoc Online Management Tool for summer campers and Scouts at the Houston Museum of Natural Science and notifying us of any disabilities, allergies, accessibility concerns, behavioral, psychological or emotional concerns, or any other needs.

#### **Inclement Weather Policy**

In the event of inclement weather we will make every effort to make an announcement about camp and summer scouts closure as quickly as possible. Updated information will be sent directly to registered patrons via email. Please see Page 49 of the camp catalog for information on Cancellations, Refunds, or Exchanges.

# **Emergency Contact Information** or to Leave a Message

Please call the Education Office at 713-639-4651 or 713-639-4625 or the Scout Office at 713-639-4631 and a staff member will deliver your message to the appropriate person. After 5:20 P.M., please contact Museum Services at 713-639-4601 and a staff member will deliver your message to the staff in the Extended Day program classrooms.

#### Questions

Email us at **summercamp@hmns.org** or leave a voice message with the camp registrar at **713-639-4625**. View all camp information at **hmns.org/summercamps**.

For Scouts, email us at **scouts@hmns.org**. View all Scout information at **hmns.org/scouts**.

#### **Before and After Camp or Class**

Before and After Camp or Class provide a fun and safe experience for campers or Scouts who need to arrive before 10 A.M. or stay after 3 P.M. All campers and Scouts are supervised by adults. Extended Day is only available to registered HMNS summer campers or scouts. Extended Day is not available in Sugar Land during Summer Scout weeks.

Note: Not available in Sugar Land the weeks of May 29-30, June 16-18 and 20, July 7-11, and July 28-August 1.

#### **Before Camp or Class**

CLASS TYPE	TIMES	PRICE
Five-Day Week	8–10 A.M.	\$60
Four-Day Week	8–10 A.M.	\$48
Three-Day Week	8–10 A.M.	\$36

Registrants must be checked in at the sign-in table in the museum each morning.

Registrants are supervised as they play games or watch a movie. Registrants are escorted to their classroom at 9:45 A.M.

#### **After Camp or Class**

CLASS TYPE	TIMES	PRICE
Five-Day Week	3 – 5:30 P.M.	\$70
Four-Day Week	3 – 5:30 P.M.	\$56
Three-Day Week	3 – 5:30 P.M.	\$42

Registrants are escorted to the after classrooms at the end of the day. Registrants are supervised as they play games or socialize in the classrooms. A snack is provided in the afternoon.

Registrants **must be picked up by 5:30 P.M.,** after which an extra charge of \$1.00 per minute will be applied.

# **Parking**

Summer can be a busy time at the Houston Museum of Natural Science! Space is limited, please allow yourself some extra time when bringing your child to, and collecting your child from, our summer programs. Parents are welcome to park in the Museum Garage for free.

#### Parking in the Museum Garage

Summer Camp or Summer Scouts patrons utilizing the Museum Garage will need to display the SUMMER CAMP PARKING PASS hang-tag. The SUMMER CAMP PARKING PASS will be emailed to all registered patrons prior to your scheduled week of camp or scouts. The SUMMER CAMP PARKING PASS will also be available in the Education or Scout Office in the museum. The SUMMER CAMP PARKING PASS will provide FREE exit from the Museum Garage.

#### **Alternate Parking**

#### ADDITIONAL FREE PARKING OPTIONS INCLUDE

- Free 3-hour parking lot directly off the Circle, by the statue of Sam Houston
- Free 3-hour parking lot in the McGovern Centennial Gardens
  - O. I. . I. . I.
- Free 3-hour parking lot near Miller Outdoor Theatre
- Free-daily parking near the Zoo **E F G H**

# ADDITIONAL PAID PARKING OPTIONS (AT YOUR OWN COST)

- Metered parking on the streets around the Museum District
- Museum Medical Tower
- Museum of Fine Arts, Houston
- Children's Museum Houston
- Holocaust Museum Houston



# Museum Day/Lunch

# Summer Camper Drop-Off/ Pick-Up Curbside Carpool Service

Summer Camp at HMNS will operate a camper drop-off and pick-up line during the weeks summer camp is in session. This service will be limited to members of the museum. We will offer a limited number of "Summer Camp at HMNS Carpool Passes" per week when summer camp is in session. The service will be available to purchase online at **hmns.org** 

Prior to the camp week, patrons will receive a Summer Camp Carpool email requesting information for the carpool service including names of campers using the service and the authorized adults allowed to pick up those campers. Once that information is completed, they will receive a SUMMER CAMP CARPOOL PASS.

Summer Camp at HMNS patrons utilizing the drop-off and pick-up service will need to display the SUMMER CAMP AT HMNS CARPOOL PASS on their dash. The Dropoff and Pick-up carpool line will be on Hermann Park Drive in the "Bus Loading Zone."

#### NOTE

- The Drop-Off Pick-Up service has a limited number of member spots per week.
- Not available the weeks of June 9-13, June 30-July 3, and July 21-25
- Not available at the Sugar Land Museum.

#### **DETAILS**

- Available to HMNS Members exclusively.
- \$50 per week for a Summer Camp at HMNS Staff member to escort your camper to and from the camp classrooms and to ensure authorized pickup and signature.
- Limited availability per week.
- Summer Camp will operate the carpool drop-off and pick-up line curbside in the bus loading zone along Hermann Park Drive.
  - The Drop-Off morning service will operate from 9:00-9:45 A.M., Tuesday-Friday. NO CARPOOL DROP-OFF SERVICE ON MONDAY MORNINGS\*(\*or the first day of the week).
  - The Pick-Up afternoon service will operate from 3:30-4:15 P.M., Monday-Friday.
- Camper drop-off service not available on Monday mornings (or the first day of the week). Please utilize the Museum Garage or alternate parking, and escort your camper inside the museum to complete summer camp pick-up authorizations, order lunch, and orient yourself and your child to the camp layout.
- Camp patrons can purchase the service in advance online at **hmns.org**.
  - Limited quantities might be available on site the week of camp if not sold out online.
- Camp patrons must be authorized to pick up designated camper, and all the names of campers to be picked up must be provided to the program coordinator at the time of purchase. Any changes to camper pickup must be communicated to the program coordinator no later than 1 P.M. the day of service.
- Patrons using the service must display "Summer Camp at HMNS Carpool Pass" on their dash.

#### Hours

Camp/Class	10 A.M3 P.M.	Daily
Extended Day AM	8–10 A.M.	Daily
Extended Day PM	3-5:30 P.M.	Daily

#### **Museum Teachers and Assistants**

All of our teachers are certified school teachers or museum professionals. They all have experience working with children and enjoy hands-on interactive activities. All of our teachers and assistants have passed a background check. All merit badge counselors are registered through BSA. Additionally, all BSA class instructors (including Merit Badge Counselors) are required to have current BSA Youth Protection Training certification.

#### Attire

Campers and Scouts should dress in comfortable clothes and closed-toe shoes that may get messy. Scout uniforms are optional unless an activity or field trip requires a uniform.

#### **Electronic Devices**

Bringing valuables like cell phones, electronic games, etc. to the Museum for use during lunchtime and extended day is at the discretion of the parent, and HMNS is not responsible for loss or damage to camper or scout's valuables.

#### Supervision

Campers and Scouts are supervised at all times and are escorted on restroom breaks. Parents are not permitted to stay in the classroom. If you feel that your child is unable to remain in camp or Summer Scouts without you for more than a few minutes, you probably should wait a year before you send him/her to camp or Summer Scouts. Our summer programs promote independent learning and socialization. Parents are not allowed to remain in the classroom during program hours.

Camper and Scout behavior expectations are posted in each room and are emphasized throughout the week. Classroom rules are: listen carefully and follow instructions, participate in classroom activities, respect others, respect property, and have fun learning. In case of a severe behavior problem, we will call you and ask you to pick up your child. At our discretion, your child may be allowed to return to camp or summer scouts the following day.

#### Lunch

Campers and Scouts can bring a lunch or order a lunch to be delivered. Campers ages 6-12 are supervised in a camp room while they eat lunch. Campers eat their lunch while watching an educational video. No videos or movies are shown during instructional time in camp. Scouts do watch movies and also have educational videos to complete merit badge requirements.

In case of severe food allergies, it is not possible for us to monitor what other children bring to the Museum. We are NOT a nut-free zone.

#### **HMNS Hermann Park**

We are thrilled to have Sodexo as our partner providing dining options at the Houston Museum of Natural Science main Museum location. Sodexo offers limited box lunch options from The Periodic Table Café and Elements Grill.

Campers and Scouts can pre-order a meal to be delivered by Catering by Periodic Table. To order a lunch for your child from Catering by Periodic Table, please visit hmns.ezplanit.com/#/welcome. Orders must be placed before 10:15 A.M. the day before. Campers are not permitted to purchase a meal during supervised lunchtime. Contact the Periodic Table Café at 713-639-4699.

#### **HMNS Sugar Land**

For campers and Scouts attending the HMNS Sugar Land location, you may bring a lunch from home. Please check **hmns.org/summercamps** for any updates regarding lunch orders in Sugar Land.

# Registration

#### **Priority Member Registration Dates**

On-line registration for both in-person and virtual summer camps and Scout classes is available at **hmns.org.** Online registration is required for all camps and Scout classes. We are unable to accept registrations over the telephone.

HMNS membership must be current at FAMILY LEVEL OR ABOVE to take advantage of early registration dates. Your membership must be valid at time of registration and during your purchased program. Please upgrade or renew your membership if necessary to enable early registration. You may do this at hmns.org/member.

Monday, November 25, 2024
H.P. ATTWATER SOCIETY

Tuesday, November 26, 2024 FAMILY FLEX AND ABOVE

Tuesday, December 3, 2024
FAMILY AND ABOVE

Monday, March 3, 2025
GENERAL PUBLIC

**Note:** Online registration begins at 12:01 A.M. on the date indicated.

#### Cancellations, Exchanges, Refunds

Due to the high demand for camp and class spaces, all sales will be considered final.

In the event a camp or scout class does not meet the minimum enrollment, the Museum reserves the right to cancel. If a camp or class is cancelled by the Museum because it did not meet minimum enrollment, patrons will have the option to transfer to another camp or class or receive a full refund.

In the event of a camp or scout class cancellation due to inclement weather, including the period of time required to re-open the facilities after the immediate weather incident has passed, there will be no refunds or exchanges.

#### Other restrictions:

- Registrations are not transferable from child to child.
- Patrons who cancel a camp or class or want to switch their child from one camp or class to another will receive a 50% refund of the cost of a cancelled or dropped camp or class if notification is received at least 10 business days before that camp ro class is scheduled to start.
- In order to receive the 50% refund, patrons must contact the Education Department in writing. Email: summercamp@hmns.org or scouts@ hmns.org. Mail: Summer Camps at HMNS, Houston Museum of Natural Science, 5555 Hermann Park Drive, Houston, TX 77030

• There are no refunds for camps or scout classes dropped less than 10 days before the camp or class begins.

#### **Discounts**

#### **REFER A FRIEND**

Share your HMNS summer adventures with a friend. Refer a friend to Summer Camp at HMNS or Summer Scouts at HMNS and you'll both receive a discount of \$25! Your friend will get \$25 off one HMNS Summer Camp or one five day Summer Scouts Class and you'll get \$25 credit toward your next purchase.

After your purchase, you will receive a special single-use code to share with a friend. If they use the code to complete an eligible purchase, they will receive the discount automatically in their cart. After they have completed their purchase, please email the confirmation of your purchase as well as theirs to summercamp@hmns.org, and we can issue the \$25 credit to your account for a future purchase.

#### SECOND SUMMER

Are you ready for another summer of science adventures? If you attended Summer Camps at HMNS or Summer Scouts at HMNS in 2023 or 2024 – don't wait! Returning campers or Scouts receive \$25 off one Summer Camp or Five-Day Summer Scout Class.

Second Summer discount codes will be sent via email to eligible participants when your member level opens. If you are not a member, you will receive your code when sales open to the general public on March 3. If you have not received your unique second summer discount code when sales open for your membership level, please email summercamp@hmns.org.

Please visit hmns.org/summercamp or hmns.org/scouts or email summercamp@hmns.org for more information. Please note that discounts cannot be combined on one individual Summer Camp or Summer Scout Class. Discounts cannot be applied to Museum District Explorers. Discounts do not apply to Four, Two, and One-Day Summer Scout Classes or Virtual Summer Scout Classes.

#### **Quick Links**



**Summer Camps Email** summercamp@hmns.org



**Summer Camp Info** hmns.org/summercamp



**Scouts Email** scouts@hmns.org



**Summer Scouts Info** hmns.org/scouts



# Our Partners in Science

The Houston Museum of Natural Science is exceptionally grateful to the following 2023-24 Partners in Science, whose annual contributions advance our mission to provide world-class exhibitions and science education programming to the Houston community and beyond.

#### \$100,000+

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