



Spring Break Camp 2019

March 25: Iggy Peck, Architect

Become an amazing architect, just like Iggy Peck! Learn about a few of Iggy's favorite buildings, what makes them wonderful, and even make your own! This day will be packed full of fun architect challenges.

Time/Location	Activity
7:30 - 8:30 Adventure Rm	Early Care
8:30 - 9:00 Museum	Drop Off Window
9:00 - 9:30 STEAM Lab	Introduction/Rules ,Icebreakers, Group Games
9:30– 10:30 STEAM Lab	Make your own stained glass window
10:35 - 11:15	Museum group exploration
12:00- 12:50 STEAM Lab	Lunch
1:00 – 1:45 Museum	Bridge building
2:00 - 2:45 STEAM Lab	Museum group exploration
1:30 – 3:00 STEAM Lab	Straw rockets
3:00 - 3:20 Kitchen	Build Your own Snack tower
3:35- 4:00 STEAM Lab	Clean up
4:00 - 4:30 STEAM Lab	Pick Up Window
4:30 - 5:30 STEAM Lab	Late Care



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March 26: Beautiful Oops

It's okay to make a mistake. Beautiful Oops! is all about blunders in art and science that lead to major break-throughs. Penicillin, the Slinky and pacemakers were all discovered by accident! Campers will use the scientific method to make beautiful art, learn about the art of letting go, and how to embrace anything that comes their way.

Time/Location	Activity
7:30 - 8:30 Adventure Rm	Early Care
8:30 - 9:00 Museum	Drop Off Window
9:00 - 9:30 STEAM Lab	Introduction/Rules ,Icebreakers, Group Games
9:30– 10:30 STEAM Lab	Pendulum painting
10:35 - 11:15	Museum group exploration
12:00- 12:50 STEAM Lab	Lunch
1:00 – 1:45 Museum	Newspaper painting
2:00 - 2:45 STEAM Lab	Museum group exploration
1:30 – 3:00 STEAM Lab	Chalk creations
3:00 - 3:20 Kitchen	Fruit media snack
3:35- 4:00 STEAM Lab	Clean up / pack –up bathroom break
4:00 - 4:30 STEAM Lab	Pick Up Window
4:30 - 5:30 STEAM Lab	Late Care



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March 27: Grimm's Fairy Tales

Can you build a structure as tall as Rapunzel's Tower? How could we design a house sturdy enough to withstand the huffing and puffing of a big bad wolf? What could Peter Pan use to fly if he ran out of fairy dust? We will use engineering principles to answer these questions and more.

Time/Location	Activity
7:30 - 8:30 Adventure Rm	Early Care
8:30 - 9:00 Museum	Drop Off Window
9:00 - 9:30 STEAM Lab	Introduction/Rules ,Icebreakers, Group Games
9:30– 10:30 STEAM Lab	Meet the tortoise and the hare
10:35 - 11:15	Museum group exploration
12:00- 12:50 STEAM Lab	Lunch
1:00 – 1:45 STEAM Lab	Humpty Dumpty egg Experiments
2:00 - 2:45 STEAM Lab	Cinderella Castle Building
1:30 – 3:00 Museum	Museum group exploration
3:00 - 3:20 Kitchen	Snow white apples
3:35- 4:00 STEAM Lab	Clean up
4:00 - 4:30 STEAM Lab	Pick Up Window
4:30 - 5:30 STEAM Lab	Late Care



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March 28: The Science of Magic in Harry Potter

Your young witches and wizards have now been sorted into Discovery House! Students will discover the muggle science behind popular wizarding disciplines of Potions, Herbology, the Care of Magical Creatures, and Transfiguration. Campers will also meet Pemberton the Great Horned Owl and create their own magic wands.

Time/Location	Activity
7:30 - 8:30 Adventure Rm	Early Care
8:30 - 9:00 Museum	Drop Off Window
9:00 - 9:30 STEAM Lab	Introduction/Rules ,Icebreakers, Group Games
9:30– 10:30	Outside: Nature/Garden Walk – Gather 6 Herbology specimens Herbology: Create Herbology Field Guide
10:35 - 11:15	Museum group exploration
12:00- 12:50 STEAM Lab	Lunch
1:00 – 1:45 Museum	Museum group exploration
2:00 - 2:45 STEAM Lab	Pemberton
1:30 – 3:00 STEAM Lab	Owl Pellets
3:00 - 3:20 Kitchen	White yogurt wands
3:35- 4:00 STEAM Lab	Clean up / pack up
4:00 - 4:30 STEAM Lab	Pick Up Window
4:30 - 5:30 STEAM Lab	Late Care



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March 29: Where the Wild Things Are

Let the Wild Rumpus begin! This week is all about the great outdoors. We are heading outside to learn about Tennessee's native plants and animals as we hike and wade through Murfree Spring. We'll spend the day investigating the wild things in our wetlands and meet a few of our own wild things that live here at the Discovery Center.

Time/Location	Activity
7:30 - 8:30 Adventure Rm	Early Care
8:30 - 9:00 Museum	Drop Off Window
9:00 - 9:30 STEAM Lab	Introduction/Rules ,Icebreakers, Group Games
9:30– 10:30	Wetland walk
10:35 - 11:15 Museum	Museum group exploration
12:00- 12:50	Lunch
1:00 – 1:45	Catch and release
2:00 - 2:45 Museum	Museum group exploration
1:30 – 3:00	Boots
3:00 - 3:20 Kitchen	TN native Snack
3:35- 4:00 STEAM Lab	Wild thing design
4:00 - 4:30 STEAM Lab	Pick Up Window
4:30 - 5:30 STEAM Lab	Late Care