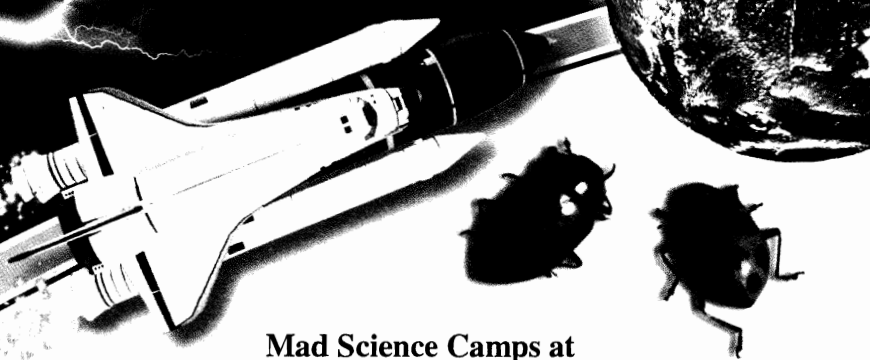




# Summer Science Experience



Mad Science Camps at  
Gethsemane Lutheran School  
2410 Stillwater Road  
Maplewood, MN 55119

**MAD SCIENCE EXPRESS**    Ages 6 to 10    Fee \$103  
**June 29-July 2, 2009**    Mon-Thurs    1:00-4:00pm  
All aboard! Take a ride on the Mad Science Express as we roll through a variety of science topics. At stops along the way you: make "mad mucus" and map out the human body, design and build a water filtration system, play nature scavenger hunt, see a rocket launch and build a telescope to take home.

**ROCKET BLAST OFF**    Ages 7 to 12    Fee \$108  
**July 7-10, 2009**    Tues-Fri    1:00-4:00pm  
This action packed week focuses solely on rockets and rocket flight. Learn about model rocket design, building, aerodynamics, propulsion, launching, safety, recovery, and repair. Take part in daily launches. Take home your own rockets and an abundance of model rocket knowledge. This class is a blast for boys and girls alike.

**EUREKA**    **New**    Ages 7 to 12    Fee \$115  
**July 20-24, 2009**    Mon-Fri    9:00-Noon  
Discover and create with team challenges! Solve problems each day using basic materials, simple machines, tips from world famous inventors and the most important thing of all - your mind. You might be shipwrecked on a desert island, under siege in the middle ages, or time warped into the future and you need to make a light saber. You and your team can meet the challenge.

**RED HOT ROBOTS**    Ages 8 to 14    Fee \$162  
**July 27-31, 2009**    Mon-Fri    9:00-Noon  
Join us for a week of fun and learn all about the science of robotics. Discover the science behind gears and how robots use sensors to explore the world around them. Learn about artificial intelligence and build your very own remote controlled OWI Robotic Arm Edge.

**ROBOTS AND ROCKETS FOR GIRLS**    Ages 7 to 12    Fee \$147  
**August 3-7, 2009**    Mon-Fri    9:00-Noon  
Calling all girls! Join other girls exploring robots and rockets with hands-on activities. Have fun experimenting with five different robots with various sensor and transportation systems. Build your own OWI Rockit robot to take home and learn to program the Lego Roverbot your team builds for the obstacle course challenge. Build your own model rockets to take home and take part in rocket launches. Learn about women pioneers in these fields

[www.madscience.org](http://www.madscience.org)

**SECRET AGENT**

**August 10-14, 2009**

**Mon-Fri**

**Ages 7 to 12 Fee \$122**

**9:00-Noon**

Sharpen your under-cover skills; use spy technology to listen in on secret conversations. Take home your Spyglasses. Send and retrieve top secret messages with your own Code Kit. Your fingerprinting techniques will help solve the safe robbery case. Use a laser beam to identify voices. Build a secret safe and attempt to defeat several security systems

**ADVANCED ROBOTICS**

**August 10-14**

**Mon-Fri**

**Ages 8 to 14 Fee \$167**

**1:00-4:00pm**

Build robots from the ground up using the Lego Mindstorms™ Robotics System. Program a robot to use a variety of sensors that enable it to explore its environment. Give your robot a mind of its own with artificial intelligence. Build your own OWI Kabuto Mushi wireless remote robot to take home.

**SCHOOLHOUSE CHESS BEGINNER TO INTERMEDIATE**

**July 13-17, 2009**

**Mon-Fri**

**Ages 6 to 12 Fee \$122**

**9:00-Noon**

Chess is fun, Schoolhouse Chess camp is super fun. Schoolhouse Chess brings the game of chess to life using creative personalities. You will be captivated by our imaginative characters and learn chess with ease. Play a game with our gigantic chess set – the biggest you have ever seen! The camp covers all the rules, strategies and tactics and is appropriate for beginners through intermediate players.



**SCHOOLHOUSE CHESS INTERMEDIATE TO ADVANCE**

**Aug 3-7, 2009**

**Mon-Fri**

**Ages 7 to 12 Fee \$122**

**1:00-4:00pm**

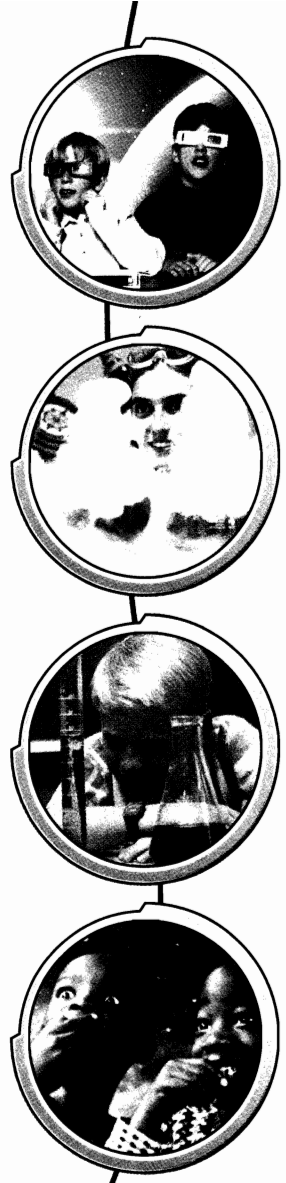
This camp will teach you or help refine your chess tactics & strategies to make you a winner! Intermediate students will learn the higher concepts of chess notation, “en passant”, forks, pins, and swarming. Advanced players will learn principles of openings, mid-game strategies, and how to play the endgame. Registrants must have taken the beginner course or have equivalent chess skills.

**Easy Ways to Sign-Up**

1. Register online at [www.madscience.org/mn](http://www.madscience.org/mn) (Choose green Registration tab at top of page)
2. Mail registration form & payment to Mad Science, 519 Payne Ave, St. Paul, MN 55130 (Checks payable to Mad Science)
3. Fax sign-up form with credit card authorization to 651-793-5723

Camp location is **Gethsemane Lutheran School, 2410 Stillwater Road, Maplewood, MN 55119**

Need more information? Call Mad Science at 651-793-5721



**Mad Science Camp at Gethsemane Lutheran School**

Return registration and payment to Mad Science office at 519 Payne Avenue, St. Paul, MN 55130

Name \_\_\_\_\_ Birth date \_\_\_\_\_ School \_\_\_\_\_

Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_

Home phone \_\_\_\_\_ E-mail \_\_\_\_\_

Parent/Guardian \_\_\_\_\_ Work # \_\_\_\_\_ Cell # \_\_\_\_\_

Parent/Guardian \_\_\_\_\_ Work # \_\_\_\_\_ Cell # \_\_\_\_\_

Health concerns or allergies \_\_\_\_\_

Once your fee is received you are registered. Confirmations will not be mailed. Your registration form and money will be returned if there is not sufficient enrollment for the camp to run.

Camp Name \_\_\_\_\_ Fee \$ \_\_\_\_\_

Camp Name \_\_\_\_\_ Fee \$ \_\_\_\_\_

Camp Name \_\_\_\_\_ Fee \$ \_\_\_\_\_ Total \$ \_\_\_\_\_

Charge my: \_\_\_\_\_ MasterCard \_\_\_\_\_ VISA \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

Exp. Date: \_\_\_\_\_ Authorized signature \_\_\_\_\_

Print name on credit card \_\_\_\_\_

Card address if different \_\_\_\_\_



**Sparkling  
Imaginative  
Learning**

[www.madscience.org](http://www.madscience.org)