

Eureka!

Discover and Create! Each day campers are given a series of challenges they must overcome using basic materials, simple machines, tips from world famous inventors and the most important thing of all – their minds. The camp involves a team-based approach to problem solving.

Daily Themes

Rock, Paper, Scissors

It is the middle ages and you are under siege. All you have at your disposal is paper, scissors and ... duct tape. Can your team build a fort for protection? What will you do?

Shipwrecked Day 1 and Day 2!

If you were stranded on a desert island how would you survive? You will need to build shelter, find food and water, protect yourself and your mates from the elements and find a way off the island.

Whiz Kidz

Did you know that an accident can become a great invention? Did you know that kids have invented some of the gadgets we use every day? With household materials to work with, you'll be put to the challenge of solving a problem.

Science Fiction. Science Fact (not in 4 day camp)

Journey to the future and examine the ultramodern inventions of the 23rd century. Then design the future - today. Make your own 3' long light saber and ride the hovercraft.