

STEAM Camp

Ages 4 – 6



Explore science, engineering, technology, art, and math (STEAM) with us!

Daily Schedule

9 AM Campers Arrive

9 – 9:30 AM – Games in the courtyard and a quiet/focused activity for those not feeling active

9:30 AM – Snack and Story time (in the courtyard or in the museum if weather is yucky – snack will be outside undercover first)

10 AM – Explore and have an adventure

11:30 AM – Lunch in the park

12 – 12:30 PM – Games

12:45 PM – Back to the courtyard for parent pickup—share our favorite parts of the day

Day 1

Science

- Go over rules, orientation and expectations
- Make group agreements (learn how to be kind to your friends)
- What is a scientist? How can we learn to ask questions and be scientists?

Day 2

Technology

- Review Agreements
- What is technology?
- Practice using scissors to cut out shapes

Day 3

Engineering

- Review Agreements
- What is an engineer? Train Engineer vs other types of Engineer's
- Building Bridges – what designs can hold the? (coffee can full of sand?)

Day 4

Art

- Review Agreements
- What is Art? Why is art important in the world?
- Make some outdoor sculpture art like Andy Goldsworthy. Check out the quilt show and make our own art in the FIG Studio

Day 5

Math

- Review Agreements
- What is math? Why is it important to learn to count?
- Learn about money and play some money games.