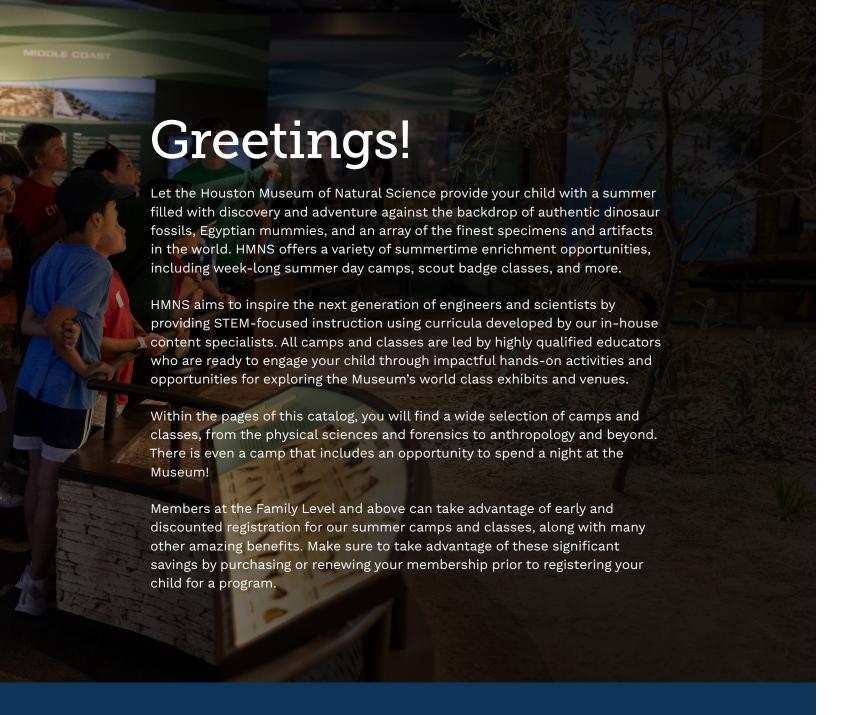
HOUSTON MUSEUM of NATURAL SCIENCE

SUMMER The state of the s

SUMMER CAMPS SHMNS

SCOUTS@HMNS

Scouts@HMNS is generously supported by Oxy



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 Theater 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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In-Person & Virtual Summer Camps 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.

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.

HMNS Virtual Summer Camps

are summer camps that have been specifically designed for a virtual format.

Virtual camps provide around one hour of educational engagement for your child every day for one week, live interaction with one of our skilled educators, self-guided learning opportunities for kids, though parents are always welcome to participate, and individual supply boxes for camp specific supplies.

An HMNS Educator will be on a virtual call to interact with campers, lead them in activities and answer questions.

DETAILS:

- Camps are delivered via Zoom and facilitated by one museum educator and one moderator. You will receive an email delivering additional information the Wednesday morning prior to your start date for each virtual camp booked.
- CAMP SUPPLIES from the museum will be provided to you for virtual camps. We assume campers have basic school supplies such as washable markers, scissors, tape, etc. but will send materials specific to the camp activities.
- You will have the opportunity to SELECT YOUR PREFERRED DELIVERY METHOD —either MAIL or PICK UP AT THE MUSEUM —during the checkout process. Shipping is included in the price of each camp; if you would prefer to pick up your supplies, please let us know! Email summercamp@hmns.org to request a date to pick up your supply box.
- If your supply box needs to be MAILED to an address other than the ADDRESS ON FILE with your HMNS Membership or online account, PLEASE EMAIL summercamp@hmns.org ASAP after completing your purchase.
- If you select to pick up your supply box at the museum, you will receive an email the Monday prior to your scheduled virtual camp with details about pick-up at the museum.

Quick Links



Summer Camps Email summercamp@hmns.org



Summer Camp Info hmns.org/summercamp

Class available at:





Classes for ages

(or entering Grades 1 or 2)

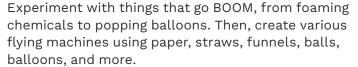
Art Smart III SL



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 Blast Offs 🐽 👊





Build it Big 🚥 💷



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.

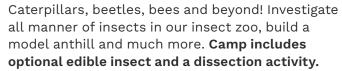
Crazy for Coding in si



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 🖽 👊





Da Vinci Science 🖽



From gizmos and gadgets to ingenious inventions, come discover Leonardo and his amazing contraptions. Build and test your own inventions and explore the Renaissance world.

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 🖽 🖘





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 🖽 🖘





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



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

Mummies and Mysteries III



Come and meet our resident mummies, discover mummy-making secrets, explore how the pyramids were constructed, and a whole lot more on this ancient Egyptian adventure!

Riveting Robots! III SI



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



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.

Science of the Round Table III



Create a coat of arms, build a castle, and discover how to defend it. Construct a catapult and lay siege to the enemy. The coat of arms, castle, and catapult are yours to take home.

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 Cadet m si



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.

Storm Chasers III



Tame a twister, battle a blizzard, hunt a hurricane, and much more as you explore and experiment to discover nature's awe-inspiring fury!

Storybook Science m



Bring some your favorite stories to life! Experiment with engineering, and chemistry, as you explore science and history page by page.

Super Human Science School III



Explore superpowers and superheroes using science! Discover your super-science powers as you create your own character and costume to attend a superhero secret-hideout meeting.

Trainer Camp 🖽



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!

Waterworks III



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 🐽 🖘





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

World Explorers III



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!

Class available at:





Classes for ages

(or entering Grades 3 or 4)

Camper must be at least 8 years of age by September 1, 2024

Amazing Animals 🐽



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

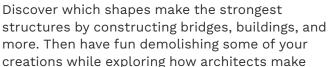


Be dazzled by the science behind makeup, jewelry, lotions, and more! You'll learn the chemistry and culture behind beauty, as you prepare your own concoctions and create your own jewelry.

Build it Big III III

buildings strong.





Camp Half Blood III



Come discover mythical monsters, 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 in



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 🖽 🖘





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 🐽



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!

Exhibit Designers si



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 III



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 III



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 🐽



Explore a new field of science each day. Participate in the scientific method with hands-on experiments and activities, from astronomy to physics and beyond!

Kitchen Chemistry III SL





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 ⊞ SI



Using LEOG®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 ⊞ SL





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.

Nature's Fury III



Journey to the center of the Earth and encounter earthquakes, visit volcanoes, and tame tsunamis. Build a volcano and make it erupt, create earthquake proof structures, and more.

Puzzler III



Construct games to play and take home. Engage in challenging puzzles and discover how to solve them. Get ready for tournament play on Friday as you challenge your friends and exercise your new skills.

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 Pilot



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 III



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 III



Distill drinking water, discover how to navigate by the stars, build your own compass and more. Participate in a survivor competition at the end of the week. Camp includes optional bug tasting activity.

Trainer Camp III



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 HD



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!

Weird Science ID SL



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

Wizard Science Academy III SL



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

Class available at:





Classes for ages

10-12

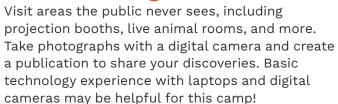
(or entering Grades 5-7)

Camper must be at least 10 years of age by September 1, 2024

Advanced Crime Scene Investigators III

Experiment further with blood spatter, fingerprint lifting, forensic anthropology and more. At the end of the week, you will hunt for and process evidence to solve a mysterious crime! Please Note: this camp deals with issues of crime and death. May not be suitable for more sensitive investigators.

Backstage Pass 🐽



Camp Half Blood in

Come discover mythical monsters, 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 🐽 👊





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.

Eco-Engineers III



Explore the amazing creatures and biomes of our planet. Create snacks and homes for local wildlife, experiment with green energy by discovering how to build a better battery, and more.

Escape Camp III



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!

Full Tilt Physics 🖽



Test the laws of physics with collisions and crashes. Experiment with hydraulics and pressure to make things go! Use what you learn to build a Rube Goldberg Machine.

Get Set To Be a Vet E



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 ⊞ 🖘



Using LEOG®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 III



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 🚥



Use a variety of materials to build and take home a modular lamp, a custom frame for your pendulum art. Experiment with conductivity using unusual everyday objects.

Maker Lab Beta 🚥



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

Master Spy Camp (III) 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 (III) SL





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



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 EP



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

Senior Space Commanders 🖽 🖘



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 m



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 🖽 🖘





Explore wizard pets, herbs, herpetology, the physics of flight and the chemistry behind potions. Create your own book of potions and craft a costume! This camp includes dissection.

Calendar

May **THROUGH**

FOUR DAY WEEK DUE TO THE MEMORIAL DAY HOLIDAY

MEMBER \$236 **NON MEMBER \$284**

Ages Ages Ages 6 - 78-9 10-12 Booms and Blast Offs Crime Scene Investigators **Eco-Engineers** Build It Big Dino Claws & Shark Jaws **Full Tilt Physics** Junior Paleontologist MINECRAFT ™ Mania Get Set to Be a Vet LEGO ™ Robotics Junior Science Magic Nature's Fury Kitchen Chemistry **Treasure Hunters** Trainer Camp II **Riveting Robots!** Weird Science Rome Around the World Shark Camp Ages Ages Ages 6 - 78-9 10-12 MINECRAFT ™ Mania Junior Science Magic Wizard Science Academy II Kitchen Chemistry Weird Science **Riveting Robots!**

June **THROUGH** MEMBER \$295

NON MEMBER \$355

Exhibit Designers

Ages Ages Ages 6 - 78-9 10-12

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

Ages Ages Ages 6 - 78-9 10-12 LEGO ™ Robotics Art Smart Kitchen Chemistry **Creepy Crawlies** Master Spy Camp

June

THROUGH

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

Ages Ages Ages 8-9 10 - 126 - 7Art Smart Camp Jupiter Advanced Crime Scene Investigators Booms and Blast Offs Kitchen Chemistry Back Stage Pass Da Vinci Science LEGO ™ Robotics Camp Half Blood Junior Paleontologist Master Spy Camp Design and Destroy Junior Science Magic MINECRAFT ™ Mania Escape Camp Man's Best Friend Nature's Fury Full Tilt Physics Mummies and Mysteries Survivor Maker Lab Beta **Riveting Robots! Trainer Camp** Senior Space Commanders Shark Camp Treasure Hunters World Explorers Wizard Science Academy Ages Ages Ages 6 - 78-9 10-12

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

June **17**[™]**-18**[™] 20^T-21ST

> FOUR DAY WEEK DUE TO JUNETEENTH

MEMBER \$236 **NON MEMBER \$284**

Ages Ages Ages 6 - 78-9 10-12 Advanced Crime Scene Art Smart **Amazing Animals** Investigators Booms and Blast Offs Camp Half Blood Back Stage Pass Junior Paleontologist Dino Claws & Shark Jaws Camp Jupiter Junior Science Magic Full S.T.E.A.M. Ahead Design and Destroy Mummies and Mysteries Kitchen Chemistry Get Set to Be a Vet **Riveting Robots!** Master Spy Camp LEGO ™ Robotics Science of the Round Table MINECRAFT ™ Mania Maker Lab Beta Storybook Science Puzzler Senior Space Commanders **Trainer Camp** Shark Camp Wizard Science Academy II Waterworks Survivor Wizard Science Academy Weird Science World Explorers Ages Ages Ages 6 - 78-9 10-12 Build It Big Crime Scene Investigators Master Spy Camp **Creepy Crawlies Exhibit Designers** MINECRAFT ™ Mania

Ages

10 - 12

June

THROUGH

NON MEMBER \$355

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

Ages Ages Ages 6 - 78-9 10-12 Art Smart **Amazing Animals Back Stage Pass** Booms and Blast Offs Camp Half Blood Camp Jupiter Build it Big Crime Scene Investigators Design and Destroy Junior Paleontologist Dino Claws & Shark Jaws Get Set to Be a Vet Junior Science Magic Kitchen Chemistry Mad Scientist Lego Robotics Movie Monster Maker Master Museum Camp Mummies & Mysteries Master Spy Camp **Riveting Robots!** MINECRAFT Mania Senior Space Commanders Science of the Round Table Survivor Wizard Science Academy II Shark Camp **Trainer Camp** Waterworks Wizard Science Academy World Explorers Ages Ages Ages 6 - 78-9 10-12

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

Museum District Explorers**

July

THROUGH

MEMBER \$295 NON MEMBER \$355

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

Ages

6 - 7

Booms and Blast Offs Build it Big Crazy for Coding Creepy Crawlies Junior Paleontologist Junior Science Magic Master Museum Camp Mummies & Mysteries

Riveting Robots! Space Cadet Trainer Camp

Wizard Science Academy

Ages 6 - 7

Kitchen Chemistry Art Smart MINECRAFT ™ Mania Crazy for Coding Weird Science

Ages

8-9

Camp Jupiter

Fast and Furious

Lego Robotics

Shark Camp

Ages

8-9

Ages

Shark Camp

Kitchen Chemistry

Master Spy Camp

MINECRAFT Mania

Super Science Magic

Crime Scene Investigators

Dino Claws & Shark Jaws

Eco-Engineers Culinary Hero Get Set to Be a Vet **Mad Scientist** Master Spy Camp Museum District Explorers** Paleontology 101

Back Stage Pass

Camp Half Blood

Ages 10 - 12

Ages

10 - 12

Investigators

Back Stage Pass

Advanced Crime Scene

Movie Monster Maker

July

THROUGH

THREE-DAY WEEK MEMBER \$177 NON MEMBER \$213

Ages 6 - 7 Ages 8-9 Ages 10-12

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

Ages 6 - 7

Booms and Blast Offs **Exhibit Designers Riveting Robots!**

Ages 8-9

> Build It Big Master Spy Camp

10-12

Ages

LEGO ™ Robotics

July **THROUGH**

MEMBER \$295 NON MEMBER \$355

Ages

6 - 7

Crazy for Coding **Creepy Crawlies** Junior Paleontologist Junior Science Magic Kitchen Chemistry Master Museum Camp **Riveting Robots! Space Cadet** Storm Chasers

Booms and Blastoffs

Wizard Science Academy

Ages 6 - 7 8-9 Bedazzled Build it Big Camp Half Blood Fast and Furious

Eco-Engineers Culinary Hero Full S.T.E.A.M. Ahead Get Set to Be a Vet Lego Robotics **Mad Scientist** Master Spy Camp Maker Lab Alpha MINECRAFT Mania

Master Spy Camp Trainer Camp II Super Science Magic

Ages Ages 8-9 10-12

No camps available at the Sugar Land location

Ages

10-12

Calendar

July

MEMBER \$295

NON MEMBER \$355

THROUGH

Ages 6 - 7 Ages 8-9

Ages 10-12

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

Ages 6 - 7 Ages 8-9 Ages 10-12

Booms and Blast Offs Junior Paleontologist Wizard Science Academy

Crime Scene Investigators LEGO ™ Robotics

Design and Destroy

August

MEMBER \$295 **NON MEMBER \$355** **MUSEUM DISTRICT **EXPLORERS** MEMBER \$630 **NON MEMBER \$770**

Booms and Blast Offs Junior Paleontologist Junior Science Magic Kitchen Chemistry Man's Best Friend **Riveting Robots!**

Shark Camp

Super Human Science School

Ages 6 - 7

Junior Paleontologist Junior Science Magic Space Cadet

Ages 8-9

MINECRAFT ™ Mania Wizard Science Academy

August

THROUGH

MEMBER \$295 **NON MEMBER \$355** Ages Ages 6 - 78-9 Art Smart

Booms and Blast Offs **Creepy Crawlies** Junior Paleontologist Junior Science Magic Shark Camp

Super Human Science School Wizard Science Academy

Bedazzled **Extreme Machines** Full S.T.E.A.M. Ahead Kitchen Chemistry LEGO ™ Robotics Master Spy Camp MINECRAFT ™ Mania

Space Pilot Super Science Magic **Backstage Pass** Camp Half Blood Camp Jupiter Culinary Hero Escape Camp Master Spy Camp Movie Monster Maker

Ages Ages 6 - 78-9

10-12

Ages

No camps available at the Sugar Land location

July

Ages

LEGO ™ Robotics Master Spy Camp MINECRAFT ™ Mania

Bedazzled

Ages

8-9

Amazing Animals

Extreme Machines

Space Pilot Super Science Magic Wizard Science Academy

Ages 10-12

Ages

10-12

Investigators

Camp Jupiter

Culinary Hero

Escape Camp

Maker Lab Alpha

Back Stage Pass

Camp Half Blood

Advanced Crime Scene

Senior Space Commanders

Museum District Explorers**

5-DAY VIRTUAL SUMMER CAMPS				
Classes for ages	Junior Paleontologist Investigate how our resident dinosaurs lived, died, and were discovered by paleontologists.	June 3 rd –7 th	9:00 A.M.	MEMBER \$90 NON MEMBER \$105
(or entering Grades 1 or 2) Camper must be at least 6 years of age by September 1, 2024	Mummies & Mysteries Explore how Egyptian mummies were made and the pyramids were built. Then write your name in the hieroglyphics and create your own magic amulets.	June 8 th –12 th	9:00 A.M.	MEMBER \$90 NON MEMBER \$105
Classes for ages	Crime Scene Investigators Develop your observations skills and explore the world of forensic science! Please note: This camp will discuss real-life issues of crime and death. Please note: May not be suitable for more sensitive investigators.	June 15 th –19 th	11:00 A.M.	MEMBER \$90 NON MEMBER \$105
(or entering Grades 3 or 4) Camper must be at least 8 years of age by September 1, 2024	Master Spy Camp Learn mysterious codes to send covert messages to your friends, build spy gadgets, and more!	July 10 th –14 th	11:00 A.M.	MEMBER \$90 NON MEMBER \$105
Classes for ages 10-12	Master Spy Camp Learn mysterious codes to send covert messages to your friends, build spy gadgets, and more!	July 22 th -26 th	1:00 P.M.	MEMBER \$90 NON MEMBER \$105
(or entering Grades 5–7) Camper must be at least 10 years of age by September 1, 2024	Wizard Science Academy II Discover the science behind the herbs and herpetology of the wizard world, the chemistry behind magical potions and how to care for wizard pets.	July 24 th -28 th	1:00 P.M.	MEMBER \$90 NON MEMBER \$105



Scouts@HMNS is generously supported by Oxy



Virtual & In-Person Summer Scout Information

In-Person

HMNS In-Person Scout Classes are badge classes for 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. Please 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 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 on the Lower Level. 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 Scout Health Forms and Permission Slips, and your child's name and emergency information will be added to the sign-in card.

SELF-RELEASE:

- For SELF-RELEASE, Scouts who are in SCOUTS BSA, CADETTE Girl Scouts, or SENIOR Girl Scouts may be given permission by a guardian to sign themselves in and out of class. At the main museum, Scouts will be released at 3:00 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 3:45, will be escorted back to extended day and a parent will have to come in and sign them out of class. A parent must be present on the first day of class in the classroom to give permission for their scout to check themselves in and out.
- Extended Day self-checkout for SCOUTS BSA
 or CADETTE or Senior GIRL SCOUTS: 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. Please have a designated location for
 picking up your scout that you have discussed
 with them beforehand.

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 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.

SCOUTS BSA

Tigers: 1st grade
Wolves: 2nd grade
Bears: 3rd grade
Webelos: 4th-5th gra

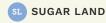
GIRL SCOUTS

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

Scouts at HMNS **Scouts BSA**

Class available at:





Additional







STEM Nova



Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge



Week-Long Summer Classes

Be Prepared ED SL



Learn to be prepared for emergencies, including certification in First Aid/CPR, and to prevent incidents/ emergencies using proactive safety practices. A field trip to the fire station may be included.

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

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



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, the 1940 Air Terminal Museum, and the Sharks! exhibit at HMNS.

Badges Earned: Aviation, Oceanography, and Railroading

Prerequisites: None



Law & Order I



Explore crime prevention in your school and neighborhood and the criminal justice sySTEM. Then try your hand at taking fingerprints. A field trip to the courthouse is included.

Badges Earned: Crime Prevention, Fingerprinting, and Law

Prerequisites: None



Information Key:

Power of Engineering III

mathematics turn ideas into reality.











Badges Earned: Electricity, Engineering, and Nuclear Science

Build electrical circuits, perform an electrical

safety inspection, and design and build a solar

cooker as you explore how science, technology, and

Prerequisites: None



Robot Inventors III



Design and build a robot as you explore how robots move, sense the environment, and are programmed. Discover how inventing involves finding solutions to real-world problems that improve lives.

Badges Earned: Inventing and Robotics

Prerequisites: None



Strategy and Exploration 🕮 💷





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 III



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

1-3 Day-Long Summer Classes

Archaeology m s



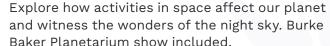
Explore human cultures through the clues they left behind. Examine Museum artifacts, complete a mock dig, and create a cuneiform tablet.

Badges Earned: Archaeology

Prerequisites: None



Astronomy (m) (s1)

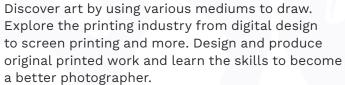


Badges Earned: Astronomy

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



Captured Light III



Badges Earned: Art, Graphics Arts, and Photography Prerequisites: None

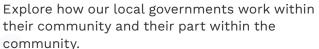


Chemistry III SI

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

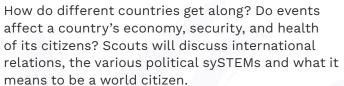




Badges Earned: Citizenship in the Community **Prerequisites:** Requirements 3 & 7a, b,& c



Citizenship in the World ID SI

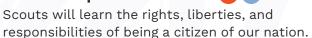


Badges Earned: Citizenship in the World

Prerequisites: None



Citizenship in the Nation III SI



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

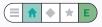


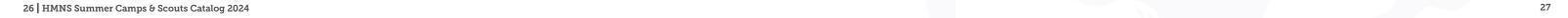
Communications III III



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

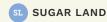




Scouts at HMNS Scouts BSA

Class available at:





Additional **Information Key:**







STEM Nova

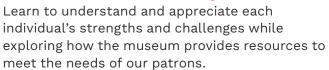


Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

Disabilities Awareness 🖽



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 (SI)

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

Badges Earned: Electricity

Prerequisites: Requirements 2, 8 and 9.

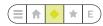


Electronics m

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

Badges Earned: Electronics

Prerequisites: None



Energy III SI



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 2 DAY HP SL





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 🐽 🔢



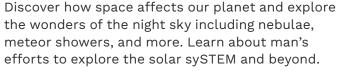
Scouts will learn the roles families play within the community, the importance of family life, and how to strengthen their own families.

Badges Earned: Family Life

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



Final Frontier III



Badges Earned: Astronomy and Space Exploration Prerequisites: Astronomy 4a, b & c, 5d, & 6b



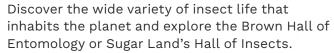
Geology III SI

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

Badges Earned: Geology Prerequisites: None



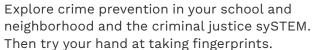
Insect Study ID SL



Badges Earned: Insect Study Prerequisites: Requirements 5 a & b



Law & Order 🖽



Badges Earned: Crime Prevention, Fingerprinting, and Law

Prerequisites: None





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



Personal Management @ 11

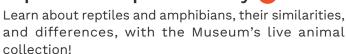


Explore budgets, finance, and investment strategies. This merit badge is recommended for older scouts.

Badges Earned: Personal Management Prerequisites: Requirements 2A & B1-4, 8A-D



Reptile and Amphibian Study III



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



Soil & Water Conservation ID SI



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 SI

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

Badges Earned: Weather Prerequisites: None



Webelos, Cub Scouts, Bears, & Wolves

Class available at:





Additional **Information Key:**









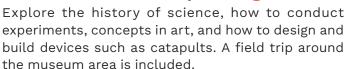
Distinguished Conservation Service Awards Program Elective Badge



Webelos

Week-Long Summer Classes

Webelos S.T.E.A.M. Explorer 🖽



Badges Earned: Earth Rocks; Engineer; Into the Wild; Into the Woods; and Art Explosion

Prerequisites: None



Wayfaring Webelos 🚥 🖘

Become certified in First Aid, learn to prepare for a hike, explore game design, and earn a STEM Nova. A field trip around the museum area is included.

Badges Earned: Build It, First Responder**, Game Design, Tech Talk Nova Award and Webelos Walkabout**

Prerequisites: Required Webelos Adventures



Cub Scouts

Week-Long Summer Classes

Bear Sleuths E



Investigate the world of animals, insects, and plants. 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: Fur, Feathers, and Ferns; Forensics; Marble Madness; Critter Care; and Super

Prerequisites: None



Wolf Pack m



Badges Earned: Adventures in Coins, Air of the Wolf, Code of the Wolf, Cubs Who Care, and Finding Your

Prerequisites: None



Webelos, Bears, & Wolves

1-3 Day-Long Summer Classes

1-2-3 Go! STEM Nova 🖽 🗈





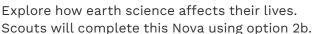
Explore how math affects your daily life, create a secret code, and experiment with graphing and probability. Scouts will complete this Nova using option 2b.

Nova Earned: 1-2-3 Go! STEM Nova

Prerequisites: None



Down and Dirty STEM Nova 🚥



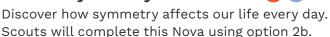
Nova Earned: Down and Dirty STEM Nova

Prerequisites: None



Fearful Symmetry STEM Nova 🕮 🖘





Nova Earned: Fearful Symmetry STEM Nova

Prerequisites: None



Nova WILD! STEM Nova III



Learn about wildlife and the natural world around you. Scouts will complete this Nova using option 2b.

Nova Earned: Nova WILD! STEM Nova

Prerequisites: None



Science Everywhere STEM Nova 🖽 💷



Explore how science affects your everyday life.

Nova Earned: Science Everywhere STEM Nova

Prerequisites: None



Swing! STEM Nova III SL



Explore engineering and simple machines. Scouts will complete this Nova using option 2a.

Nova Earned: Swing! STEM Nova

Prerequisites: None



Out of this World STEM Nova 🐽



Investigate our Solar System and space exploration. Scouts will complete this Nova using option 2b.

Nova Earned: Out of this World STEM Nova

Prerequisites: None



Uncovering the Past STEM Nova III SI



Explore Archaeology, tour Hall of Ancient Egypt and create a petroglyph. Scouts will complete this Nova using option 2b.

Nova Earned: Uncovering the Past STEM Nova

Prerequisites: None



Girl Scouts

Class available at:





Additional **Information Key:**







STEM Nova



Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

Girl Scouts

Week-Long Summer Classes

Brownies Discovery SL



Learn steps for first aid and game design. Create outdoor inspired art with different mediums and investigate inventions while building a better mouse

Journey Earned: First Aid, Inventor, Making Games, Outdoor Art Creator, and Painting

Prerequisites: None



Brownies on the Go! III



Discover facts about your community and family. Learn about the moon, stars, and the universe. Then, explore Hermann Park while hiking and hunting for letterboxes.

Journey Earned: Celebrating Community, My Family Story, Hiker, Space Science Adventurer, and Letterboxer

Prerequisites: None



Cadette Coder III



Explore how robots work, how programmers solve problems, and complete a Take Action Project at the museum.

Journey Earned: Think like a Programmer Journey, Programming Robots badge, Designing Robots badge and Showcasing Robots badge

Prerequisites: None



Juniors Techno-Investigators SL



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.

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

Prerequisites: None



Mechanical Juniors III



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.

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

Prerequisites: None



Program Your World Juniors III



Discover how programmers solve problems and complete a Take Action Project at the museum.

Journey Earned: Think like a Programmer Journey, Programming Robots badge, Designing Robots badge and Showcasing Robots badge

Prerequisites: None



Brownies and Daisies Sugar Land Trails 👊



HMNS at Sugar Land exclusive! Explore insects, dinosaurs, and the depths of the Earth. Conduct science experiments, and discover our Texas wildlife! Girls will receive HMNS Dinosaur Patch and strip patch for each of the five trails.

Journey Earned: None Prerequisites: None



Brownies and Daisies TRAILS Talk



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 and the wonders of space. Girls will receive HMNS Dinosaur Patch and strip patch for each of the five trails.

Journey Earned: None Prerequisites: None



1-3 Day-Long Summer Classes



Juniors will discover the many roles women can accomplish in the world.

Journey Earned: aMUSE Juniors Journey Prerequisites: None

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Brownies Wonders of Water Journey III



Explore the nature of water and its many uses, then discover ways you can help to save this natural resource.

Journey Earned: Wonders of Water Journey

Prerequisites: None

Cadettes Breathe Journey (III) SL



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

Journey Earned: Breathe Journey

Prerequisites: None



Cadettes will examine today's messages in the media with a critical eye.

Journey Earned: Cadettes MEdia Journey

Prerequisites: None



Juniors Agent of Change Journey 😥



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

Journey Earned: Agent of Change Journey

Prerequisites: None



Quest Brownies Journey



Brownies will explore qualities and talents in leadership, connecting with each other, their families, and their communities.

Journey Earned: Quest Brownies Journey

Prerequisites: None



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!

Journey Earned: Seniors Sow What Journey

Prerequisites: None

Brownie and Daisies Tiny TRAILS **



HMNS exclusive! Explore the history of Earth from dinosaurs to gems. Discover the diveristy of our Texas wildlife! Girls will receive HMNS Dinosaur Patch and strip patch for each of the three trails.

Journey Earned: None Prerequisites: None



Calendar

June

THROUGH

MEMBER \$235 **NON MEMBER \$265** Scouts BSA Webelos

Cub Scouts

Girl Scouts

No classes available at the Hermann Park location

Scouts BSA	Webelos	Cub Scouts	Girl Scouts	
Law & Order	No Classes Available	No Classes Available	Brownies and Daisies Sugar Land Trails	

June

THROUGH

MEMBER \$235 NON MEMBER \$265

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

Scouts BSA

Be Prepared** Planes, Trains

and Submarines** **Robot Inventors**

Strategy and Exploration

Scouts BSA

Webelos

Webelos

Webelos STEAM

Science Explorer

Cub Scouts

Cub Scouts

Wolf Pack

Girl Scouts

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

June

THROUGH

NON MEMBER \$265

SUGAR

Scouts BSA

Webelos

Cub Scouts

Girl Scouts

Girl Scouts

Brownies on the Go!

Mechanical Juniors

No classes available at the Hermann Park location

Scouts BSA	Webelos	Cub Scouts	Girl Scouts
Environmental	No Classes	No Classes	Juniors Techno-
Science - 2 Day	Available	Available	Investigators

July **THROUGH**

MEMBER \$235

**BE PREPARED MEMBER \$275

NON MEMBER \$265

NON MEMBER \$315

Scouts BSA

Webelos

Webelos

Wayfaring

Webelos

Webelos

Cub Scouts

Girl Scouts

No classes available at the Hermann Park location

Scouts BSA	Webelos	Cub Scouts	Girl Scouts
Be Prepared**	Wayfaring	No Classes	Brownies
	Webelos	Available	Discovery

July

THROUGH

MEMBER \$235 NON MEMBER \$265

**BE PREPARED, PLANES, TRAINS AND SUBMARINES, AND THAT'S ENTERTAINMENT MEMBER \$275 NON MEMBER \$315

Be Prepared**

Planes, Trains and Submarines** Power of Engineering That's Entertainment**

Scouts BSA

Scouts BSA

Cub Scouts

Bear Sleuths

Cub Scouts Girl Scouts

Girl Scouts

Cadette Coder

Brownies and

Daisies TRAILS Talks

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

Calendar

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1-3 DAY LONG SCOUT	CLASSES IN PERSON AT HMNS	HERMANN PARK
T 40th	Chemistry	MEMBER \$46 / NON MEMBER \$61
June 10 th	Citizenship in the Community	MEMBER \$61 / NON MEMBER \$81
June 10 th – 11 th	Environmental Science 2 DAY	MEMBER \$152 / NON MEMBER \$187
T 44th	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
June 11 th	Soil & Water Conservation	MEMBER \$46 / NON MEMBER \$61
	Energy	MEMBER \$46 / NON MEMBER \$61
June 12 th	Personal Management	MEMBER \$61 / NON MEMBER \$81
	Signs, Signals & Codes	MEMBER \$46 / NON MEMBER \$61
	Communications	MEMBER \$61 / NON MEMBER \$81
June 13 th	Family Life	MEMBER \$61 / NON MEMBER \$81
	Reptile and Amphibian Study	MEMBER \$46 / NON MEMBER \$61
	Citizenship in the Nation	MEMBER \$61 / NON MEMBER \$81
June 14 th	Insect Study	MEMBER \$46 / NON MEMBER \$61
	Mining in Society	MEMBER \$46 / NON MEMBER \$61
July 1 st	Geology	MEMBER \$46 / NON MEMBER \$61
	Communications	MEMBER \$61 / NON MEMBER \$81
	Law & Order 3 DAY	MEMBER \$141 / NON MEMBER \$171
July 1 st – 3 rd	Captured Light 3 DAY	MEMBER \$141 / NON MEMBER \$171
outy 1 – 5	The Final Frontier 3 DAY	MEMBER \$141 / NON MEMBER \$171
	Program Your World 3 DAY	MEMBER \$141 / NON MEMBER \$171
July 2 nd	Citizenship in the Nation	MEMBER \$61 / NON MEMBER \$81
outy Z	Disabilities Awareness	MEMBER \$46 / NON MEMBER \$56
July 2 nd – 3 rd	Environmental Science 2 DAY	MEMBER \$152 / NON MEMBER \$187
July 3 rd	Archaeology	MEMBER \$46 / NON MEMBER \$61
outy 3	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
Index 22nd	Electronics	MEMBER \$46 / NON MEMBER \$61
July 22 nd	Family Life	MEMBER \$61 / NON MEMBER \$81
July 23 rd	Citizenship in the Nation	MEMBER \$61 / NON MEMBER \$81
July 23 rd – 24 th	Environmental Science 2 DAY	MEMBER \$152 / NON MEMBER \$187
July 24 th	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
July 25 th	Citizenship in the Community	MEMBER \$61 / NON MEMBER \$81
,	Chemistry	MEMBER \$46 / NON MEMBER \$61
July 26 th	Astronomy	MEMBER \$46 / NON MEMBER \$61
July 20	Communications	MEMBER \$61 / NON MEMBER \$81

1-3 DAY LONG SCOUT CLASS	SES IN PERSON AT HMNS SUG	AR LAND
June 3 rd	Citizenship in the Community	MEMBER \$61 / NON MEMBER \$81
June 5 rd	Weather	MEMBER \$46 / NON MEMBER \$61
June 4 th	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
Julie 4	Geology	MEMBER \$46 / NON MEMBER \$61
June 5 th	Insect Study	MEMBER \$152 / NON MEMBER \$187
June 5 th – 6 th	Environmental Science 2 DAY	MEMBER \$46 / NON MEMBER \$61
June 6 th	Communications	MEMBER \$61 / NON MEMBER \$81
June 7 th	Astronomy	MEMBER \$46 / NON MEMBER \$61
oune /	Family Life	MEMBER \$61 / NON MEMBER \$81
June 24 th	Personal Management	MEMBER \$61 / NON MEMBER \$81
June 24 th – 25 th	Environmental Science 2 DAY	MEMBER \$152 / NON MEMBER \$187
June 25 th	Citizenship in the Nation	MEMBER \$61 / NON MEMBER \$81
June 26 th	Citizenship in the Community	MEMBER \$61 / NON MEMBER \$81
June 27 th	Chemistry	MEMBER \$46 / NON MEMBER \$61
Julie 27	Soil & Water Conservation	MEMBER \$46 / NON MEMBER \$61
June 28 th	Archaeology	MEMBER \$46 / NON MEMBER \$61
ouric 20	Communications	MEMBER \$61 / NON MEMBER \$81
T1 4 Eth	Communications	MEMBER \$61 / NON MEMBER \$81
July 15 th	Signs, Signals & Codes	MEMBER \$46 / NON MEMBER \$61
July 16 th	Electricity	MEMBER \$90 / NON MEMBER \$105
July 10	Family Life	MEMBER \$61 / NON MEMBER \$81
July 17 th	Mining in Society	MEMBER \$46 / NON MEMBER \$61
July 17 ···	Weather	MEMBER \$46 / NON MEMBER \$61
July 18 th	Citizenship in the Nation	MEMBER \$61 / NON MEMBER \$81
June 18 th – 19 th	Environmental Science 2 DAY	MEMBER \$152 / NON MEMBER \$187
July 19 th	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
August 5 th	Citizenship in the World	MEMBER \$61 / NON MEMBER \$81
August	Family Life	MEMBER \$61 / NON MEMBER \$81
August 6 th	Energy	MEMBER \$46 / NON MEMBER \$61
August 6 th	Personal Management	MEMBER \$61 / NON MEMBER \$81

1-3 DAY LONG S	COUT CLASSES IN PERSON AT HMI	NS HERMANN PARK
July 1st	Down and Dirty STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 2 nd	Uncovering the Past STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 3 rd	Out of this World STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 22 nd	Nova Wild! STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 23 rd	Swing! STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 24 th	Science Everywhere STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 25 th	1-2-3 Go! STEM Nova	MEMBER \$61 / NON MEMBER \$81
July 26 th	Fearful Symmetry STEM Nova	MEMBER \$61 / NON MEMBER \$81
1-3 DAY LONG S	COUT CLASSES IN PERSON AT HMI	NS SUGAR LAND
June 24 th	Uncovering the Past STEM Nova	MEMBER \$61 / NON MEMBER \$81
June 25 th	Swing! STEM Nova	MEMBER \$61 / NON MEMBER \$81
June 26 th	Science Everywhere STEM Nova	MEMBER \$61 / NON MEMBER \$81
June 27 th	1-2-3 Go! STEM Nova	MEMBER \$61 / NON MEMBER \$81
June 28 th	Fearful Symmetry STEM Nova	MEMBER \$61 / NON MEMBER \$81

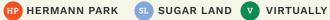
1-3 DAY LONG S	COUT CLASSES IN PERSON AT HMNS	HERMANN PARK
July 1st	Seniors Sow What Journey	MEMBER \$61 / NON MEMBER \$81
July 1 st – 3 rd	Program Your World Juniors 3 DAY	MEMBER \$141 / NON MEMBER \$171
July 1 st – 3 rd	Brownie and Daisies Tiny TRAILS 3 DAY	MEMBER \$141 / NON MEMBER \$171
July 2 nd	Cadettes Breathe Journey	MEMBER \$61 / NON MEMBER \$81
July 3 rd	Juniors Agent of Change	MEMBER \$61 / NON MEMBER \$81
July 22 nd	Juniors Agent of Change	MEMBER \$61 / NON MEMBER \$81
July 23 rd	aMUSE Junior Journey	MEMBER \$61 / NON MEMBER \$81
July 24 th	Cadettes Media	MEMBER \$61 / NON MEMBER \$81
July 25 th	Brownie Wonders of Water Journey	MEMBER \$61 / NON MEMBER \$81
July 26 th	Brownies Quest Journey	MEMBER \$61 / NON MEMBER \$81
1-3 DAY LONG S	COUT CLASSES IN PERSON AT HMNS	SUGAR LAND
June 26 th	Cadettes MEdia	MEMBER \$61 / NON MEMBER \$81
August 5 th	Cadettes Breathe Journey	MEMBER \$61 / NON MEMBER \$81
August 6 th	aMUSE Juniors Journey	MEMBER \$61 / NON MEMBER \$81

Girl Scouts

Scouts BSA Virtual Scouts at HMNS

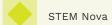
Class available (at):













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



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

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.



Additional 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 & B1-4, 8A-D, and postrequisites 1, 9 & 10.



Reptiles & Amphibians Study V



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

Prerequisites: 8a or b & 9a or c.



Soil & Water Conservation



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

Prerequisites: 5b & 7e.



Scouts BSA

1-DAY VIRTUAL SCOUT CLASSES			
June 4 th @ 9:00 A.M.	Personal Management	MEMBER \$65 / NON MEMBER \$85	
June 6 th @ 1:00 P.M.	Citizenship in the Community	MEMBER \$65 / NON MEMBER \$85	
June 11 th @ 1:00 P.M.	Family Life	MEMBER \$65 / NON MEMBER \$85	
June 12 th @ 9:00 A.M.	Citizenship in the World	MEMBER \$65 / NON MEMBER \$85	
June 25 th @ 1:00 P.M.	Reptiles & Amphibians Study	MEMBER \$65 / NON MEMBER \$85	
June 26 th @ 9:00 A.M.	Citizenship in the Nation	MEMBER \$65 / NON MEMBER \$85	
June 27 th @ 1:00 P.M.	Citizenship in the World	MEMBER \$65 / NON MEMBER \$85	
July 9 th @ 9:00 A.M.	Citizenship in the Nation	MEMBER \$65 / NON MEMBER \$85	
July 10 th @ 9:00 A.M.	Family Life	MEMBER \$65 / NON MEMBER \$85	
July 11 th @ 1:00 P.M.	Soil & Water Conservation	MEMBER \$65 / NON MEMBER \$85	
July 16 th @ 9:00 A.M.	Citizenship in the Community	MEMBER \$65 / NON MEMBER \$85	
July 17 th @ 1:00 P.M.	Citizenship in the World	MEMBER \$65 / NON MEMBER \$85	
July 18 th @ 1:00 P.M.	Family Life	MEMBER \$65 / NON MEMBER \$85	
July 23 rd @ 9:00 A.M.	Mining in Society	MEMBER \$65 / NON MEMBER \$85	
July 24 th @ 1:00 P.M.	Citizenship in the Community	MEMBER \$65 / NON MEMBER \$85	
July 25 th @ 9:00 A.M.	Personal Management	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 and special needs. Please notify the Summer Camp Director or the Scout Program Manager of your child's disabilities and special 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 special needs 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 special 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 available on our **camp hotline at 713-639-4652** and announced on social media. If camp or summer scouts is closed due to inclement weather, there will be no 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.

Note: Not available in Sugar Land the weeks of June 3-7, June 24-28, July 15-19, and August 5-6.

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
Two-Day Class (Summer Scouts only)	8–10 A.M.	\$24
One-Day Class (Summer Scouts only)	9–10 A.M.	\$12

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
Two-Day Class (Summer Scouts only)	3 – 5:30 P.M.	\$28
One-Day Class (Summer Scouts only)	3 – 5:30 P.M.	\$14

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

A Summer Camp or Summer Scouts patrons utilizing the museum garage will need to display the SUMMER CAMP PARKING PASS hangtag. 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 B

• Free-daily parking near the Zoo **E F G H**

- Free 3-hour parking lot in the McGovern Centennial Gardens C
- Free 3-hour parking lot near Miller Outdoor Theatre
- Outdoor Theatre

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 weeksof June 13–17, July 5–8 or July 25–29.
- 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 1pm 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.

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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 earlyregistration. You may do this at **hmns.org/** member.

Monday, November 27th, 2023 PRESIDENT'S CIRCLE

Tuesday, November 28th, 2023 **FAMILY FLEX AND ABOVE**

Tuesday, December 5th, 2023 **FAMILY AND ABOVE**

> Friday, March 1st, 2024 **GENERAL PUBLIC**

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

Cancellations, Exchanges, Refunds

The Museum reserves the right to cancel camps or classes that do not meet minimum enrollment. If a camp or class is cancelled by the Museum, patrons will have the option to transfer to another camp or class or receive a full refund.

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 \$25 off one HMNS Summer Camp or one week-long Summer Scout Class or \$10 off of on Virtual HMNS Summer Camp or Summer Scout Class!

SECOND SUMMER

Are you ready for another summer of science adventures? If you attended Summer Camps at HMNS or Summer Scouts at HMNS in 2022 or 2023 – don't wait! Returning campers or scouts receive \$25 off one Summer Camp or one weeklong Summer Scout Class. To receive your Second Summer discount, please reach out to summercamp@hmns.org, and we can provide you your unique second summer discount code to use at check-out.

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.

DETAILS

- Due to the high demand for camp and class spaces, each sale will be considered final.
- Registrations are not transferable from child to
- 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 or 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.

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.

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Morgan Stanley

SUMMER COMPS OF HMNS

HOUSTON MUSEUM of NATURAL SCIENCE

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