

LUS

SUMMER PROGRAMS 2026







SCOUTS @HMNS



AVAILABLE AT HMNS HERMANN PARK & HMNS SUGAR LAND

Greetings!

Let the Houston Museum of Natural Science provide your child with a summer filled with discovery and adventure, set against the backdrop of authentic dinosaur fossils, Egyptian mummies, and an array of the world's finest specimens and artifacts. HMNS offers a variety of summertime enrichment opportunities, including week-long summer day camps, scout badge classes, and more.

HMNS aims to inspire the next generation of engineers and scientists by providing STEM-focused instruction using curricula developed by our in-house content specialists. All camps and classes are led by highly qualified educators who are ready to engage your child through impactful, hands-on activities and opportunities to explore the Museum's world-class exhibits and venues.

Within the pages of this catalog, you will find a wide selection of camps and classes, from the physical sciences and forensics to anthropology and beyond. There is even a camp that includes an opportunity to spend a night at the Museum.

New and noteworthy options, designed to serve different age groups:

Little Learners (ages 4-5): These engaging single-day science classes are designed to foster independence and discovery for our youngest explorers. Your child's love for science will bloom as they explore, create, and perform in these interactive, hands-on classes. Our expert educators are committed to providing a safe, inclusive, and stimulating environment where every child feels encouraged to express their natural curiosity and creativity.

The Lab (ages 13-14): HMNS now offers one-day, in-depth courses for teens who have outgrown camp but are not yet ready to become Teaching Assistants or join the Moran Ecoteen Program. Each session includes a discussion with subject-matter specialists, hands-on problem-solving activities, and a visit to either a Museum hall, venue, or behind-the-scenes area.

Members at the Family Level and above can take advantage of early discounted registration for our summer camps and classes, along with many other amazing benefits. Be sure to take advantage of these significant savings by purchasing or renewing your membership before registering your child for a program.

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 Theatre 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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Summer Camp 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.

Please note the weeks of June 15-18 and June 29-July 2 are four-day weeks.

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.

Quick Links



Summer Camp Email summercamp@hmns.org



Summer Camp Info hmns.org/summercamp

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.
- Summer Camp at the Houston Museum of Natural Science is not childcare facility, daycare facility, or a before- or after-school program and is not licensed by the State of Texas.
- Summer Camp program conducts background checks on all program employees and volunteers using info from TX DPS.

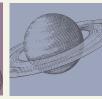
Yet another reason to be an HMNS member!











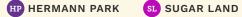
Priority registration and discounted pricing on the city's best science camps.

Get first dibs on everything camp as a member.

Purchase or upgrade your membership now!



Camps available at:





Camps for ages

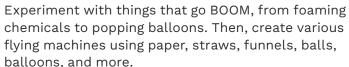
(or entering Grades 1 or 2)

Camper must be at least 6 years of age by September 1, 2026

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 Blastoffs ED SL





Build It Big III

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 SL



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 HP



Caterpillars, beetles, bees and beyond! Investigate all manner of insects in our insect zoo, build a model anthill and much more. Camp includes optional edible insect and a dissection activity.

Gadgets & Gizmos HP



What makes a gadget? What even is a gizmo? Explore groundbreaking inventions from history and investigate the minds of inventors like Leonardo da Vinci! Learn about contraptions throughout time and make your very own gadget to take home.

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 🚌 🚮



Become a scientific wizard! Mix bubbling potions, make objects vanish into thin air, and levitate mysterious items using secret physics powers. Amaze your family with jaw-dropping "magic" at the spectacular magic show extravaganza!

Kitchen Chemistry HP 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.

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.

Mummies and Mysteries III



Come and meet our resident mummies, learn about hieroglyphs, unearth mummy-making secrets, explore how the pyramids were constructed, and discover more about pharaohs on this ancient Egyptian adventure!

Riveting Robots! III SL



Experiment with gears, electricity, pneumatics, and simple machines to discover how robots move and manipulate objects. Program a mini robot to follow your commands.

Space Cadet HP



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.

Star Warriors Academy III



Is it really possible to control things with the power of your mind? Learn science fact from science fiction when you explore the planets, creatures, androids and vehicles in imaginary galaxies as you learn about the real planets, animals, robots, and cool transportation in your own backyard.

Story Lab SL



Where the magic of storytelling meets the wonders of science! Create a journal for your notes and ideas as you do experiments and discover the Museum page by page as we blend creativity with critical thinking.

Trainer Camp m

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!

T. rex Explorers III



Uncover the wonders of the mighty T. rex! Explore the Museum's exceptional specimens, engage in hands-on activities, creative crafts, and captivating stories to unearth everything, from its towering height and huge sharp teeth to its fascinating habits and habitats.

Waterworks (HP) SL



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 #P



Discover the science behind the care of wizard pets, herbs, herpetology, and the chemistry behind magical potions! Create a 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!

Camps available at:





Camps for ages

(or entering Grades 3 or 4)

Camper must be at least 8 years of age by September 1, 2026

Amazing Animals III

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 HP SL



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.

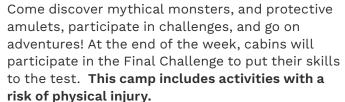
Build It Big 🖽



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.

Camp Half Blood ED SL





Camp Jupiter ED SL



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." This camp includes activities with a risk of physical injury.

Crime Scene Investigators III



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 III



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!

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



Calling all pit crew! 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 with handson experiments and activities, from chemistry to physics and beyond. Create your own scientist's kit that you take home at the end of the week.

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.

LEGO® Robotics III



Program prebuilt unstoppable robot champions! Code lightning-fast machines using LEGO® SPIKE™ Prime to conquer epic challenges and outsmart the competition. Collaborate with fellow engineers to create the ultimate robotic superstars in this thrilling high-tech tournament!

Master Spy Camp (11) 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!

MINECRAFT™ Mania HP 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.

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

Star Warriors Academy III



Is it really possible to control things with the power of your mind? Learn science fact from science fiction when you explore the planets, creatures, androids and vehicles in imaginary galaxies as you learn about the real planets, animals, robots, and cool transportation in your own backyard.

Super Science Magic # SL



Ages 8-9

Unlock the secrets of impossible illusions! Engineer mind-bending levitation contraptions, craft vanishing potions, and master color-changing chemistry. Dazzle audiences with your incredible scientific sorcery at the show-stopping magic spectacular!

Survivor III



Can you survive? YOU BETCHA! Distill drinking water, discover how to navigate by the stars, build a compass, and more. Participate in a survivor competition at the end of the week. Camp includes an optional bug-tasting activity.

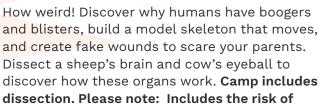
Trainer Camp 🖽



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!

Weird Science HP SL





Wizard Science Academy HP

physical injury with use of scalpels.



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

Camps available at:





Camps for ages

10-12

(or entering Grades 5-7)

Camper must be at least 10 years of age by September 1, 2026

Advanced Crime Scene Investigators III

Uncover the science behind blood stains and spatter, forensic anthropology, and more. Learn how to process evidence and solve a mysterious crime! Please Note: This camp deals with issues of crime and death and may not be suitable for more sensitive investigators.

Backstage Pass III



Camp Half Blood ED SI



Come discover mythical monsters, and 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. Please note: This camp includes activities with a risk of physical injury.

Camp Jupiter III SL

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." Please note: This camp includes activities with a risk of physical injury.

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 the risk of physical injury with the use of preparation knives and other culinary utensils.

Design and Destroy III



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.

Ecology Engineers m



Discover our planet's amazing creatures and biomes! Create snacks and homes for local wildlife, experiment with green energy by building 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 HP SL



Explore the science of speed from acceleration and air resistance to collisions and crashes. Build hovercrafts, cars, planes, and more, then modify them to maximize their velocity. The race is on!

Get Set To Be a Vet III



Discover how vets care for the live animals at HMNS. From handling live animals to dissections, come explore the inner workings of animals! Camp includes dissection. Please note: Includes the risk of physical injury with use of scalpels.

LEGO® Robotics III SL



Program prebuilt unstoppable robot champions! Code lightning-fast machines using LEGO® SPIKE™ Prime to conquer epic challenges and outsmart the competition. Collaborate with fellow engineers to create the ultimate robotic superstars in this thrilling high-tech tournament!

Mad Scientist #P



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 III



Gear up for an electrifying maker experience! Master real power tools while drilling, cutting, and assembling your personalized modular lamp and custom frame for your pendulum art. Experiment with conductivity using professional equipment to create spectacular take-home projects that showcase your advanced building skills. Please note: Includes the risk of physical injury with the use of power tools, under adult supervision.

Maker Lab Beta 🐽



Unleash your inner engineer! Wield hot soldering irons to craft a personalized pendant, build a wooden fidget cube, and try your hand at screen printing! Master powerful tools while designing cutting-edge projects you'll proudly take home! Please note: Includes the risk of physical injury with the use of power tools, under adult supervision.

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!

Movie Monster Maker III SL





Transform into a Hollywood special effects master! Create spine-tingling monsters using professional makeup techniques, then bring them to life through stop-motion animation. Direct your own blockbuster monster movies featuring legendary creatures from around the world! Not recommended for children with a latex allergy.

Museum District Explorers III



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. Includes the risk of physical injury with use of scalpels.

Paleontology 101 m si



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

Senior Space Commanders III



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 III



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. Includes the risk of physical injury with use of scalpels.

Wizard Science Academy II HP



Explore the wizarding world through the lens of science. Learn about herbology, flight physics, and the chemistry behind potion brewing! Create your own book of potions and craft a costume! This camp includes dissection. Includes the risk of physical injury with use of scalpels.

Calendar

June

THROUGH

FIVE-DAY WEEK **MEMBER** \$295 NON-MEMBER \$355

Booms and Blastoffs **Creepy Crawlies** Junior Paleontologist Junior Science Magic Kitchen Chemsitry

Ages

6 - 7

Man's Best Friend Mummies & Mysteries **Riveting Robots**

Ages 6 - 7

Crazy for Coding Junior Paleontologist Waterworks

Ages 8-9

Build it Big Camp Half Blood Dino Claws and Shark Jaws Fast and Furious

Lego® Robotics Minecraft™ Mania Space Pilot Weird Science

Ages 8-9

Bedazzled Minecraft™ Mania

Ages

8-9

Amazing Animals

Ages 10 - 12

Ages

Ages

Ages

10 - 12

10-12

Backstage Pass

Camp Half Blood

10-12

Paleontology 101

Advanced Crime Scene Investigators **Backstage Pass**

Camp Jupiter Escape Camp Full Tilt Physics Mad Scientist Master Spy Camp

FOUR-DAY WEEK DUE TO THE JUNETEENTH HOLIDAY

THROUGH

June

MEMBER \$236 NON-MEMBER \$284 Ages 6 - 7 Ages 8-9

Ages 10-12

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

Ages 6 - 7

Crazy for Coding Story Lab

8-9

Camp Jupiter

Minecraft™ Mania

Ages

Ages

8-9

Bedazzled

Amazing Animals

Camp Half Blood

Full S.T.E.A.M. Ahead

Camp Jupiter

Lego Robotics

Master Spy Camp

Minecraft™ Mania

Star Warriors Academy

Super Science Magic

Bedazzled

Full Tilt Physics

10-12

Ages

Ages

10 - 12

Backstage Pass

Camp Half Blood

Design and Destroy

Ecology Engineers

Get Set to Be a Vet

Maker Lab Beta

Master Spy Camp

Paleontology 101

Senior Space Commanders

15

Advanced Crime Scene Investigators

June

THROUGH

FIVE-DAY WEEK

MEMBER \$295 NON-MEMBER \$355

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

Ages 6 - 7

Art Smart Booms and Blastoffs Build it Big Junior Paleontologist Junior Science Magic Mummies & Mysteries **Riveting Robots**

Trainer Camp

Ages 6 - 7

Camp Jupiter Dino Claws and Shark Jaws Fast and Furious Kitchen Chemistry Lego Robotics Master Spy Camp Minecraft™ Mania Werid Science Wizard Science Academy

Ages

No camps available at the

Sugar Land location

8-9

Ecology Engineers Escape Camp Full Tilt Physics Get Set to Be a Vet **Mad Scientist** Museum District Explorers**

Senior Space Commanders

Advanced Crime Scene Investigators

THROUGH

June

FIVE-DAY WEEK MEMBER \$295 NON-MEMBER \$355 Ages

Booms and Blastoffs

Story Lab

Ages 6 - 7

6 - 7Build it Big **Creepy Crawlies**

Junior Paleontologist Junior Science Magic Kitchen Chemistry **Riveting Robots Space Cadet** Waterworks

Wizard Science Academy

Ages 8-9

Trainer Camp Weird Science

10-12

Camp Jupiter

Ages

Minecraft™ Mania Booms and Blastoffs Junior Paleontologist Super Science Magic

June **THROUGH**

July

FOUR-DAY WEEK DUE TO JULY 4TH HOLIDAY **OBSERVED ON JULY**

MEMBER \$236 NON-MEMBER \$284

Ages 6 - 7

Build it Big

Creepy Crawlies

Booms and Blastoffs

Junior Paleontologist

Junior Science Magic

Star Warriors Academy

Man's Best Friend

Riveting Robots

Space Cadet

Waterworks

Ages 8-9 Ages

10-12

Bedazzled Camp Half Blood

Advanced Crime Scene Investigators **Backstage Pass**

Camp Jupiter **Extreme Machines** Full S.T.E.A.M. Ahead

Camp Half Blood **Culinary Hero** Design and Destroy Kitchen Chemistry

Lego Robotics Maker Lab Beta Master Spy Camp

Minecraft™ Mania Super Science Magic **Trainer Camp**

Master Spy Camp

Paleontology 101 Wizard Science Academy II

Weird Science

Wizard Science Academy

Ages 10 - 12

Ages 6 - 7

Art Smart

Booms and Blastoffs

Minecraft™ Mania

Weird Science

Super Science Magic

Ages

8-9

Movie Monster Maker

THROUGH

July

FIVE-DAY WEEK MEMBER \$295

NON-MEMBER \$355

6 - 7

Ages

Ages 8-9 Ages 10-12

No camps available at the Hermann Park location

Ages 6 - 7

Ages

6 - 7

Ages 8-9 Ages

10 - 12

Ages

10 - 12

Backstage Pass

Camp Jupiter

Culinary Hero

Lego Robotics

Maker Lab Alpha

Master Spy Camp

Tranier Camp II

Ages

10 - 12

Movie Monster Maker

Museum District Explorers**

Get Set to Be a Vet

Art Smart Junior Science Magic **Riveting Robots**

Master Spy Camp Weird Science

Lego® Robotics

July

THROUGH

FIVE-DAY WEEK **MEMBER \$295 NON-MEMBER \$355**

Ages 6 - 7Booms and Blastoffs

Creepy Crawlies

Junior Paleontologist

Junior Science Magic

Star Warriors Academy

Kitchen Chemistry

Riveting Robots

T. rex Explorers

Trainer Camp

Waterworks

Space Cadet

Ages 8-9

Ages 10 - 12

Bedazzled Build it Big

Camp Half Blood Crime Scene Investigators **Extreme Machines**

Full S.T.E.A.M. Ahead Lego Robotics

Master Spy Camp Minecraft Mania

Wizard Science Academy

Ages 6 - 7 Ages 8-9

Super Science Magic Survivor

Backstage Pass Camp Half Blood Camp Jupiter **Culinary Hero** Design and Destroy Get Set to Be a Vet Maker Lab Beta Master Spy Camp Paleontology 101 Wizard Science Academy II

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

Ages

10-12

July

THROUGH

FIVE-DAY WEEK

MEMBER \$295 NON-MEMBER \$355

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

Art Smart Build it Big

Gadgets & Gizmos Junior Paleontologist Junior Science Magic **Riveting Robots** T. rex Explorers

Booms and Blast Offs

Wizard Science Academy World Explorers

Ages 6 - 7

Junior Science Magic Kitchen Chemistry **Riveting Robots**

Ages 8-9

Camp Half Blood Camp Jupiter Crime Scene Investigators Kitchen Chemistry Master Spy Camp Minecraft Mania Space Pilot

Star Warriors Academy Super Science Magic Survivor

Ages 8-9

Master Spy Camp Minecraft™ Mania

Camp Half Blood

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Calendar

SUMMER CAMPS AT HMNS

July

FIVE-DAY WEEK

MEMBER \$295 NON-MEMBER \$355

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

Ages Ages Ages 6 - 78-9 10 - 12Backstage Pass Art Smart Camp Jupiter Booms and Blast Offs Camp Half Blood Crime Scene Investigators Gadgets & Gizmos Master Spy Camp Camp Jupiter Junior Paleontologist Minecraft Mania Culinary Hero Junior Science Magic Space Pilot Get Set to Be a Vet Kitchen Chemistry Lego Robotics Star Warriors Academy **Riveting Robots** Super Science Magic Maker Lab Alpha T. rex Explorers Survivor Master Spy Camp World Explorers Wizard Science Academy Movie Monster Maker Museum District Explorers** Trainer Camp II Ages Ages Ages 6 - 78-9 10-12 **Riveting Robots** Camp Half Blood Master Spy Camp Waterworks Kitchen Chemistry Minecraft™ Mania

August

THROUGH

FIVE-DAY WEEK

MEMBER \$295 NON-MEMBER \$355

6-7	
Booms and Blastoffs	
Junior Science Magic	
Kitchen Chemistry	
Riveting Robots	

Ages

Ages

6 - 7

Star Warriors Academy T. rex Explorers Wizard Science Academy

Master Spy Camp Minecraft™ Mania Space Pilot Super Science Magic Survivor

Crime Scene Investigators

Ages

8 - 9

Lego Robotics

Ages

10-12

Backstage Pass

Camp Half Blood

Camp Jupiter

Culinary Hero

Escape Camp

Ages

10 - 12

Master Spy Camp

Movie Monster Maker

Ages 8-9

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

Health and Safety Summer Camps at HMNS

The museum is continuing to partner with CampDoc to provide an online health information management tool for summer campers at the Houston Museum of Natural Science. Registered patrons will be asked to complete a confidential online health profile for their camper. The profile will include: General Information, Emergency Contacts, Diet and Activity, Allergies, Medications, Over the Counter Drugs, Health History, Immunizations, Healthcare Providers, Authorizations, and Authorized Pick-Ups.

Registered patrons will receive an email from noreply@campdoc.com with the subject: Houston Museum of Natural Science via CampDoc. Please accept the invite and complete the profile for your registered camper or scout. The first round of emails will be sent in May 2026. Patrons that register after May 2026 will automatically receive the CampDoc invitation email.

The body of the email will include...

You've been invited to manage the CampDoc profile for "name of registered participant" at Houston Museum of Natural Science.

To continue, please click "Accept Invite" below. If you already have a CampDoc account, you can add "name of registered participant" after you sign in. Otherwise, you'll be able to create a new account.

Accept Invite

Please accept the invitation for "name of participant" profile as soon as possible.

Houston Museum of Natural Science has requested that all information be completed by "the day before your camp or class is scheduled" at the latest.



For ages 4-5 (or entering PreK 4 or Kindergarten)



8:30 A.M. to 10:30 A.M.

MEMBER \$25 NON-MEMBER \$35





These engaging classes, are designed to foster independence and discovery for children ages 4 to 5. Your child's love for science will bloom as they explore, create, and perform in these interactive, handson classes. Our expert educators are committed to providing a safe, inclusive, and stimulating environment where every child feels encouraged to express their natural curiosity and creativity. At the end of each day, children can showcase what they've learned with a delightful parade and performance during pick-up time. A snack is provided for children in each class.

Participating child must be potty trained. Parents

must stay on site at the museum for the duration of the class. There will be a classroom available for parents near your child's classroom.

For **FAQs** please scan the QR Code

Insect Investigators

Investigate the creepy crawlies of the world. Campers will transform into insects with insect crowns, build a name caterpillar, and explore the parts of an insect by creating their own with Play-Doh. Snack provided: Cheez-Its.

Monday June 15, July 13 and August 10

Dinosaur Roar

Explore your favorite dinosaurs in this twohour class! Get ready to learn about our favorite prehistoric creatures through songs, books, and crafts! Snack: Pepperidge Farm Goldfish. Tuesday
June 16, July 14,
and August 11

Ocean Explorers

Head down into the deep, blue sea in this twohour class! Explorers will create ocean creatures, make an ocean in a bag, and build a coral reef. Snack Provided: Pretzel Sticks. Wednesday June 17, July 15, and August 12

Rocket Rangers

3, 2, 1, Blast-off! Discover what is in outer space as you create a helmet ready for space exploration, create your own constellation, and build a space shuttle of your own. Snack provided: Chex Mix

Thursday
June 18, July 16,
and August 13

Animal Adventurers

Get to know your favorite animals up close and personal. Campers will create their own lion mask, paint animals using an unlikely tool, and work to build enclosures for their favorite creatures. Snack Provided: Ritz Crackers Friday
July 17 and
August 14

Summer Camp Email summercamp@hmns.org





Virtual & In Person Summer Scout Information

Scouts@HMNS is a proud partner of the Sam Houston Area Council of Scouting America. Interested in joining scouts? Visit **beascout.scouting.org**

In-Person

HMNS In-Person Scout Classes are badge classes for Cub Scouts, 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-resources. 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 at 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. Please fill out the health profile tool via Campdoc Online Management Tool sent by email. Which includes, health information, permission slips and curbside pickup for Scouts BSA and Cadette Girl Scouts. Please email ssummercamps@hmns.org if you have not received this email.
- 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. 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 have you fill out a sign-in card with your child's name and emergency information.

CURBSIDE PICKUP:

 For Curbside Pick-up, Scouts who are in SCOUTS BSA, CADETTE Girl Scouts, or SENIOR Girl Scouts may participate in this option, pending signed authorization by a guardian for curbside pick-up on the back of the scout cards in the classroom.

A parent must come in with their scout on the first morning of class to give permission for their scout for curbside pickup and to sign themselves in the next morning of class.. At the main museum, Scouts will be released with their teaching assistants at 3:00P.M. 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 3:30P.M., will be escorted back to extended day.

Extended day self-checkout for Scouts BSA or Cadette or Senior Girl Scouts: parents will need to call their scout when they have arrived and teaching assistants will escort them upstairs. If you cannot reach your child by phone, 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.

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 some virtual classes. We assume Scouts have basic school supplies such as washable markers, scissors, tape, etc. for some activities as needed.

Age

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.

SCOUTING AMERICA

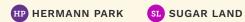
Tigers: 1st grade
Wolves: 2nd grade
Bears: 3rd grade
Webelos: 4th grade
Arrow of Light: 5th grade
Scout BSA: 6th grade
– 17 years old

IRL 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 **Information Key:**







STEM subject areas



Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

Scouts BSA

Week-Long Summer Classes

Be Prepared HP SL 5 Day Class

Learn to be prepared for emergencies, including certification in First Aid/CPR, and to prevent incidents/emergencies using proactive safety practices.

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

Prerequisites: Emergency Preparedness 3b, 4a, 9bd, Fire Safety 5deg, 8cde, First Aid 2b1 and Safety 1abcd, 2ab



Designing Your World HP 5 Day Class

Learn how architecture is more than just a building but a work of art that requires thought and planning. Similarly, learn how landscape architects design and plan outdoor spaces that people will want to visit. A field trip to downtown Houston is included.

Badges Earned: Architecture and Landscape Architecture

Prerequisites: None





Captured Light HP 4 Day Class

Discover art by using various mediums to draw. Explore the printing industry from digital design to screen printing and more. Design and produce original printed work and learn the skills to become a better photographer. Investigate natural and synthetic textiles that protect you from changing temperatures fibers, fires, and fumes.

Badges Earned: Art, Graphics Arts, Photography and Textiles

Prerequisites: None



Death By Natural Causes HP 4 Day Class



Take a spine-tingling look at human health from ancient times to the present day, studying public health through Museum exhibits and exploring health care professions. Have a close encounter with some of the Museum's amphibians, insects and reptiles.

Badges Earned: Health Care Professions, Insect Study, Public Health and Reptile and Amphibians

Prerequisites: Prerequisites Health Care Professions requirement 9 & Reptile and Amphibians 8a or b & 9 a or c.



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, Lone Star Flight Museum, and Moody Gardens Aquarium

Badges Earned: Aviation, Oceanography, and

Railroading

Prerequisites: None



Law & Order III 4 Day Class

Learn about the ways in which the past has led to our present nation and what it means to be an American. Explore crime prevention in your school and neighborhood, learn about the criminal justice system, then try your hand at taking fingerprints.

Badges Earned: American Heritage, Crime Prevention, Fingerprinting, and Law

Prerequisites: None



Power of Engineering



HP SL 5 Day Class

Build electrical circuits, perform an electrical safety inspection, and design and build a solar cooker as you explore how science, technology, and mathematics turn ideas into reality.

Badges Earned: Electricity, Engineering, and Nuclear Science

Prerequisites: None



Robot Inventors SL 5 Day Class

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



That's Entertainment HP 5 Day Class



Create a short film from start to finish using stop-

motion 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



1-2 Day-Long Summer Classes

Archaeology HP

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



Scouts at HMNS Scouts BSA

Class available at:





Additional **Information Key:**







STEM subject areas



Distinguished Conservation Service Awards Program Elective Badge



Scouts BSA

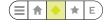
1-2 Day-Long Summer Classes

Chemistry III

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

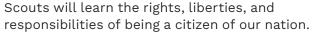


Explore how our local governments work within their community and their part within the community.

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



Citizenship in the Nation (III) (SL)



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





Field Trip Permission







Eagle Scout Badge

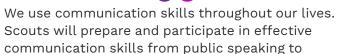
Citizenship in the World IP SL

How do different countries get along? Do events affect a country's economy, security, and health of its citizens? Scouts will discuss international relations, various political systems and what it means to be a world citizen.

Badges Earned: Citizenship in the World

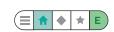
Prerequisites: None

Communications (HP) SL

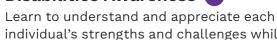


digital communication.

Badges Earned: Communications Prerequisites: Requirements 4, 5 & 8



Disabilities Awareness III



individual's strengths and challenges while exploring how the Museum provides resources to meet the needs of our patrons.

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.



Electronics HP SL



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

Badges Earned: Electronics

Prerequisites: None (**≡ ↑ ♦ E**)

Energy HP

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 (HP) SL 2 Day Class

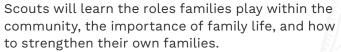


Investigate the interactions between air, land, water and life and the human impact on each of them as you complete this badge at HMNS.

Badges Earned: Environmental Science

Prerequisites: None (**■ ↑ ♦ ★ E**)

Family Life IP SL



Badges Earned: Family Life

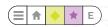
Prerequisites: Requirements 3, 4, 5 and 6ab family meeting instructions are found in the prerequisite workbook



Geology III

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

Badges Earned: Geology Prerequisites: None



Mining in Society HP



From deep in the ground to your dinner table, learn the processes, dangers, and environmental impacts of mining.

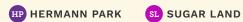
Badges Earned: Mining in Society

Prerequisites: None



Webelos, Cub Scouts, Bears, & Wolves

Class available at:





Additional **Information Key:**







STEM subject



Distinguished Conservation Service Awards Program Elective Badge



Eagle Scout Badge

Scouts BSA

1-2 Day-Long Summer Classes

Personal Management III SL

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

Prerequisites: Requirements 2a, b, c & d, 8a-d



Badges Earned: Personal Management

Reptile and Amphibian Study III

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

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 HP

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 III

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

Badges Earned: Weather Prerequisites: None



Arrow of Light

4 and 5 Day-Long Summer Classes

Arrow of Light Adventures

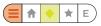


Become certified in First Aid, lean how to design using the engineering process, and explore wildlife, trees and food grown in our state.

Badges Earned: First Aid, Engineer, Into the Wild, Into the Woods and Champions for Nature

Prerequisites: None

Field Trip Permission Form Required



Webelos

Week-Long Summer Classes

Webelos S.T.E.A.M. Explorer



HP SL 5 Day Class

Learn to prepare for a hike, grasp concepts in art, explore geology and endangered species, and build a carpentry project.

Badges Earned: Art Explosion, Build It, Champions for Nature, Earth Rocks and Webelos Walkabout

Prerequisites: None



Cub Scouts

4 and 5 Day Summer Classes

Bear Sleuths IP SL 5 Day Class





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: Champions for Nature Forensics; Marble Madness; Critter Care; and Super Science

Prerequisites: None



Wolf Pack





HP 4 Day Class SL 5 Day Class

Discover the physical properties of air and learn how to read maps. Explore how we use math in our daily lives, coins, and their markings, and how people with physical disabilities meet challenges. A field trip around the museum is included.

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

Prerequisites: None



Scouts at HMNS (IN PERSON) Girl Scouts

Class available at:











STEM subject



Distinguished Conservation Service



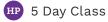
Girl Scouts

Week-Long Summer Classes

Brownies Discovery

Outdoor Creator, Shapes with Nature

Brownies on the Go!



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.

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

Prerequisites: None



Additional **Information Key:**



Cadette Career Carousel SL 5 Day Class

dishes from around the world, and explore what

screenwriter does! Explore the world of Forensic

Science and Criminal Psychology, while becoming

Badges Earned: Comic book artist, First Aid, New Cuisines Badge, Screenwriter, and Special Agent

it takes to write the twists and plots that a

certified in Red Cross First Aid and CPR





Awards Program Elective Badge



Eagle Scout Badge

Cadettes will discover the world of comics from newspapers to graphic novels, learn about culinary

SL 5 Day Class

Learn steps for First Aid and game design. Explore nature's wonders, to create outdoor-inspired art with different mediums.

Badges Earned: First Aid, Making Games, Bugs,

Prerequisites: None



Cadette Coder



HP 5 Day Class

Prerequisites: None

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

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

Prerequisites: None



Cadette Journeys



HP 4 Day Class

Cadettes will explore the multitude of roles available to them. Examine today's messages in the media. Volunteer to collect data for scientific use and research the air around them. While working on their Take Action projects.

Journeys Earned: Amaze, Breathe, Citizen Scientist and MEdia

Prerequisites: None



Juniors Techno-Investigators



SL 5 Day Class

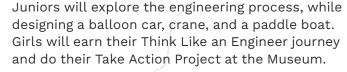
Discover the science of forensic investigation and the art of photography. Create your own special effects and explore how products are invented. Then participate in a scavenger hunt using a GPS.

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

Prerequisites: None



Mechanical Juniors ID 5 Day Class



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

Prerequisites: None



Program Your World Juniors



HP 4 Day Class

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

Badges Earned: Think Like a Programmer Journey, Programming Robots badge, Designing Robots badge, Showcasing Robots badge.

Prerequisites: None



Brownies and Daisies Sugar Land Trails



HMNS exclusive! Explore insects, dinosaurs, and the depths of the Earth. Conduct science experiments, and discover our Texas wildlife!

Badges Earned: None Prerequisites: None



Brownies and Daisies Trails 4 Day Class



Badges Earned: None Prerequisites: None

the four trails.

June

Calendar

HERMANN PARK

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HERMANN

SUGAR

HERMANN

SUGAR

THROUGH

FIVE-DAY WEEK MEMBER \$235 NON-MEMBER \$265

** ARROW OF LIGHT ADVENTURES, BE PREPARED MEMBER \$275 NON-MEMBER \$315

Scouts BSA Arrow of Light **Cub Scouts Girl Scouts**

No classes available at the Hermann Park location

Scouts BSA Arrow of Light **Cub Scouts Girl Scouts** Be Prepared** Arrow of Light No Classes **Brownies Discovery** Adventures ** Available

July **THROUGH**

FIVE-DAY WEEK MEMBER \$235 NON-MEMBER \$265

AR

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SUGAR

**BE PREPARED MEMBER \$275

Scouts BSA Webelos **Cub Scouts Girl Scouts** Be Prepared** S.T.E.A.M. Explorers Bear Sleuths Brownies on the Go! Designing Your World Cadette Coder HERMANN Power of Engineering Mechanical Juniors That's Entertainment LAND Scouts BSA **Girl Scouts** Arrow of Light Cub Scouts

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

No classes available at the

Cub Scouts

June

THROUGH

FOUR-DAY WFFK MEMBER \$188 NON-MEMBER \$121

** ARROW OF LIGHT ADVENTURES, PLANES, TRAINS, **AND SUBMARINES** MEMBER \$220 NON-MEMBER \$252

Scouts BSA Arrow of Light **Cub Scouts Girl Scouts** Captured Light Arrow of Light Wolf Pack **Brownies and Daisies TRAILS** Death By Natural Causes Adventures ** Cadette Journeys Law & Order Program Your World Juniors Planes, Trains, and Submarines**

Webelos Scouts BSA **Cub Scouts Girl Scouts**

August

FIVE-DAY WEEK MEMBER \$235

NON-MEMBER \$265

THROUGH

Hermann Park location Scouts BSA Webelos

Scouts BSA

Girl Scouts Cub Scouts Robot Inventors No classes Bear Sleuths **Brownies and Daisies** available Sugar Land TRAILS Juniors Techno-Investigators

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

July

THROUGH

FIVE-DAY WEEK MEMBER \$235 NON-MEMBER \$265 Scouts BSA **Cub Scouts Girl Scouts** Webelos

No classes available at the Hermann Park location

Scouts BSA Webelos **Cub Scouts Girl Scouts** S.T.E.A.M. Explorers Wolf Pack Power of Engineering Cadette Career Carousel

Webelos

Girl Scouts

NON-MEMBER \$315

Calendar

1-2 DAY LONG SCOUT	CLASSES IN PERSON AT HMNS H	IERMANN PARK
June 15	Communications	MEMBER \$61 / NON-MEMBER \$81
	Electronics	MEMBER \$46 / NON-MEMBER \$61
	Family Life	MEMBER \$61 / NON-MEMBER \$81
	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
June 16	Energy	MEMBER \$46 / NON-MEMBER \$61
	Mining in Society	MEMBER \$46 / NON-MEMBER \$61
. 45	Archaeology	MEMBER \$46 / NON-MEMBER \$61
June 17	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
June 17-18	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
June 18	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
June 16	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	Chemistry	MEMBER \$46 / NON-MEMBER \$61
July 13	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	Reptile & Amphibian Study	MEMBER \$46 / NON-MEMBER \$61
	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
July 14	Disabilities Awareness	MEMBER \$46 / NON-MEMBER \$61
	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
July 15	Family Life	MEMBER \$61 / NON-MEMBER \$81
	Soil & Water Conservation	MEMBER \$46 / NON-MEMBER \$61
July 16	Signs, Signals, & Codes	MEMBER \$46 / NON-MEMBER \$61
July 10	Weather	MEMBER \$46 / NON-MEMBER \$61
July 16-17	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
July 17	Communications	MEMBER \$61 / NON-MEMBER \$81
outy 17	Geology	MEMBER \$46 / NON-MEMBER \$61
1-2 DAY LONG SCOUT	CLASSES IN PERSON AT HMNS S	UGAR LAND
June 8	Citizenship in the Community	MEMBER \$61 / NON-MEMBER \$81
June 9-10	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
June 11	Communications	MEMBER \$61 / NON-MEMBER \$81
June 12	Family Life	MEMBER \$61 / NON-MEMBER \$81
July 6	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81
July 7	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
July 8-9	Environmental Science 2 DAY	MEMBER \$152 / NON-MEMBER \$187
July 10	Communications	MEMBER \$61 / NON-MEMBER \$81

Scouts	August 3	Citizenship in the World	MEMBER \$61 / NON-MEMBER \$81
	August 4	Personal Management	MEMBER \$61 / NON-MEMBER \$81
	August 5	Communications	MEMBER \$61 / NON-MEMBER \$81
	August 6	Electronics	MEMBER \$46 / NON-MEMBER \$61
	August 7	Citizenship in the Nation	MEMBER \$61 / NON-MEMBER \$81

HOUSTON MUSEUM of NATURAL SCIENCE

MUSEUM STORE

Your one-stop shop for all things science-related, as well as fun and educational!

The museum store has science kits, toys, puzzles and so much more, no matter if you're 1 or 101. And as a member, you'll always save 20% off every purchase in the store. Shop online or in-store.

Museumstore.hmns.org



Scouts BSA

Virtual Scouts at HMNS Scouts BSA

Class available (at):

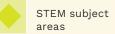
HP HERMANN PARK SL SUGAR LAND V VIRTUALLY













Distinguished Conservation Service Awards Program Elective Badge

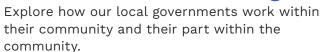


Eagle Scout Badge

Scouts BSA

Virtual Classes

Citizenship in the Community v



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



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



Additional Information Key:

Field Trip Permission Form Required

Insect Study V

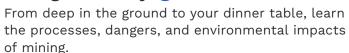
Discover the wide variety of insect life that inhabits the planet.

Badges Earned: Insect Study

Prerequisites: Requirements 3b and 4bcd



Mining in Society V



Prerequisites: None



Personal Management v



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

Prerequisites: 2a, b, c, & d, 8A-D, and postrequisites 1, 9 & 10



Reptile and Amphibian Study V



Lean 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 v



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

Prerequisites: 5b & 7e



1-DAY VIRTUAL SCOUT CLASSES May 27 @ 1:00 P.M. MEMBER \$65 / NON-MEMBER \$85 Personal Management May 28 @ 1:00 P.M. Citizenship in the Nation MEMBER \$65 / NON-MEMBER \$85 June 2 @ 1:00 P.M. MEMBER \$65 / NON-MEMBER \$85 Citizenship in the Community June 3 @ 1:00 P.M. Citizenship in the World MEMBER \$65 / NON-MEMBER \$85 June 4 @ 1:00 P.M. Family Life MEMBER \$65 / NON-MEMBER \$85 June 9 @ 9:00 A.M. Soil & Water Conservation MEMBER \$46 / NON-MEMBER \$61 June 10 @ 1:00 P.M. Citizenship in the Nation MEMBER \$65 / NON-MEMBER \$85 Scouts BSA June 23 @ 1:00 P.M. Family Life MEMBER \$65 / NON-MEMBER \$85 June 24 @ 9:00 A.M. **Insect Study** MEMBER \$46 / NON-MEMBER \$61 June 25 @ 1:00 P.M. Personal Management MEMBER \$65 / NON-MEMBER \$85 Citizenship in the Community MEMBER \$65 / NON-MEMBER \$85 July 7 @ 9:00 A.M. MEMBER \$46 / NON-MEMBER \$61 Reptile & Amphibian Study July 8 @ 1:00 P.M. July 9 @ 9:00 A.M. Mining in Society MEMBER \$46 / NON-MEMBER \$61 July 21 @ 9:00 A.M. Personal Management MEMBER \$65 / NON-MEMBER \$85 July 23 @ 1:00 P.M. Citizenship in the World MEMBER \$65 / NON-MEMBER \$85 July 28 @ 9:00 A.M. MEMBER \$65 / NON-MEMBER \$85 Family Life July 29 @ 9:00 A.M. Citizenship in the Community MEMBER \$65 / NON-MEMBER \$85



Info



HMNS now offers one-day, in-depth courses for teens who have outgrown camp but are not yet ready to become Teaching Assistants or join the Moran Ecoteen Program. Each session includes a discussion with subject-matter specialists, handson problem-solving activities focused on a specific topic and a visit to either a Museum hall, venue, or behind-the-scenes area. Classroom drop-off is required in the morning, but parents may choose a Curbside Pick-up option in the afternoon. Participants should bring a lunch.

For FAQs please scan the QR Code

Forensics-Fact and Fiction

Investigate forensic blunders and how they affect outcomes as you gather and analyze evidence. You will gain a deeper understanding of how forensic errors can occur and how the presentation of evidence can change jury perception.

Monday June 15 and July 13

Archaeology Uncovered

Analyze real artifacts and modern "middens" to uncover how archaeologists piece together the stories of past cultures from what they left behind.

Tuesday June 16 and July 14

Fossil Lab-Tiny Treasures

Find, sort, and identify hidden fossils. Then visit the Paleo Prep Lab and work as a team to assemble a dinosaur skeleton.

Wednesday June 17 and July 15

Engineering Explorers

Tackle a series of hands-on design challenges where you'll master the engineering design process and unleash your creativity.

Thursday June 18 and July 16

Killer Plants

Uncover the world of carnivorous plants! Explore trapping mechanisms, handle real specimens, and take home a carnivorous terrarium

Friday July 17

Summer Camp Email summercamp@hmns.org



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. Please notify the Summer Camp Director or the Scout Program Manager of your child's disabilities and 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 due to a disability, a parent or caregiver should expect to stay onsite 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 accommodations 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 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 sent directly to registered patrons via email. Please see Page 49 of the camp catalog for information on Cancellations, 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 5:15 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**.

The Summer Camp courses provided by the Houston Museum of Natural Science (HMNS) are considered Single-Skill Programs and Short-Term Programs and are therefore exempt from Texas Department of Health and Human Services Childcare Licensing regulations. The Summer Camp courses are not regulated by the state of Texas and HMNS is not a licensed child-care facility or day care center.

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, scouts or The Lab participants. Extended Day is not available in Sugar Land during Summer Scout weeks.

Note: Not available in Sugar Land the weeks of June 8-12, July 6-10, and August 3-7.

Before Camp or Class

CLASS TYPE	TIMES	PRICE
Five-Day Week	8–10 A.M.	\$60
Four-Day Week	8–10 A.M.	\$48

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

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

Summer Camp or Summer Scouts patrons utilizing the Museum Garage will need to display the SUMMER CAMP PARKING PASS hang-tag. 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
- Free 3-hour parking lot in the McGovern Centennial Gardens
- Free 3-hour parking lot near
 - Miller Outdoor Theatre
- Free-daily parking near the Zoo **E F G H**
- 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 weeks of June 15-18 and July 13-17.
- 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*.
 (*Monday-Thursday the week of June 29-July 2)
- 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 1 P.M. 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

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.

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 early registration. You may do this at hmns.org/member.

Monday, November 24, 2025 H.P. ATTWATER SOCIETY

Tuesday, November 25, 2025 FAMILY FLEX AND ABOVE

Tuesday, December 2, 2025
FAMILY AND ABOVE

Monday, March 2, 2026
GENERAL PUBLIC

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

Cancellations, Exchanges, Refunds

Due to the high demand for camp and class spaces, all sales will be considered final.

In the event a camp or scout class does not meet the minimum enrollment, the Museum reserves the right to cancel. If a camp or class is cancelled by the Museum because it did not meet minimum enrollment, patrons will have the option to transfer to another camp or class or receive a full refund.

In the event of a camp or scout class cancellation due to inclement weather, including the period of time required to reopen the facilities after the immediate weather incident has passed, there will be no refunds or exchanges.

Other restrictions:

- Registrations are not transferable from child to child.
- 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. Mail: Summer Camps at HMNS, Houston Museum of Natural Science, 5555 Hermann Park Drive, Houston, TX 77030
- There are no refunds for camps or scout classes dropped less than 10 days before the camp or class begins.

 In the event it is necessary to send a child home due to behavior or illness, the Museum is unable to provide either a full or partial 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 a discount of \$25! Your friend will get \$25 off one HMNS Summer Camp or one five day Summer Scouts Class and you'll get \$25 credit toward your next purchase.

After your purchase, you will receive a special single-use code to share with a friend. If they use the code to complete an eligible purchase, they will receive the discount automatically in their cart. After they have completed their purchase, please email the confirmation of your purchase as well as theirs to summercamp@hmns.org, and we can issue the \$25 credit to your account for a future purchase.

SECOND SUMMER

Are you ready for another summer of science adventures? If you attended Summer Camps at HMNS or Summer Scouts at HMNS in 2024 or 2025 – don't wait! Returning campers or Scouts receive \$25 off one Summer Camp or Five-Day Summer Scout Class.

Second Summer discount codes will be sent via email to eligible participants when your member level opens. If you are not a member, you will receive your code when sales open to the general public on March 2. If you have not received your unique second summer discount code when sales open for your membership level, please email summercamp@hmns.org.

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. Discounts do not apply to Four, Two, and One-Day Summer Scout Classes or Virtual Summer Scout Classes.

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 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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