

DISCOVERY WORLD

SUMMER CAMP 2025

SUMMER CAMP



DISCOVERY WORLD

Welcome to Summer Camp at Discovery World!

Are you curious? Creative? Expressive? Excited? Explore everything, acquire abilities, find a passionate pursuit, design, and make at Discovery World. Each camp has a unique and exciting theme. Join us for one camp or spend the whole summer with us!

Full-Week Camps (5 day week) **\$330*** / **\$365**

Week 4 Camps (4 day week) **\$264*** / **\$292**

Learn to Sail Camp (5 day week) **\$400**

*members price

An additional materials fee may apply for select 6th-8th grade camps.

Camp Times

Monday - Thursday 9:30am - 4:15pm
Friday 9:30am - 3:15pm

Registration Deadline

Camp registration closes at **10:00am** on the Thursday prior to the start of each camp week.

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Grade requirement: Participants must be entering the required grade in the 2025-2026 school year. Thank you for understanding.



Learn to Sail

Age is strictly restricted to 8-11 year olds

Milwaukee Community
SAILING CENTER

\$400 per week

July 14 - 18

August 4 - 8

August 11 - 15

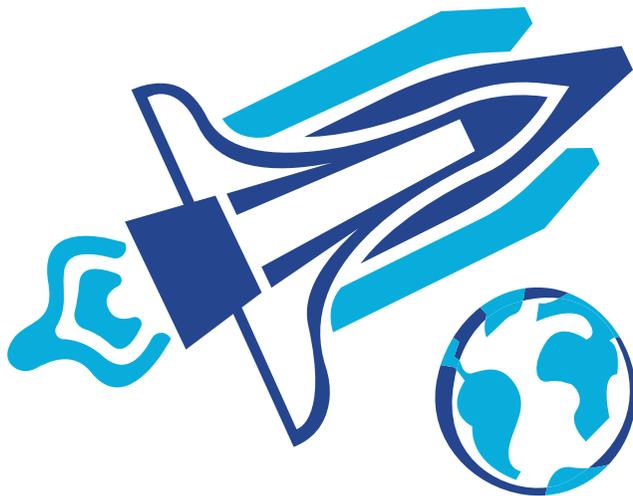


Discovery World and the Milwaukee Community Sailing Center (MCSC) have partnered to explore the world of sailing, including water safety, sail rigging and theory, basic maneuvers, and more. Campers will spend half the day sailing the waters of Lake Michigan and the other half exploring the science behind this pastime.

Ability to swim at least 25 yards is required. Each child must submit a completed Swim Check Form signed by a certified lifeguard before the camp begins.

To Register for Camps

Online: discoveryworld.org/summer-camp
Call Reservations Department: **414-765-8625**
(Mon - Fri, 8:00am - 4:00pm)



1st Grade

Participants must be entering 1st grade in the 2025-2026 school year

Week 1: June 9-13

Bugs!

Creeping, crawling, flying, fantastic! Discover the small and important world of insects in this hands-on exploration camp.

Chemistry

Measure, mix, and wow! Create color-changing concoctions, experiment with slime, and more in this reactive camp.

Week 2: June 16-20

Animals

Calling creatures from every corner of the world! You'll find out the secrets of hibernation, identify paw prints, and create camouflage in this wild camp.

Week 3: June 23-27

Build

Design your dream city! You'll build models of buildings, bridges, and more in this constructive camp.

Week 4: June 30-July 3 (4 days)

Special 4-day pricing applies. See page 1 for details.

Space

Blast off for fun! Learn how rockets fly, create craters, and study space in this out-of-this-world camp.

Week 5: July 7-11

Art & Science

Nature makes amazing art! Create patterns, shapes, and designs inspired by science and math in this colorful camp.

Week 6: July 14-18

Storybook Science

Become a storybook scientist. You'll explore classic stories with a science twist in this entertaining camp.

Week 7: July 21-25

Animals

Calling creatures from every corner of the world! You'll find out the secrets of hibernation, identify paw prints, and create camouflage in this wild camp.

Please visit discoveryworld.org/summer-camp for up-to-date camp offerings.

Discovery World offers programming specifically designed for our youngest campers. Educators will lead rising 1st graders in science activities, exploration, and investigation!

Week 8: July 28-August 1

Physics

Falling, flying, sliding, soaring. Explore the forces that make things happen in this action-packed camp.

Week 9: August 4-8

Bugs!

Creeping, crawling, flying, fantastic! Discover the small and important world of insects in this hands-on exploration camp.

Week 10: August 11-15

Chemistry

Measure, mix, and wow! Create color-changing concoctions, experiment with slime, and more in this reactive camp.

Week 11: August 18-22

Art & Science

Nature makes amazing art! Create patterns, shapes, and designs inspired by science and math in this colorful camp.

Build

Design your dream city! You'll build models of buildings, bridges, and more in this constructive camp.



2nd - 3rd Grade

Participants must be entering 2nd or 3rd grade in the 2025-2026 school year

Week 1: June 9-13

Magic & Illusions

Is this your card? Blend science and illusion as you learn sleight of hand and misdirection. Showcase your own magic as you learn the secrets behind the tricks.

What's the Matter? (formerly Bubble, Pop, Bang!)

Slime, liquids that won't mix, and ice that never melts. You'll experience chemistry through explorations that show what happens when solids, liquids, and gases interact with each other.

Week 2: June 16-20

Astro Adventures

Ready for blast off! Explore the science of space travel, learn what it takes to be an astronaut, and test flying objects to understand what it takes to defy gravity.

Detective Academy

You're on the case! Put your detective skills to the test as you find fingerprints, examine evidence, and uncover the clues while solving a mysterious event at Discovery World.

Jr. Robotics

Robots come in all shapes and sizes. Use your brain to program and use different robots to solve problems and complete challenges.

Monster Makers

Get inspired by beasts real and mythical! Create a monster, construct a habitat for your creature, and assemble a plushie version of your terrifying new friend.

Week 3: June 23-27

Amazing Habitats

Does it rain every day in the rainforest? How do penguin feet stay warm? Learn about habitats, animals, and plants from around the world as you discover the most amazing ecosystems on Earth.

Inspired by Nature

Get inspired as you create drawing, printing, and sculpture projects based on the shapes and patterns found in Nature. Ideas are as close as your own backyard!

2nd - 3rd Grade

Participants must be entering 2nd or 3rd grade in the 2025-2026 school year

Week 3 continued

Science Madness

Bring out the scientist in you! You'll learn about famous scientists and their incredible discoveries while conducting your own experiments, designing simple machines, and wiring a circuit of your own.

Week 4: June 30-July 3 (4 days)

Special 4-day pricing applies. See page 1 for details.

Icky Science

Goopy, gloppy, sticky, and slimy. Explore exciting, gross, ooey, and gooey science activities in this camp that will make your skin crawl.

It's Electric

Spark your curiosity as you explore circuits, batteries, conductors, and insulators. Design and build flashlights, electromagnets, and other gadgets to charge your electrical knowledge.

Musicology

Create your own instruments and learn how vibrations are converted into the sounds we hear. Investigate the science of sound, noise, and music while exploring the Les Paul House of Sound.

Week 5: July 7-11

Jr. Printmaker

Roll up your sleeves and get creative! Make block prints, explore screen printing, and even make pictures using the sun in this introduction to printmaking.

Ships Ahoy

Set your course for adventure! Learn how to navigate uncharted waters, keep a miniature boat afloat, and decipher the markings on a map. Master these skills and the treasure be yarrrrs!

Week 6: July 14-18

Fish, Fish, Fish

It's quite fishy. Get hooked on fish as you learn about amazing underwater creatures, pet animals in the aquarium, and go fishing with help from the WI DNR Lakeshore State Park.

Magic & Illusions

Is this your card? Blend science and illusion as you learn sleight of hand and misdirection. Showcase your own magic as you learn the secrets behind the tricks.

You're curious, full of energy, and interested in infinite ideas. More time to explore and brainstorm lets young innovators and scientists discover at a pace that works for them.

Week 6 continued

What's the Matter? (formerly Bubble, Pop, Bang!)

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4th - 5th Grade

Participants must be entering 4th or 5th grade in the 2025-2026 school year

Week 1: June 9-13

Jr. Clothing Designer

Own your look! Experiment with sewing methods and professional tools as you design and create your own incredible fashions from everyday items.

Spy Central

Your mission: Uncover the science of spying! Agents will collect evidence, make spy gadgets, use escape and evasion techniques, and learn how to make and break secret codes. Report for duty and await further contact.

Week 2: June 16-20

Claymation

What story do you want to tell? Design and model characters, create a shot list, use a camera, and edit it all together. Bring your ideas to life, then take home a copy.

Jr. Architect

Become the next great architect! You'll carry out experiments to test the strength of shapes, learn how to use them in architectural designs, and create your own models.

Marine Biologist

Explore what it takes to care for underwater habitats. Learn about the science of SCUBA, get a look at the anatomy of invertebrates with a dissection, and get close to the creatures in our Reiman Aquarium.

Week 3: June 23-27

Design for Your Room

Calling all designers! Work as an interior designer to decorate your room with a style unique to you. Use graphic design techniques and printmaking skills to create a dream board, custom pillow covers, personalized stickers, clocks, and more.

Future Doc

Explore the basics of how the body works. Assemble a skeleton, hear your heart, and explore the different body systems through dissection as you discover the amazing things going on inside of you.

Jr. Photographer

Learn to take better pictures! Experiment with camera settings and angles, take part in a photo scavenger hunt, and edit your shots with Adobe® Photoshop® Elements.

You're a builder, creator, engineer, and whatever else you feel like. Hands-on activities and topics from fashion to photography let you explore your interests or help you find the new you.

Week 4: June 30-July 3 (4 days)

Special 4-day pricing applies. See page 1 for details.

Fluid Power

Water drips, flows, lifts, and moves. Create and build mini machines and blasters that work using the power of water!

Great Lakes Explorers

With miles and miles of water and coastline, the Great Lakes are loaded with life. Explore the past and present as you catch plankton and fish, learn about the massive glaciers that formed the lakes, and visit Lakeshore State Park to look for fossils.

Techie Tricksters

Make door alarms, paper speakers, and a device to send secret communications to your friends. Leave with gadgets that will make your room light up, buzz, and sound an alarm!

Week 5: July 7-11

Fun Park Physics (formerly Amusement Park Science)

Explore the science behind popular rides and attractions. Use the design process to test your own ideas as you use physics for fun!

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4th - 5th Grade

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Week 6: July 14-18

It's a Disaster

Tornadoes, earthquakes, lightning strikes - learn about why they happen and their effects on our world. You'll build mini structures to withstand winds, floods, and even an earthquake.

Jr. Architect

Become the next great architect! You'll carry out experiments to test the strength of shapes, learn how to use them in architectural designs, and create your own models.

Learn to Sail

Restricted to ages 8-11



Discovery World and the Milwaukee Community Sailing Center (MCSC) have partnered to explore the world of sailing, including water safety, sail rigging and theory, basic maneuvers, and more. You'll spend half the day sailing the waters of Lake Michigan and the other half exploring the science behind this pastime.

Note: Ability to swim is required. Each child must submit a Swim Check Form, to be completed by a certified lifeguard.

LEGO® Robot Engineer

Take your robot skills to the next level. Think creatively as you build and program one of our LEGO® Mindstorms® EV3s to complete a series of challenges.

Week 7: July 21-25

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4th - 5th Grade

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Week 10 continued

Learn to Sail



Restricted to ages 8-11

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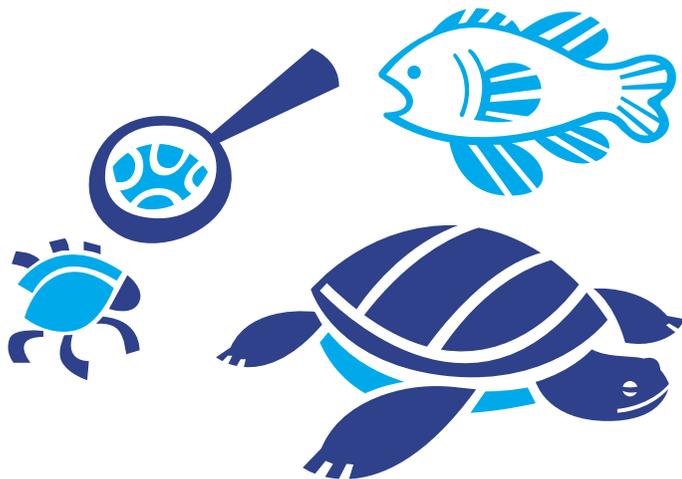
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Week 11: August 18-22

Fun Park Physics (formerly Amusement Park Science)

Explore the science behind popular rides and attractions. Use the design process to test your own ideas as you use physics for fun!



6th - 8th Grade

Participants must be entering 6th, 7th, or 8th grade in the 2025-2026 school year

Week 1: June 9-13

Escape!

Test your wits, problem-solving, and creativity in this camp all about Escape Rooms. Create and solve puzzles, recognize patterns, and work with your team to see if you can escape before the clock runs out!

Ready, Set, Code

Coding is creating! Learn programming basics and use your newfound techie skills to create a project of your own design as you take home your own Arduino microcontroller at the end of the week.

Note: Additional \$35 fee required for Arduino materials.

Week 2: June 16-20

Edible Art

It's art so good you could eat it up. Make edible stained glass, create candy illustrations, and more as you mimic the work of famous artists.

Allergy Note: Campers will use foods that may contain milk, egg, soy, sesame, and wheat. Please alert the Discovery World Summer Camp staff of any allergies at the time of registration.

Video Game Designer

What does it take to make a video game? Design a digital world, set up rules, add assets to your environment, and test, test, test as you learn the process of creating a game.

Note: Software will be either Unity or Unreal Engine.

Week 3: June 23-27

Spa Chemistry

It takes a lot of work to relax! Discover how to extract scents from objects and learn how to make items like sugar scrubs, lotions, soaps, and more as you create your own products.

Structural Engineer

How do you make a structure last? Use materials both weak and strong to design bridges to span great distances and build towers to withstand incredible force. Put your constructions to the test.

6th - 8th Grade

Participants must be entering 6th, 7th, or 8th grade in the 2025-2026 school year

Week 3 continued

Underwater Robotics

Dive into the world of underwater robots. Build your own ROV (Remotely Operated Vehicle)—from making the frame to soldering the control box—and end the week by testing your design in an underwater environment.

Note: Additional \$50 fee required for materials.

Week 4: June 30-July 3 (4 days)

Special 4-day pricing applies. See page 1 for details.

Digital Photographer

Capture the perfect image! Explore camera settings and photography basics as you hit the streets around downtown Milwaukee. Learn how to edit and mat your photos to build a collection.

Note: Campers are welcome to bring their own cameras, but it is not required.

Movie Magic

How big of a movie fan are you? Learn about special effects of all sizes, create mystical monsters, and sculpt scars and make fake scrapes. Explore the “claws and effects” used in film and TV.

Ready, Set, Code

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Week 5: July 7-11

Aquarist in Training

Meet Discovery World’s team of aquarists to learn about what it takes to maintain the Reiman Aquarium, from cleaning tanks to feeding fish. You’ll get behind the scenes access as you learn the ins and outs of caring for aquatic animals, big and small.

Filmmaker 101

Rolling! Film and edit your video with professional gear and video-editing software, cover the angles of filmmaking techniques, and take home your short video project.

Robot Games

Construct a champion. Assemble and operate a kit-based robot, then compete with and against other robots to complete goals and win the game.

From film to health sciences to learning to code, find a topic that supports your interests. One-on-one interactions, hands-on activities, and in-depth projects appeal to creators, designers, and future scientists.

Week 6: July 14-18

Custom Electric Guitar

Learn about Les Paul and the story of the electric guitar while creating an instrument to show your style. Come up with a theme, create and apply custom graphics, and work with our staff to assemble your own electric guitar!

Note: Additional \$50 fee required for guitar.

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Note: Software will be either Unity or Unreal Engine.

Week 7: July 21-25

Advanced Video Game Designer

Continue where Video Game Designer left off. Use the same software as the pros to create a level and find out how these skills can be used in careers outside of games.

Campers are encouraged to take Video Game Designer camp prior to the Advanced session, however, if a participant has prior experience with game design they may attend the Advanced session. Software will be either Unity or Unreal Engine.

Edible Art

It’s art so good you could eat it up. Make edible stained glass, create candy illustrations, and more as you mimic the work of famous artists.

Allergy Note: Campers will use foods that may contain milk, egg, soy, sesame, and wheat. Please alert the Discovery World Summer Camp staff of any allergies at the time of registration.

Escape!

Test your wits, problem-solving, and creativity in this camp all about Escape Rooms. Create and solve puzzles, recognize patterns, and work with your team to see if you can escape before the clock runs out!



6th - 8th Grade

Participants must be entering 6th, 7th, or 8th grade in the 2025-2026 school year

Week 8: July 28-August 1

Makers Gonna Make

Your brain is filled with wonderful creations waiting to come alive. Use the design thinking process to dream up ideas, design, prototype, and test solutions to real and fantastical challenges.

Spa Chemistry

It takes a lot of work to relax! Discover how to extract scents from objects and learn how to make items like sugar scrubs, lotions, soaps, and more as you create your own products.

Structural Engineer

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Frequently Asked Questions

Can I register my child for a camp outside of their grade level?

Sorry. Your child must be the correct age or entering the correct grade level of the camp as listed.

Will my child go on any field trips?

Some camps take offsite field trips. We'll let parents/guardians know in advance if their camper will leave the museum property or Lakeshore State Park.

Will my child explore the museum during camp?

Campers will be in a private classroom focused on learning about their topic. If an exhibit makes sense with the camp topic or there's extra time in the day, campers might explore.

How does Discovery World deal with severe weather?

Keeping campers safe is our top priority. We constantly monitor the weather and adjust schedules, activities, and recess locations according to our policies and recommendations from the National Weather Service.

What if I need to cancel or change my Summer Camp reservation?

All cancellation and rescheduling requests must be made with the Reservations Department **at least thirty (30) days** before the camp's start date. You can view the Discovery World reservation policy on page 23 of this brochure. Please note: Changes to your camp reservation made at least thirty (30) days before the camp's start date **will incur a \$25 rescheduling fee per camp** or an **\$80 cancellation fee per camp**. Requests to reschedule or cancel made within thirty (30) days of the camp will not be granted or receive any refunds. All rescheduling requests are subject to availability.

Is my child permitted to bring a cell phone or other electronic device to camp?

Devices can be distracting, so we ask that all electronic devices be turned off and stored away during camp hours, including lunch and recess times. If a device is being used during camp hours, Summer Camp Staff reserve the right to hold on to it until the end of the day. If your child uses a device to monitor a health concern, please notify the Summer Camp Staff.

What if my child needs to be dropped off late or picked up early?

We understand that your family has a busy schedule. If you need any timing accommodations, please notify Summer Camp Staff with as much time as possible. Notifications can be sent by phone, email, or, as a last resort, in-person.

If you need to drop your camper off late, please accompany them to the front desk and wait with them until they get checked in.

Early pick-ups are restricted during the last 45 minutes of the camp day. If you wish to pick your camper up early, you must do so before 3:30pm (Mon-Thurs) or before 2:30pm (Fri). Pick-up requests after those times will not be allowed and you must wait until normal check-out procedures begin at 4:15pm (Mon-Thurs) or 3:15pm (Fri).

Does Discovery World have a Tax ID number we can use for filings for childcare?

Yes. If you are looking to use the Child and Dependent Care Credit, or if your employer offers reimbursement for summer camps, **Discovery World's federal tax ID is 391691578.**

Extended Care

Extended Care is available for an additional charge. **Pre-registration is required 24 hours in advance.** Late registrations will not be accepted.

Extended Care is required for:

- Campers that need to be dropped off prior to 9:00am.
- Campers that need to be picked up after 4:45pm (Mondays-Thursdays) or after 3:45pm (Fridays).

A \$20 fee will be instituted per session for any camper who participates in extended care but is not pre-registered, in addition to regular session fees.

You can purchase extended care online or by phone by calling the Reservations Department at **414-765-8625.**

Extended Care Session pricing and other information is as follows:

AM Care Session:

Mon-Fri

8:00am - 9:00am

\$10 per camper per day

Free on the first day of a camp week to allow extra time for check-in procedures.

PM Care Session:

Mon-Thurs

4:45pm - 5:30pm

\$10 per camper per day

Campers picked up after 5:30pm (Mon-Thurs) or 5:00pm (Fri) will be charged an additional \$5 for every 5 minutes late past the pick-up time.

PM Care Session:

Friday

3:45pm - 5:00pm

\$10 per camper per day

PM Care will be held on the northwest side of the building. Pick up your camper from the front circle drive.

Tax Information

Discovery World's federal ID is 391691578.

Summer Camp Policies

Payment

Full payment is due at the time of registration. Camps cannot be held without payment.

Rescheduling

- Rescheduling requests must be directed to the Reservations Department **at least thirty (30) days** before the camp start date.
- All accepted reschedules will incur a **\$25 rescheduling fee for each camp rescheduled AND for each time rescheduled**. All rescheduling requests are subject to availability.
- Rescheduling requests made within thirty (30) days of the camp will **NOT** be granted.

Submit a request to the Reservations Department at **414-765-8625** (M-F, 8:00am-4:00pm) or email reservations@discoveryworld.org.

Cancellations

- Cancellation requests must be directed to the Reservations Department **at least thirty (30) days** before the camp start date.
- All accepted cancellations will receive a partial refund. **An \$80 cancellation fee, per camp, applies to all cancellations**.
- Cancellation requests made within thirty (30) days of the camp will **NOT** receive a refund. Please note that camps are sold as a package and no prorated refund can be given for days your camper does not attend.

Submit a request to the Reservations Department at **414-765-8625** (M-F, 8:00am-4:00pm) or email reservations@discoveryworld.org.

Minimum Attendance Threshold

- Discovery World reserves the right to cancel a camp if it does not meet the minimum attendance threshold.
- If fewer campers register than is required for a camp to take place, Discovery World will notify parents/guardians at least two (2) weeks before the camp start date. In this case, you can either switch to an alternative camp for no additional fee (pending availability) or receive a full refund.

Scholarships

Discovery World's Access Fund provides scholarships based on financial need. For eligibility details or to apply for a scholarship, please visit discoveryworld.org/summer-camp.

Request Rescheduling or Cancellation

Reservations Department

Mon - Fri, 8:00am - 4:00pm

414-765-8625

reservations@discoveryworld.org



Summer Camp Schedule

	Week 1: Jun 9-13	Week 2: Jun 16-20	Week 3: Jun 23-27	Week 4: June 30-July 3 (4 days)	Week 5: Jul 7-11	Week 6: Jul 14-18	Week 7: Jul 21-25	Week 8: Jul 28- Aug 1	Week 9: Aug 4-8	Week 10: Aug 11-15	Week 11: Aug 18-22
1st Grade	Bugs!	Animals	Build	Space	Art & Science	Storybook Science	Animals	Physics	Bugs!	Chemistry	Art & Science
	Chemistry										Build
2nd-3rd Grade	Magic & Illusions	Astro Adventures	Amazing Habitats	Icky Science	Jr. Printmaker	Fish, Fish, Fish	Astro Adventures	Amazing Habitats	Magic & Illusions	Jr. Printmaker	Fish, Fish, Fish
		Detective Academy	Inspired by Nature	It's Electric		Magic & Illusions	Detective Academy	Inspired by Nature	Monster Makers		
	What's the Matter?	Jr. Robotics	Science Madness	Musicology	Ships Ahoy	What's the Matter?	Jr. Robotics	Science Madness	What's the Matter?	Ships Ahoy	Jr. Robotics
		Monster Makers									
4th-5th Grade	Jr. Clothing Designer	Claymation	Design for Your Room	Fluid Power	Fun Park Physics	It's a Disaster	Claymation	Design for Your Room	Future Doc	Jr. Clothing Designer	Fun Park Physics
		Jr. Architect	Future Doc	Great Lakes Explorers	Jr. Clothing Designer	Jr. Architect					
	Spy Central	Marine Biologist	Jr. Photographer	Techie Tricksters	Spy Central	LEGO® Robot Engineer	Marine Biologist	Jr. Photographer	LEGO® Robot Engineer	Spy Central	Spy Central
6th-8th Grade	Escape!	Edible Art	Spa Chemistry	Digital Photographer	Aquarist in Training	Custom Electric Guitar	Advanced Video Game Designer	Makers Gonna Make	Aquarist in Training	Escape!	Advanced Video Game Designer
			Structural Engineer	Movie Magic	Filmmaker 101		Edible Art	Spa Chemistry	Ready, Set, Code	Filmmaker 101	
	Ready, Set, Code	Video Game Designer	Underwater Robotics	Ready, Set, Code	Robot Games	Video Game Designer	Escape!	Structural Engineer	Video Game Designer	Robot Games	Robot Games
								Underwater Robotics			