

# SUMMER STEM CAMP

FOR RISING 1ST – 8TH GRADERS



## 2026 CAMP CATALOG

SIGN UP:

[WWW.LANCASTERSCIENCEFACTORY.ORG/SUMMER\\_CAMPS](http://WWW.LANCASTERSCIENCEFACTORY.ORG/SUMMER_CAMPS)

# CAMP PRICES & SCHEDULE

Each camp runs Monday - Friday. All camps are half-day unless otherwise noted. Prices for half-day camps **start at \$175/camper** and may vary based on the cost of materials or included field trips.

Choose a morning camp from **9am - 12pm**, an afternoon camp from **1 - 4pm**, or choose both to pack a lunch and stay for a **full day!**

Spaces in camps are first-come, first-served. Sign up now:  
**[www.LancasterScienceFactory.org/summercamps](http://www.LancasterScienceFactory.org/summercamps)**  
*Scholarships are available for families with a financial need.*

## POLICIES

- Please review camp descriptions and grade-level requirements carefully. **Campers who do not meet grade-level requirements will have their registrations cancelled.**
- A limited number of scholarships are available.
- Please disclose any physical limitations, allergies, learning, or behavioral issues on your registration form. This is helpful to our education staff to ensure that your child has a successful and safe week of camp!
- Campers who stay for a full-day must come with a packed lunch. **We are a nut-free facility.**
- Campers may be dropped off no earlier than 15 minutes before the start of camp. They must be picked up no later than 15 minutes after the end of camp. **The Lancaster Science Factory will charge a late pickup fee of \$10 per camper for any pickup more than 15 minutes after the end of camp.**
- Photo ID is REQUIRED to pick up a camper. The person MUST appear on the approved pick-up list provided by the parent or guardian at registration.

### **Cancellation Policy:**

Cancellations (by the registrant) received less than two weeks prior to day one of camp will be subject to a refund of 1/2 of the total registration cost for that camp. Cancellations received prior to that shall receive a full refund. Camps canceled by the Lancaster Science Factory for ANY reason will be refunded fully.

**June 8 - 12**

## Water Week!



### **SPLASH INTO SCIENCE** 9AM - 12PM

Entering grades 1 - 3: For Water Week, campers will explore plants and animals in our local streams, rivers, and watersheds, engage in hands-on activities about watershed health, and learn how they can help improve their local waterways.

***This camp includes a field trip to a local stream.***



### **POLLUTION SOLUTIONS** 9AM - 12PM

Entering grades 4 - 8: Campers take on the role of environmental engineers to build green roofs, test permeable pavement, and design real solutions that keep our waterways clean. Through creative challenges, they will explore how scientists and engineers develop solutions to pollution. ***This camp includes a field trip to a local stream.***



### **DISCOVERING DINOSAURS** 1 - 4PM

Entering grades 1 - 3: Campers who dig dinos and all things prehistoric will love this interactive, project-based camp! Kids will be Paleontologists exploring eras by making models, going on a dino dig, examining fossils, and much more!

### **MADE BY ME** 9AM - 4PM **FULL DAY, OFF-SITE CAMP**

Entering grades 6 - 9: In this immersive **full-day camp**, students will explore different manufacturing technologies like 3D Printing, Lasers, CNC, and more, at Lancaster's professional-grade Maker Space – make717! Campers will create a custom project using real-world fabrication methods.



**June 15- 19**

## Space Week!

### **MISSION TO SPACE** 9AM - 12PM

Entering grades 1 - 3: Young learners will blast into adventure, launching their own rockets, mapping the star-filled night sky, and journeying through our solar system. Young astronauts will design a mission patch, map the moon for resources, and imagine what the future of the Space industry might look like!

***This camp includes a guided planetarium experience with StarLab!***

### **CAREERS IN SPACE** 9AM - 12PM

Entering grades 4 - 8: Campers will take on the roles of aerospace engineers as they explore what it takes to survive and thrive on the Red Planet. Campers will design and test hydraulic robotic arms, build Mars rovers, simulate growing food in space, and solve engineering challenges inspired by real NASA missions.

***This camp includes a guided planetarium experience with StarLab!***

### **THE SCIENCE OF ART** 1 - 4PM

Entering grades 4 - 8: Campers will learn about various science topics through exploratory art projects. Campers will create suncatcher mosaics, artwork with light and ph reactive paper, light-up sculptures, and more.

### **JUNIOR ROBOTICS** 1 - 4PM

Entering grades 1 - 3: Our youngest campers will explore the world of robotics! From BeeBots to Edison Bots and all the coding in between! Perfect for first-time robotic enthusiasts!

**June 22 - 26**



### **CREEPY CRAWLIES** 9AM - 12PM

Entering grades 1 - 3: Kids will learn about insects, bees, spiders, and worms and find out why these crawlies aren't so creepy after all! Campers will go on a bug hunt in our courtyard and hands-on activities and projects will help explain the role of insects, pollinators, and more play in our ecosystems.

**June 22 - 26**



**3D PRINTING 9AM - 12PM**

Entering grades 4-8: Campers will learn to operate our Prusa Mini 3D printers and find and download designs. Explore the basics of creating your own designs in Tinkercad. Campers will create their own 3D prints throughout the week.

**ART STARS 1 - 4PM**

Entering grades 1 - 3: Calling all aspiring artists- reach for the stars! Guest instructor Terian Mack leads this camp where space science meets art. Explore constellations, the stories behind them, and dream up and design art that reflects what you can see in the night sky.

***This camp includes a guided planetarium experience with StarLab!***

**VIDEO GAME DESIGN: PLAY FOR IMPACT 1 - 4PM**

Entering grades 4 - 8: Campers will step into the role of game designers to build their own video games that tackle real-world issues. They will explore careers in game development, digital storytelling, and software design while learning how technology can be a force for good.

**JUNE 29 - July 3**

**Early Learners Week!**



**INTRO TO ROBOTICS 9AM - 12PM**

Entering grades 1 - 3: Young learners will learn basic coding and logic using fun technology, robots, and screen-free methods. This camp is suitable for true coding beginners.

**PUZZLES + GAMES LAB 1 - 4PM**

Entering grades 1 - 3: Put your puzzle skills to the test! Kids will complete a variety of puzzles, riddles, and logic challenges by learning helpful strategies and through friendly competition. They will make puzzles of their own to test their family and friends at home.

**JULY 6 - 10**

**CARDBOARD CREATIONS 9AM - 12PM**

Entering grades 4 - 8: Campers will learn and utilize engineering skills to create their own working cardboard chair. By the end of the week, campers will create a prototype, improve their design, and build a full-size chair that they can take home with them.



**DISCOVERING DINOSAURS 9AM - 12PM**

Entering grades 1 - 3: Campers who dig dinos and all things prehistoric will love this interactive, project-based camp! Kids will be Paleontologists exploring eras by making models, going on a dino dig, examining fossils, and much more!

**LEGO® Spike™ ROBOTICS LAB 1 - 4PM**

Entering grades 4 - 8: Campers will use the LEGO® SPIKE™ Prime system to drive precision robots and program sensors to interact with objects. Along the way, they will build teamwork, problem-solving skills, and a foundation for future careers in engineering, computer science, and technology.



**THE SCIENCE OF ART 1 - 4PM**

Entering grades 1 - 3: Young learners will enjoy this artistic and creative camp that highlights the science that's all around us- even in art! Learn how we see color using fun color mixing, create art with kitchen chemistry, explore light and shadows, and more!

**JULY 13 - 17**

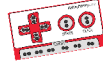


**ENVIRONMENTAL INVESTIGATIONS** 9AM - 12PM

Entering grades 4 - 8: Using real scientific tools and hands-on experiments, kids will test materials, analyze data, and work together to design solutions to protect their community from lead right here in Lancaster.

**MAGICAL MOSAICS** 9AM - 12PM

Entering grades 1 - 3: Get ready to unleash your inner artist, become a pattern detective, and travel through time as we transform simple shapes into spectacular works of art. Campers will create art using math and shapes in this creative camp. They'll also do projects to adorn their own walls!



**MAKEY MAKEY INVENTOR LAB** 1 - 4PM

Entering grades 4 - 8: Campers will transform everyday objects into touchpads and build their own interactive inventions using basic circuitry and creative coding. If you can make it you can code it! If you can code it, you can make it move!

**ART IN SPACE** 1 - 4PM

Entering grades 1 - 3: This camp is inspired by NASA's own art program! Young learners will explore how real artists help NASA show the wonder of space through painting, drawing, and creative projects.

**JULY 20 - 24**



**BRIDGEMANIA** 9AM - 12PM

Entering grades 4 - 8: Our popular bridge camp is back! Under the instruction of Bridge and Engineering professionals from **High Steel**, kids will construct model bridges, try virtual and REAL welding, and participate in actual bridge construction.

***This camp features an off-site field trip to High Steel Structures.***

**ARTFUL ENGINEERING** 9AM - 12PM

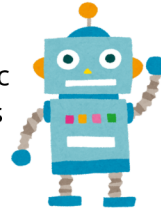
Entering grades 1 - 3: Campers will grow their creativity and develop problem-solving and engineering skills in this hands-on maker camp. Using common objects and materials, kids will build moving toys, create their own merry-go-round, design a wearable hat, and more!

**3D PRINTING** 1 - 4PM

Entering grades 4-8: Campers will learn to operate our Prusa Mini 3D printers and find and download designs. Explore the basics of creating your own designs in Tinkercad. Campers will create their own 3D prints throughout the week.

**INTRO TO ROBOTICS** 1 - 4PM

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**JULY 27 - 31**

**MAKER STUDIO** 9AM - 12PM

Entering grades 4 - 8: Guest instructor, Anthony Rudderow will lead campers in a blend of art, engineering, and design. In this STEAM camp they will build real, working tools that create art. Participants will learn to safely use hand tools and materials while discovering the magic of functional design.

**AWESOME ANIMALS** 9AM - 12PM

Entering grades 1 - 3: Campers will learn all about their favorite animals through hands-on projects. They will discover the superpowers (adaptations) that help animals thrive, create projects that will benefit animals in their local ecosystem, and apply their knowledge to imagine their own super-powered animal.

**JULY 27 - 31**



**FOOD DETECTIVES 1 - 4PM**

Entering grades 4 - 8: Campers who love solving mysteries and science will use critical thinking skills as they uncover how food labels, ingredients, and advertising shape what we eat. Kids will learn to decode food packaging, explore the science behind nutrition, and build healthy habits through games, challenges, and real-world investigations.

**SCIENCE IN MOTION 1 - 4PM**

Entering grades 1 - 3: Get ready to launch, crash, and test your way through the laws of motion. In Science in Motion, campers become engineers and experimenters as they explore Newton's Three Laws through rocket launches, impact testing, and hands-on design challenges.



**AUG 3 - 7**

**Art & Design Week!**

**VIDEO GAME DESIGN 9AM - 12PM**

Entering grades 4 - 8: Don't just play video games - make them! Campers will use easy-to-learn block coding in the Makecode Arcade to design retro-style video games. Design your own elements like pixel art characters and code animations to bring them to life! Build multi-level mazes, Super Mario-style platformers, and asteroid blasters.



**SCIENCE OF ART 9AM - 12PM**

Entering grades 1 - 3: Young learners will enjoy this artistic and creative camp that highlights the science that's all around us- even in art! Learn how we see color using fun color mixing, create art with kitchen chemistry, explore light and shadows, and more!

**MURAL ARTS 1 - 4PM**

Entering grades 4 - 8: Led by local artist Terian Mack, campers will create a mural that will be displayed locally. Learn the planning, problem-solving, and design that goes into a mural from a real artist.



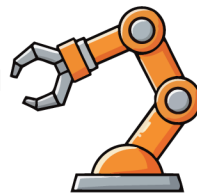
**AUG 10 - 14**

**BUILD IT LAB 9AM - 12PM**

Entering grades 4 - 8: Campers will design, build, test, and create in this hands-on engineering camp. Campers will use a variety of fun tools and materials, including Strawbees, micro:bits, K'Nex, and more, to grow their engineering skills. The sky is the limit on what you'll build!

**JUNIOR ROBOTICS 9AM - 12PM**

Entering grades 1 - 3: Our youngest campers will explore the world of robotics! From BeeBots to Edison Bots and all the coding in between! Perfect for first-time robotic enthusiasts!



**3D PRINTING 1 - 4PM**

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