STEM Adventure Camp for students entering grades 1-5 in the Fall of 2022 follows a general format each day.

- Check-in (8:15 – 8:30 am)
- Activities
- Snack Break (15 minutes)
- Activities
- Lunch Break (1-hour lunch and play time usually takes place on the lawn, weather permitting)
- Morning half-day campers check out at 12pm / Afternoon half-day campers check in 12:45-1pm
- Activities
- Snack Break (15 minutes)
- Activities
- Clean-up
- Check-out (4:30 pm)

Camps are led by North Dakota’s Gateway to Science programs staff members. Camps are filled with hands-on activities that explore the wide world of STEM. Examples of activities include, but are not limited to:

- **Engineering design challenges** – Campers use specific materials (examples: paper, straws, tape, index cards, pipe cleaners, toothpicks, bubble wrap, string, paper cups, etc.) create a structure that can hold a book for 30 seconds, build a bridge between two chairs that will hold weights, design something to protect a raw egg when dropped from a height, etc.

- **Experiments** – Experiments range from extracting DNA from fruit to comparing gummy bears left overnight in plain water and in salt water to chromatography and more.

- **Coding** – Campers learn and experiment with programming using Ozobots and Spheros.

- **Construction Design** – Campers make a variety of creations to test and refine, such as rubber band cars, hydraulic arms, mini golf courses, airplanes, automatas, parachutes, catapults, and rockets.

- **Maker Time** – Campers use a wide variety of supplies and tools available to create inventions of their own. After testing their creations, they may modify them to make them work better.

- **Outdoor activities** – Campers play Nature Bingo while on walks, launch bottle rockets and stomp rockets, and assist with plants in garden boxes.

- **Gateway to Science hands-on exhibit gallery** - Campers will have gallery time during each camp week.

Questions? Contact Janet Rosario, Programs Director, at 701-258-1975 or janet@gscience.org.