



North Dakota's
**Gateway to
Science**

STEM Adventure Camp Grades 1-6 Daily Schedule

(times are approximate)

| | |
|---|---|
| 7:45 am – 8:00 am | Check-in |
| 8:00 am – 10:00 am | Activities |
| 10:00 am – 10:15 am | Snack Break |
| 10:15 am – 12:00 pm | Activities |
| 12:00 pm – 1:00 pm | Lunch |
| <i>AM Campers leave @ 12:00 pm</i> <i>PM Campers check-in @ 14:45 pm</i> | <i>(lunch/playtime takes place outside on the lawn, weather permitting)</i> |
| 1:00 pm – 2:45 pm | Activities |
| 2:45 pm – 3:00 pm | Snack Break |
| 3:00 pm – 4:45 pm | Activities |
| 4:45 pm – 5:00 pm | Clean-up / Wrap-up |
| 5:00 pm | Check-out |

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 Finch robots 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, automatons, parachutes, catapults, and rockets.
- Outdoor activities – Nature walks, stomp rockets, bubbles, plant and tree identification, etc.