



2025

Summer Science Camps

Weeklong camps

June 2-August 15



Camps fill fast!

Register early to reserve
your child's spot.
Wait lists begin when
sessions are full.

Inspire your child to become a tree champion.

How to Register

1. Choose programs based on the age or grade your child will enter in the 2025–2026 school year.
2. Choose your camp(s). Note the week and title of each camp.
3. Register at mortonarb.org/science-camps or call 630-719-2468.
4. Fill out the required medical forms (sent via email) at least two weeks prior to camp.

Please note, there is a processing fee of \$45 for cancellations or rebooking. This fee is waived if cancellation or adjustment is due to school schedule changes, serious illness in the family, or other dire circumstances.

Pricing *Camp fee is per child, per week.*

Full-Day Camps (9:00 a.m. to 3:00 p.m.)

\$420 (nonmembers \$465)

Two-Week Full-Day Camps

(9:00 a.m. to 3:00 p.m.)

\$810 (nonmember \$900)

Half-Day Camps (9:00 a.m. to noon

or 12:30pm-3:30pm)

\$230 (nonmember \$255)

Morning Supervised Play (8:00 to 9:00 a.m.)

\$60 (nonmembers \$70)

Midday Supervised Play (noon to 12:30 p.m.)

\$15 (nonmembers \$20)

free with purchase of two half-day camps

30-Minute Afternoon Supervised Play

(3:00 to 3:30 p.m.)

\$15 (nonmembers \$20)

Afternoon Supervised Play (3:00 to 5:30 p.m.)

\$90 (nonmembers \$106)

Accessibility

The Arboretum strives to provide accessible experiences for all children. Contact the camp and scout supervisor at 630-719-4890 or kphelps@mortonarb.org to discuss your child's needs prior to registration.

Registration, Cancellation, Transfer, Late Pickup, and Refund Policies

- **Registration:** Space is limited; preregistration is required and payment is due in full at the time of registration. Camp registration closes at 4:00 p.m. the Monday prior to the next camp's week. All camp forms, including Medication Authorization Forms with doctors' signatures, must be in before the start of camp.
- **Refunds:** We are unable to give refunds for camp within three weeks of the start date of the camp. A \$45 nonrefundable processing fee is included in each camp registration fee. If your child is unable to attend camp due to medical reasons, you may receive a refund prior to the start of camp with a doctor's note. We are unable to refund for missed days of camp.
- **Cancellations:** The Morton Arboretum reserves the right to cancel a camp due to low enrollment. Camp participants will be refunded in full for cancellations.
- **Transfers:** We are unable to do transfers within three weeks of the start of the registered camp. Transfers will only be applicable from a camp of equivalent pricing. A \$15 transfer fee will be assessed at the time of transfer.
- **Late Pickup:** If a child is picked up late, parents/guardians will be assessed a \$15 late fee per child for pickup 15 minutes late and \$1 per minute thereafter.

SUPPORT THE MORTON ARBORETUM

We rely on you to help the conservation of
trees and plants from around the world.

To register, call 630-719-2468 or visit mortonarb.org/science-camps.



Entering Prekindergarten

Children must be 4 years old by September 1, 2025, and fully potty-trained.

Growing Up Green *half day*

How do animals and plants grow up with roots, scales, or tails? Dive into the life cycles of green creatures around the Arboretum and see them up close!

Hopping Through Habitats *half day*

Some animals dig, some fly, and some swim. Join this adventure in animal movements as we explore how animals move around the Arboretum.

Painting with Plants *half day*

Explore your artistic roots. Touch, explore, play, and paint with all the parts of a plant and discover what each part does.

Splashing Around with Science *half day*

Observe, guess, test, and splash your way through science experiments in this fun-filled outdoor lab adventure.

Entering Kindergarten

Children must be 5 years old by September 1, 2025.

Dinos, Ginkgos, and Me *half day*

Travel back to the dinosaur age and discover different dinosaurs. Learn what they ate, where they lived, and which trees grew when dinosaurs were alive.

Eric Carle's Friends *half day*

Have you ever been as hungry as a caterpillar? Enter the whimsical world of Eric Carle as his characters come to life through stories, games, and crafts.

Leaf Zoo *half day*

Leaves come in all shapes, sizes, and colors. Let your imagination run wild as you discover what you can create with leaves.

Mud Buddies *half day*

Build, play, dig, and discover all the things that love mud. Explore life underground with muddy games, muddy crafts, and become a muddy scientist.

Pond Pals *full day*

How do tadpoles turn into frogs? How do turtles and fish grow up? Search for croaking frogs, basking turtles, and swimming fish and take a closer look at animals that live in ponds.

Seed Scientists *full day*

What does it take to make seeds grow? The Arboretum is an outdoor laboratory: Search for seeds, design experiments, and explore types of seeds and how they sprout.

Squishy, Squashy Art *half day*

Ready, set, paint! Paint and sculpt squishy frogs, textured turtles, and slippery fish. Learn about wetland creatures and play water games.

Where the Wild Things Are *full day*

Where do wild things hide at the Arboretum? Search for wildlife as you explore the woodlands. What type of wild thing will the woods inspire you to be?

Entering Grades 1 and 2

Animal Engineers

full day, two week

From intricate bird nests to astounding beaver dams, animals are engineering all around us. Take a closer look at the construction techniques used in the animal kingdom and take on wild STEM building challenges.

Camping Out *full day*

Gear up for a daytime camping excursion. Learn how to pitch a tent, fish, and make s'mores. Enjoy nature games, hikes, and songs.

Chirp, Click, Buzz *full day*

Birds sing, crickets chirp, and frogs chorus out in the woods. Experiment with the science of sound and build your own nature-based instruments to play.

Eco-Investigators *full day, two week*

Put your detective skills to the test. Explore the habitats of the Arboretum, conduct nature experiments, and learn what it takes to be a nature sleuth.

Fantastic Fish *half day*

From fins to scales, fish are fascinating creatures. Discover more about fish and the habitat they live in while you enjoy fish stories and games. Then cast a net to find out what fish live at the Arboretum.

Forest Fairy Friends *half day*

Follow your imagination into the forest! Discover forest fairies and the plants and animals that make a forest magical.

Nature's Lab *full day*

Explore nature through the eyes of a scientist. Catapult seeds, make sun prints, and experiment with leaves as you use the outdoors as your laboratory.

Nature's Superheroes *half day*

It's a bird... It's a bat... no it's nature's superheroes! Use your knowledge of nature's super powers to create your own superhero, play games, and look at real animal powers close up.

Pirates and Pines *half day*

Ahoy Matey! Start your voyage around the Arboretum to explore different trees and look for hidden treasure.

STEAM: Nature in Motion *full day*

Animals run, climb, crawl, zip, and soar through the wild. Explore how animals move while playing games and making crafts using motion.

Wild about Art *full day*

Become a nature artist. Use nature as your inspiration to explore texture, color, and dimension. Learn about different art techniques and create your own nature-related artwork to take home.

Young Impressionists *half day*

Become a mini-Monet. Explore the Arboretum for artistic inspiration and use impressionist techniques to create a masterpiece.

Registration fee includes a **free** Summer Science Camps T-shirt.





Entering Grades 3 and 4

Adaptive Art *half day*

Do you think you can paint with a beak, sculpt with a paw, or draw with a claw? Find out how Arboretum animals are adapted to life in the woods, ponds, and prairies and embrace various artistic media to capture these unique animal features.

Adventures in Art *full day*

Paint, draw, color, and sculpt your way through the Arboretum. Create masterpieces daily to showcase in an end-of-the-week art show.

Critter Cases *half day*

Can you solve the case of the missing acorn or the mystery of the toppled tree? Put your sleuthing skills to work as you learn signs that animals leave behind and become a woodland detective.

Forest Forts *full day*

Design and build forts inspired by trees. Study trees up close and uncover their characteristics. Build a mini tree fort village as a group. Each child takes home their own mini tree fort.

Going Buggy *full day*

What has six legs and no uncles? An ant! Explore the zany world of insects as you dig, sweep, and dip your way through the insect world.

Leaf Laboratory *full day, two week*

Have you ever wondered WHY? Prepare your beakers and flasks as you explore the scientific method, design experiments, and investigate the natural world around you.

Rooted in Science *half day*

Exercise your green thumb as you sprout, transplant, and experiment with plants in this gardening adventure.

Slime Time *full day*

Stretch, squish, and squoosh some slime as you discover how plants and animals use slime, try out some recipes for slime, and put your slime to the test.

STEAM: Nature in Motion *full day*

Animals run, climb, crawl, zip, and soar through the wild. Explore how animals move while playing games and making crafts using motion.

Sticks and Bricks *half day*

Engineer your way through challenges as you learn how nature stacks up around you. Combine nature and building blocks, take on STEM challenges, and create art out of natural building materials.

Wild Survival *full day, two week*

Do you have the skills of a squirrel, the techniques of a turtle, or the ability of an ant? Discover the survival skills of animals at the Arboretum and then put your survival skills to the test.

Entering Grades 5 and 6

A Week of Wetlands *full day*

Enjoy hands-on investigations of all things aquatic. Experiment with water and its properties, trudge through the wetlands to gather water samples, and use scientific equipment to inspect plants and animals that call ponds, lakes, rivers, and marshes home.

Forest Forensics *full day*

What can a tree tell us? Solve the case of the felled foliage as you examine tree rings, visit the Herbarium to view trees of the past and present, and discover what information trees can provide.

Kids vs. Wild *full day*

Can you survive in the great outdoors? Explore native woodlands and wetlands, and gain the skills needed to survive in these ecosystems. Set up camp, learn navigation skills, build a shelter, fish, and make tools to explore and tame the wild.

Nature Photography I *full day*

Use your nature observation skills and get creative with digital photography. Practice composition, subject placement, close-ups, moving targets, and more. With your classmates, create an Arboretum digital slideshow. Participants must bring their own digital cameras.

STEAM: Nature in Motion *full day*

Animals run, climb, crawl, zip, and soar through the wild. Explore how animals move while playing games and making crafts using motion.

Members receive a
15% discount.

Begin or renew your membership
at mortonarb.org/join.

Entering Grades 6–8

Environmental Avengers *full day*

Who is really in charge of defending the Earth? Become an environmental scientist as you track pollution, analyze water and soil samples, monitor insect life, and learn what you can do to save the planet.

Forest Escape *full day*

Put your problem-solving skills to the test as you take on daily challenges, solve puzzles, and explore the Arboretum. In teams, campers will create their own escape room challenge in the forest.

Nature's Engineers *full day*

Challenge yourself as you take on engineering tasks that put your building skills to the test. Use natural materials as you try to rival the abilities of nature's most ingenious engineers.

Science of Survival *full day*

Track, map, and trek your way through the Arboretum as you learn the science of what humans and animals need to survive. Discover the endangered species the Arboretum protects and the conservation efforts that help trees to survive.

Youth Science Camps Presenting Sponsor

molex[®]

Camp times fit YOUR schedule.

The Arboretum offers morning, afternoon, and lunchtime supervised play to better fit parents' busy schedules. See registration panel for times and costs.



2025 Summer Science Camps Schedule

Camps fill fast! Be sure to reserve your child's spot before it's too late.

	JUNE 2-6	JUNE 9-13	JUNE 16-20	JUNE 23-27	JULY 7-11	JULY 14-18	JULY 21-25	JULY 28-AUG 1	AUG 4-8	AUG 11-15	
Pre-K	Hopping Through Habitats	Growing Up Green	Painting with Plants	Splashing Around with Science	Hopping Through Habitats	Growing Up Green	Painting with Plants	Splashing Around with Science	Hopping Through Habitats		9:00 a.m. to noon
			Growing Up Green		Painting with Plants		Splashing Around with Science				12:30 to 3:30 p.m.
Entering Kindergarten	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy, Squashy Art	Dinos, Ginkgos, and Me	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy, Squashy Art		9:00 a.m. to noon
	Squishy, Squashy Art	Dinos, Ginkgos, and Me	Eric Carle's Friends	Mud Buddies	Leaf Zoo	Squishy, Squashy Art	Dinos, Ginkgos, and Me	Eric Carle's Friends			12:30 to 3:30 p.m.
		Pond Pals	Seed Scientists	Where the Wild Things Are		Pond Pals	Seed Scientists	Where the Wild Things Are		Pond Pals	9:00 a.m. to 3:00 p.m.
Entering Grades 1 and 2	Nature's Superheroes	Forest Fairy Friends	Fantastic Fish	Young Impressionists	Pirates and Pines	Nature's Superheroes	Forest Fairy Friends	Fantastic Fish	Young Impressionists		9:00 a.m. to noon
	Young Impressionists	Pirates and Pines	Nature's Superheroes	Forest Fairy Friends	Fantastic Fish	Young Impressionists	Pirates and Pines	Nature's Superheroes			12:30 to 3:30 p.m.
	Chirp, Click, Buzz	Wild About Art	STEAM: Nature in Motion	Chirp, Click, Buzz	Wild About Art	STEAM: Nature in Motion	Chirp, Click, Buzz	Wild About Art	STEAM: Nature in Motion	Chirp, Click, Buzz	9:00 a.m. to 3:00 p.m.
		Nature's Lab	Camping Out	Nature's Lab	Camping Out	Nature's Lab	Camping Out	Nature's Lab	Camping Out		
Eco-Investigators			Camping Out	Animal Engineers			Eco-Investigators				
Entering Grades 3 and 4	Critter Cases	Rooted in Science	Sticks and Bricks	Adaptive Art	Critter Cases	Rooted in Science	Sticks and Bricks	Adaptive Art	Critter Cases		9:00 a.m. to noon
	STEAM: Nature in Motion	Going Buggy	Adventures in Art	STEAM: Nature in Motion	Going Buggy	Adventures in Art	STEAM: Nature in Motion	Going Buggy	Adventures in Art	STEAM: Nature in Motion	9:00 a.m. to 3:00 p.m.
		Slime Time	Forest Forts	Slime Time	Forest Forts	Slime Time	Forest Forts	Slime Time	Forest Forts		
Leaf Laboratory			Forest Forts	Wild Survival			Leaf Laboratory				
Entering Grades 5 and 6	A Week of Wetlands	STEAM: Nature in Motion	Forest Forensics	A Week of Wetland	STEAM: Nature in Motion	Forest Forensics	A Week of Wetlands	STEAM: Nature in Motion	Forest Forensics	A Week of Wetlands	9:00 a.m. to 3:00 p.m.
		Kids vs. Wild		Nature Photography I	Kids vs. Wild	Nature Photography I		Kids vs. Wild			
Entering Grades 6-8	Science of Survival	Forest Escape	Nature's Engineers	Environmental Avengers	Science of Survival	Forest Escape	Nature's Engineers	Environmental Avengers	Science of Survival		9:00 a.m. to 3:00 p.m.