



SCIENCE MUSEUM OF VIRGINIA

2024 Summer Camp Guide

Thanks for your interest in attending a Science Museum of Virginia summer camp adventure!
We're excited about all the experiences this summer will hold.

Summer camp provides the opportunity for developing a community and building relationships with campers from across Virginia. In addition, our STEM-focused activities keep future scientists, engineers and astronomers engaged and entertained by providing hours of discovery, wonder and hands-on experiences you just can't get anywhere else.

To help you decide if Science Museum summer camps are right for your future scientists, here are some important details about how we run our program. If you still have questions after reading through everything, please direct those to our summer camp team at summercamps@smv.org or contact Guest Services at 804.864.1400.





Available Camps

We're offering nine weeks of summer camp. There are five different content themes with four camps being offered twice. Please note: If a camper signs up to attend all nine weeks of summer camp at the Science Museum, that camper will participate in repeat activities for four weeks.

June 17–21	Animal Adventures
June 24–28	Space Survival
July 1–3	STEM Surprise
July 8–12	Mess Fest
July 15–19	Maker Magic
July 22–26	Animal Adventures
July 29–August 3	Space Survival
August 5–9	Mess Fest
August 12–16	Maker Magic

Pricing

Five-day summer camps cost \$300 for Science Museum members and \$350 for non-members.

The July 1–3 camp costs \$180 members and \$210 non-members.

Schedule

Five-day summer camps are from 9:15 a.m.–3 p.m. Monday–Friday.

The July 1–3 camp is 9:15 a.m.–3 p.m. Monday–Wednesday.

Drop-Off Procedures

Drop-off is from 8:30–9:15 a.m. every morning. Campers must be walked into the Science Museum Rotunda every day and signed in by camp staff each morning. Camp activities begin promptly at 9:15 a.m. every day, so it is important campers arrive on time.

Pick-Up Procedures

Campers must be picked up each afternoon by 3 p.m. unless they have pre-registered for after-camp care. We are unable to accommodate early pick-ups between 2:30–3 p.m. as groups are at their busiest during that time wrapping up and preparing for the end of the day.

Adults who are authorized to pick up a camper must be listed on the camp forms. All campers must be signed out daily by an authorized adult. Campers will be permitted to leave only with authorized adults who show proper photo ID.

After-Camp Care

Campers registered for after-camp care may be picked up any time between 3–5:30 p.m. Campers of all grade levels are placed together for after-camp care. During aftercare, campers participate in camper-led recreation activities, such as board games, crafts, LEGO building, art and reading.

If your camper is not picked up by 5:35 p.m., Science Museum staff will call emergency contacts listed on camp forms. You may be responsible for additional fees if your camper is picked up late.

Sample Camp Day Schedule

8:30–9:15 a.m.	Drop-off and morning snack in the RF&P Forum or Discovery Classroom
9:15–10 a.m.	Science Museum exploration
10–11 a.m.	Dome feature or demo
11 a.m.–12 p.m.	Themed science activity
12–12:30 p.m.	Lunch
12:30–1:30 p.m.	Outdoor recreation and games
1:30–2:30 p.m.	Themed science activity
2:30–3 p.m.	Daily wrap-up and afternoon snack
3 p.m.	Pick-up
3–5:30 p.m.	After-camp care (pre-registration required)



Activities

Campers are divided into two groups: rising 1–3 and 4–6 graders. While weekly themes are the same for all grades, activities are modified to be developmentally appropriate for each age group.

All summer camp activities take place at the Science Museum of Virginia.

Lunch

Campers must bring a packed lunch each day. We do not have the ability to heat or refrigerate food. Although we do not require it, we prefer campers bring a peanut-free lunch.

Campers may not visit the Science Museum’s café, vending machines or concessions during camp or aftercare hours.

Drink

Campers will be given a refillable water bottle their first day of camp. They are welcome to use that or bring another water bottle from home. All campers must have a water bottle each day. Campers may bring other types of drinks as well, which they will only have access to during lunch and snack time.

Snack

We offer campers a small snack each day. If you’re concerned your camper will not want the snacks provided, you are welcome to pack an alternative.

Campers are not permitted to chew gum during summer camp.

Edible Experiments

Some summer camp activities involve food. Occasionally, we do a science experiment that includes eating a snack, such as solar s’mores. All allergy concerns and dietary restrictions should be listed on camp forms.



Clothing

Campers must wear closed-toe shoes every day. In addition, campers may bring a hat and sunscreen for outside time.

The Science Museum has great air conditioning! For camp activities that are inside, cold-natured campers may want to bring a jacket or sweatshirt.

Also, remember science is sometimes messy, so campers should dress accordingly!

Refunds

Cancellations made more than four weeks in advance of their camp session will receive a full refund. Cancellations made less than four weeks before camp starts will receive their registration cost less a \$100 non-refundable fee. Cancellations made less than one week before the start of camp are non-refundable.

Scheduling Changes

If you would like to switch your child from one week of camp to another, we will do our best to accommodate you, but it may not be possible. Science Museum summer camps often sell out. We can only switch week-long sessions and only if there is availability.

Refunds will not be given for single days missed. The Science Museum reserves the right to move campers from one age group to another based on operating needs.

Lost and Found

To keep lost water bottles, jackets and lunch boxes at a minimum, please label all items with your camper’s name. The Science Museum will keep lost and found items through the last summer camp date.

Campers should leave all cash, valuable items, stuffed animals, toys and electronic devices at home.

Emergency and Medical Information

Each camper attending summer camp must have completed permission and emergency medical forms on file at the Science Museum no later than May 31. No camper will be permitted to attend summer camp without these forms.

If your camper needs to receive medication while at camp, you can include any special instructions or necessary details on their medical form, and discuss the medication with camp staff. Please send only medicine that absolutely must be taken during camp hours. Required medication must be in a sealed bag clearly labeled with the camper's name and any special instructions. Staff will not have access to any medication (including Tylenol, Benadryl, etc.) unless it is provided by their guardian.

Health and Safety Protocols

To help ensure the health and safety of our campers and staff, we will follow all current CDC guidelines and state and local directives in effect at the time of summer camp. These protocols may change between now and the start of summer camp. Science Museum staff will provide updates as needed to registered campers.

- Campers are not required to wear masks. Any camper wishing to wear a mask is welcome to do so.
- Campers showing any signs or symptoms of illness, including but not limited to coughing, chills, headache, sore throat, diarrhea or a fever of 100.4 or above, should be kept home.
- Campers who have had direct contact with a person with illness symptoms, with a confirmed illness diagnosis or who is awaiting an illness diagnosis should be kept home.
- If a camper exhibits illness symptoms during the camp day, the camper and any other camper in that household attending camp will be sent home.
- While the camper is attending camp, if the camper tests positive for COVID-19, is exposed to someone who tested positive for COVID-19 or is showing symptoms, please notify camp staff immediately so we can assess next steps. The Science Museum will follow CDC guidelines related to monitoring, quarantining and notifications for COVID-19 exposure.

Accessibility and Restrooms

The Science Museum has all-gender bathrooms and multi-stall male and female bathrooms available. The Dome is equipped with closed and open captions for select features to assist campers who are deaf or hard-of hearing. All areas of the Science Museum are wheelchair accessible.

Should your camper need special accommodations please contact summercamps@smv.org to discuss options.



Behavior Policies

We want all campers to have a great experience, and to do this, campers need to respect their fellow campers, counselors, staff and Science Museum property. Campers are expected to follow all camp rules, should behave in a kind manner and are responsible for their actions. Unsafe and disruptive behavior, hurtful language and violence will not be tolerated.

- Should any camper behave in a way that a counselor deems disruptive or harmful, they will take corrective steps to alleviate the situation.
- Campers will initially be reminded and encouraged to exhibit acceptable behavior.
- If the behavior continues, the camper will be removed from the current activity and provided with a separate option away from the group, still under the supervision of camp staff.
- If the camper's behavior continues to be unsafe or disrespectful, the camper's parent/guardian will be contacted and the camper's enrollment may be terminated without refund.

Marketing Materials

Each year, Science Museum staff take photographs, video and/or audio of campers. The Science Museum uses the materials for promotional purposes, including but not limited to advertising, social media, website placement or printed materials.

In addition, camp staff will use a communications app to share images and videos of campers. These materials are shared with the guardians of the grade-level campers enrolled in each one-week session of camp.