

### **New! Let's Play**

Calling all board gamers, video gamers, and computer gamers. If you like to play Monopoly, Pokemon, or Super Smash Bros, then this is the camp for you! Spend an awesome week with campers who love to game, just like you. We will have tournaments, competitions, and tutorials, so come ready to have a blast.

### **Treasure Hunters**

It is thrilling to find treasures in any form. One day we will be pirates looking for lost treasure; another day we will use geocaching to find treasures. We will also go on awesome scavenger hunts. Even nature holds its own treasures. This camp will peak your interest and utilize your thinking caps to solve riddles and puzzles.

### **Bugs (half day camp only)**

They creep and crawl and fly and jump. That is not just the campers, but also the bugs we will meet this week. Get a good look at bugs like spiders, crickets, butterflies, and more while we explore our environment. Art projects and games will help make this a full week of fun.

### **Zombie (full day camp only)**

The camp you have been asking for is here! Do you think you have what it takes to survive a zombie vs. human battle? We will teach you the survival skills of nature, and how to transform yourself into a zombie. On Friday we will have an all out zombie war. Join us for this one-of-a-kind adventure.

### **Survival**

Wilderness survival has become a popular trend. In this camp you will learn how to survive off of the land. Do you know how to track an animal or utilize items in your environment? We will also learn how to make fire, shelter, and other lifesaving skills. By the end of the week you will have learned about nature and how to thrive in and appreciate it.

### **Kaleidoscope of Fun**

A kaleidoscope is fascinating because every time you move it, it changes. In this camp every day the theme changes - so let the fun begin! Mon: science projects; Tues: nature art; Wed: amazing animals; Thurs: get groovy; Fri: fun with water.



### **Required Materials**

Wear gym shoes, bring a snack, lunch, water bottle, sunscreen (spray on only), bug spray, and backpack.

### **Important Camp Information**

Once you are registered, please go to: [www.bartlettparks.org/naturecenter](http://www.bartlettparks.org/naturecenter) to download specific information and the Emergency/Information Form, which you are required to bring on the first morning of camp.

*Parents/guardians will be required to pay a late pick up fee of \$5 if they are 1-10 minutes late; after 10 minutes the fee will be \$1 per minute until the child is picked up. The late fee is per child. The person picking up the child will be handed a late pick up slip by the child's instructor. The slip has to be signed by the person picking up the child and an invoice will be issued with the fee to be paid. Late fees are the responsibility of the parent/guardian no matter who picks up the child.*

All camp registration closes at 12noon Thursday prior to camp.

### **Resident Financial Aid Program**

The Bartlett Park District recognizes that families and individuals, due to circumstances beyond their control, can experience severe financial problems. For this reason the Resident Financial Aid Program was created enabling residents to participate in recreational programs at a reduced fee.

**To Apply:** Complete and submit a Financial Aid Application and supply the required documentation requested on the application.

**To register online for Summer Nature Camps, please visit [www.bartlettparks.org](http://www.bartlettparks.org).**

For any questions concerning Summer Nature Camps, call the Bartlett Nature Center at 847-608-3100, Option 2.

# Nature Camp

Ages 7-9 Half Days

Ages 6-9 Full Days

**June 5—August 11**



Camps held at

## **Bartlett Nature Center**

2054 W. Stearns Road

James "Pate" Philip State Park

847-608-3100, Option 2

[www.bartlettparks.org/naturecenter](http://www.bartlettparks.org/naturecenter)



A Facility of the Bartlett Park District

## Half Day 7-9 years

ID#	Camp Theme	Dates	Days	Times	Fee
28516-11	Reptiles	June 5-9	M-F	9am-12noon	\$102
28516-12	Inventor	June 12-16	M-F	9am-12noon	\$102
28516-13	Camp Hogwarts	June 19-23	M-F	9am-12noon	\$102
28516-14	Time Traveler	June 26-30	M-F	9am-12noon	\$102
28516-15	Earth Wind & Fire	July 3-7*	M,W,Th,F	9am-12noon	\$82
28516-16	Let's Play	July 10-14	M-F	9am-12noon	\$102
28516-17	Treasure Hunters	July 17-21	M-F	9am-12noon	\$102
28516-18	Bugs	July 24-28	M-F	9am-12noon	\$102
28516-19	Survival	July 31-Aug. 4	M-F	9am-12noon	\$102
28516-20	Kaleidoscope of Fun	Aug. 7-11	M-F	9am-12noon	\$102

\*No Camp on July 4

## Full Day 6-9 years

ID#	Camp Theme	Dates	Days	Times	Fee
28517-01	An Awakening in the Force	June 5-9	M-F	9am-3pm	\$139
28517-02	Inventor	June 12-16	M-F	9am-3pm	\$139
28517-03	Camp Hogwarts	June 19-23	M-F	9am-3pm	\$139
28517-04	Time Traveler	June 26-30	M-F	9am-3pm	\$139
28517-05	Earth Wind & Fire	July 3-7*	M,W,Th,F	9am-3pm	\$111
28517-06	Let's Play	July 10-14	M-F	9am-3pm	\$139
28517-07	Treasure Hunters	July 17-21	M-F	9am-3pm	\$139
28517-08	Zombie	July 24-28	M-F	9am-3pm	\$139
28517-09	Survival	July 31-Aug. 4	M-F	9am-3pm	\$139
28517-10	Kaleidoscope of Fun	Aug. 7-11	M-F	9am-3pm	\$139

\*No Camp on July 4

### Before Camp

Hours: 7:30-9am

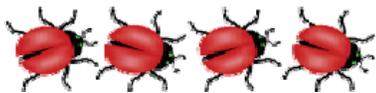
Fee: \$22 a week

### After Camp

Hours: 3-6pm

Fee: \$ 45 a week

\*Week of July 3-7, Before: \$18 After: \$36



At Before and After Camp Care, activities will vary and the atmosphere will be safe and casual inside the building. Breakfast or snack must be brought by the camper. Child must be enrolled in a Nature Camp to participate. **Parents/guardians will be required to pay a late pick up fee of \$5 if they are 1-10 minutes late; after 10 minutes the fee will be \$1 per minute until the child is picked up. The late fee is per child and is the responsibility of the parent/guardian regardless of who picks up the child.**

## CAMP DESCRIPTIONS

### **New! Reptiles (half day camp only)**

Scaly bodies and cold blooded. Come join us as we have fun learning about these amazing creatures: reptiles. At this exciting week of camp we will meet our collection of these cold-blooded creatures. We will also go for hikes to see if we can detect any reptiles in the wild.

### **An Awakening in the Force (full day camp only)**

Star Wars has returned! Come join our camp for a week of fun exploring the Star Wars' universe. Campers will learn about the famous Jedi's like Obi Wan Kenobi and Luke Skywalker as they explore the storyline of the trilogies. Campers will also be fashioning their own light sabers, along with other crafts like model space ships and droids. Campers will have the chance to walk in the path of the Jedi . . .or choose to join the dark side!

### **Inventor**

Could you be a master inventor? Everything around us started as someone's simple idea. Through your own curiosity and brainstorming you will create projects from your own imagination. Throughout the week, challenge yourself and your fellow campers to discover how inventive you can be.

### **New! Camp Hogwarts**

Remember the wizard Harry and his friends? Do you embrace that fantastic world of Hogwarts, muggles, half breeds, magical creatures, and Platform 9 3/4? How about Quidditch, golden snitch, broomsticks, magic wands, potions, and spells? We will transform this week into a magical adventure. Which house will you be: Gryffindor, Ravenclaw, Slytherin, or Hufflepuff?

### **Time Traveler**

TV heroes aren't the only ones who can time travel. This week let's transport through time as we explore the Past each day; you can even dress in the era that we are visiting. Mon: Ancient Times; Tue: Medieval Times; Wed: Age of Exploration; Thurs: 1800's; Fri: 1900's. We will have adventures, play games, and make crafts just like those done in each time period.

### **Earth Wind & Fire**

Powerful natural elements molded the world around us. We will learn to harness the power of water; find strength in the resources of the land; and contain the fury of the wind. We will take hikes to observe these three elements, and learn their amazing powers.

Cell Phones: The use of cell phones will only be allowed before or after leaving camp; phones should be kept in the camper's backpack. If there is an emergency, please notify the office and the camper will be located. The Bartlett Park District does not assume responsibility for lost, stolen, or broken items.