

# Discovery Camp Summer 2022

## Ages 4 - 14 | 2 Week Sessions

### AGE GROUPS

- 4-5 Year Olds
- 5-6 Year Olds
- 7-9 Year Olds
- 8-10 Year Olds
- 11-14 Year Olds

(Age as of June 1, 2022)

**Session 1:** June 20 - July 1

**Session 2:** July 5 - 15

**Session 3:** July 18 - 29

**Session 4:** August 1-22

### ● **Adventures on the Bay [4-5]**

**Sessions 1, 2, 3, 4**

Your child's imagination will run wild as they lead the way on a series of adventures at BADM, the surrounding Fort Baker National Park and the Bay shoreline.

### ● **Creative Minds [5-6]**

**Sessions 1, 2, 3, 4**

Creative young minds connect when your child explores different mediums like paint, textiles, and clay with fellow young artists.

### ● **Adventures in Science [5-6]**

**Sessions 1, 2, 3, 4**

BADM becomes a laboratory of non-stop action and reactions for your child to draw their own conclusions when they perform spectacular hands-on experiments.

## **Nature Quest [5-6]**

**Sessions 1, 2, 3, 4**

With sweeping views of the Golden Gate Bridge, San Francisco Bay, and Fort Baker National Park, your child will discover creatures of both land and sea.

## **Builders Workshop [5-6]**

**Sessions 1, 2, 3, 4**

Build a roller coaster, construct a bridge, design a futuristic vehicle, and more when your child is inspired by real-world design challenges.

## **Fort Baker Rangers [7-9]**

**Sessions 1, 2, 3, 4**

Spend time outside this summer in Fort Baker National Park. Your child will discover the creatures that live around BADM.

## **Tinker Around the Bay [7-9]**

**Sessions 1, 2, 3, 4**

Your child will use digital tools to redesign cities, create 3D models and even create their own board game in BADM's Think, Make, Try Classroom.

## **Fort Baker Makers [8-10]**

**Sessions 1, 2, 3, 4**

Celebrate making and innovation! Your child will explore Fort Baker and the historic architecture for inspiration as they develop solutions to everyday problems.

## **Junior Counselors [11-14]**

**Sessions 1, 2, 3, 4**

This is where BADM's oldest campers develop leadership skills when they connect with and help younger campers with their projects, making friends, and transitioning to camp routines.

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