



The Smithsonian Associates

Smithsonian Institution  
PO Box 23293  
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Register **ONLINE**—available Feb. 9 at 9 a.m.  
[ResidentAssociates.org/camp](http://ResidentAssociates.org/camp)

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# Smithsonian Summer Camp 2012

June 18–August 17



The Smithsonian Associates



# Spend the summer creating memories on the National Mall!

Explore, discover, and create during the 43rd year of Summer Camp at the Smithsonian. We offer a wide variety of camps for all ages and interests, from traditional arts and crafts and science, to dioramas and video games, and more! You're sure to find something to boost your child's summer fun.



## FAQs

- Summer Camp runs from Monday, June 18 through Friday, August 17.
- Camps are one week long and campers may register for one or more sessions.
- Sessions are offered for young people entering kindergarten through 9th grade in fall 2012. (See "Grade Levels" on page 2.)
- Camps range in size from 16 to 32 kids while maintaining a camper-to-instructor ratio of 4:1.
- Half-day and full-day camps are offered. **Please note the starting time of the camp.**
- Campers provide their own lunch food and beverages for full-day camps and if a child is staying for two half-day camps. The brown-bag lunch is supervised.
- Campers provide their own transportation to the Mall. Please provide a signed letter of permission if your child is allowed to leave without an adult. The supervised drop-off and pick-up place is the entrance of the S. Dillon Ripley Center, 1100 Jefferson Dr., S.W., Washington, DC 20560.
- A youth teaching assistant volunteer program (YTA) is offered for students age 15 and above; please see the website for applications. Chosen volunteers are required to assist with the weeks indicated on the application; notification will be sent in May.
- **REFUND POLICY:** A 75-percent refund will be issued if notification is received by The Smithsonian Associates registration office by email ([customerservice@ResidentAssociates.org](mailto:customerservice@ResidentAssociates.org)), fax, or U.S. Mail at least four weeks before the start of the camp for which you are registered. **No refunds or changes will be made thereafter. Camps are nontransferable.**

# Activities Before and After Camp

## NEW! Before-Camp

Drop off campers before camp starts to enjoy organized activities and a light snack. Before-Camp runs from 8 to 9 a.m. in the S. Dillon Ripley Center. Campers are welcome to bring their own breakfast and eat it there. At 9 a.m., campers will be checked in and accompanied to their respective camps by the staff. Before-Camp is only for participants who are registered for full-day or morning half-day camps. Participants register for one-week sessions; no drop-ins permitted. Space is limited to 32 campers, no exceptions.

CODE: 3A0-100 (June 18-22)  
CODE: 3A0-101 (June 25-29)  
CODE: 3A0-103 (July 9-13)  
CODE: 3A0-104 (July 16-20)  
CODE: 3A0-105 (July 23-27)  
CODE: 3A0-106 (July 30-Aug 3)  
CODE: 3A0-107 (Aug 6-10)  
CODE: 3A0-108 (Aug 13-17)  
Fee: \$50 per week per camper  
CODE: 3A0-102 (July 2-3, 5-6)  
Fee: \$40 per week per camper

## After-Camp

Following a day at Smithsonian Summer Camp, participants enjoy organized games and activities, along with outside playtime (weather permitting). The After-Camp program runs from 4:30 to 6 p.m. in the S. Dillon Ripley Center. A snack is provided. Participants register for one-week sessions; no drop-ins permitted. Space is limited to 32 campers, no exceptions.

CODE: 3A0-110 (June 18-22)  
CODE: 3A0-111 (June 25-29)  
CODE: 3A0-113 (July 9-13)  
CODE: 3A0-114 (July 16-20)  
CODE: 3A0-115 (July 23-27)  
CODE: 3A0-116 (July 30-Aug 3)  
CODE: 3A0-117 (Aug 6-10)  
CODE: 3A0-118 (Aug 13-17)  
Fee: \$80 per week per camper  
CODE: 3A0-112 (July 2-3, 5-6)  
Fee: \$64 per week per camper

## Combination Purchase

Save \$20 when you enroll your child in both Before- and After-Camp during the same week.

CODE: 3A0-119 (June 18-22)  
CODE: 3A0-120 (June 25-29)  
CODE: 3A0-122 (July 9-13)  
CODE: 3A0-123 (July 16-20)  
CODE: 3A0-124 (July 23-27)  
CODE: 3A0-125 (July 30-Aug 3)  
CODE: 3A0-126 (Aug 6-10)  
CODE: 3A0-127 (Aug 13-17)  
Fee: \$110 per week per camper  
CODE: 3A0-121 (July 2-3, 5-6)  
Fee: \$84 per week per camper



# Registration

ONLINE registration begins on **Thurs., Feb. 9**, starting at **9 a.m.** at **ResidentAssociates.org/camp**, and at **10 a.m. by phone or in person.\*\***

To expedite the registration process and to ensure you are paying the correct rate, **please verify your login information and membership status prior to registration day.**

Registration traffic is the highest between 9 and 10 a.m. If your payment cannot be immediately processed, **keep the items in your cart and remain active on the site until your order goes through.**

When you receive e-mail confirmation of your registration, please make sure that all the information has been recorded accurately so we can correctly identify your child on his/her first day. **Please print and save your e-mail confirmation as no physical ticket will be mailed.** If you do not receive an e-mail confirmation, please notify registration staff at 202-633-3030 and choose **option 1** to confirm that you have reserved a place in the camp.

\*\*Due to the high volume of online registrants, registration staff will not be available to take phone orders until 10 a.m. To speak with a representative, please dial 202-633-3030 and choose **option 1**. You may also register in person in The Smithsonian Associates office in the Ripley Center, Suite 3077, beginning at 10 a.m. Please note that camps sell out quickly.



## Early Registration

If you support The Smithsonian Associates at the Contributor level (\$300) or higher, you are eligible for early registration on **Wed., Feb. 8, at 9 a.m.**, with a call to our registration staff at 202-633-3030.

For more information about becoming one of our supporters, go to [residentassociates.org](http://residentassociates.org) and click on the "support us" tab or call a Donor Services representative at 202-633-3440 (M-F, 9-5).

## Grade Levels

**Grade levels must be observed for the year the camper is entering in Fall 2012.** Grade requirements are set by instructors who plan their camps according to the developmental, academic, and physical ages of young people. It is important that everyone attend the camp for their correct grade in order for them and the rest of the campers to enjoy their experience.

If your child requires special accommodation to the policy, please call 202-633-CAMP, prior to registration.

1 Register online at [ResidentAssociates.org/camp](http://ResidentAssociates.org/camp) starting Feb. 9 at 9 a.m.

## Mandatory Forms at Time of Registration

The following forms **MUST** be submitted at the time of registration, either online or by phone. Whether you are the parent or someone else registering a child, please be prepared to provide the following information for each camper:

### 1. Medical Form

- Two emergency contacts with phone numbers
- Insurance company name, phone number, policy number, and policyholder's name
- Any allergies and/or dietary restrictions
- Any medical problems or special needs
- Permission to agree to treatment authorization and liability release

### 2. Medication Form (if the camper will be self-administering medication while at camp)

- Medication name, reason for medicine, dosage, notes
- Permission to agree to camper self-medication, monitored by Camp Staff

### 3. Pick-up and Photo Release

- Names and phone numbers of adults designated to pick up child from camp.
- Permission to agree that the child be released to the adults designated.
- Permission for the use of photos taken during camp that include the child.

**Your registration will not be complete without the above information.** Please visit the website at [residentassociates.org/camp](http://residentassociates.org/camp) and click on the "forms" tab to preview the information prior to registration.

## Manage Your Online Profile

View and edit your child's medical information, print your Flexible Spending Account receipt, download copies of his/her pick-up cards, and letters from the camp instructors all online. E-mail addresses are required at registration so that we may communicate additional information electronically rather than by mail. Information will be sent to the email addresses listed in your profile one month prior to your first day at camp.

## Camp T-shirt Included

A Smithsonian Summer Camp T-shirt is included in the registration fee. Campers can sport their shirts proudly and stand out from the crowd on their field trips around the National Mall. This year's shirt is teal blue with yellow letters and features the Summer Camp logo. Each camper receives one shirt at check-in on his or her first day of camp, regardless of the number of sessions/weeks enrolled. The available sizes are youth S to adult XL. Be sure to include the correct T-shirt size when you register for camp. Campers will be given only the recorded size.



Register online at [ResidentAssociates.org/camp](http://ResidentAssociates.org/camp) 3

# Half-Day Camps

## ME, MYSELF, AND I

Mon.–Fri., June 18–22, 9:30 a.m. to 12:30 p.m.

Since the Renaissance, artists have used the self-portrait to explore a basic question: Who am I? Young artists explore the National Portrait Gallery and the American Indian Museum to learn about different techniques and types of symbolism artists use to create a self-portrait. Then, campers make a series of portraits that tell the world many stories about who they are.

Instructors: TBA

Entering K-2

CODE: 3A0-001

Resident Members \$185; Gen. Admission \$243

## RECYCLED CREATIONS

Mon.–Fri., June 18-22, 1:30 p.m. to 4:30 p.m.

Who knew that by reusing, recycling, and repurposing everyday items you would be able to create amazing sculptural art? In this camp, young artists explore commonplace materials like aluminum foil, cardboard, plastic bottles, and paper to create pieces of modern art. Using the Hirshhorn and the Smithsonian American Art Museum for inspiration, campers bend, mold, and reuse ordinary materials like the revolutionary artists of the mid-20th century.



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Instructors: TBA

Entering K-2

CODE: 3A0-002

Resident Members \$185;

Gen. Admission \$243

## BACK TO OUR ROOTS

Mon.–Fri., July 23-27, 9:30 a.m. to 12:30 p.m.

Campers explore their roots by visiting the Smithsonian's Victory Garden, an outdoor garden produced in conjunction with the *Within These Walls* exhibition at the American History Museum. Campers write and illustrate their own family cookbooks, plot and seed their own mini Victory Garden, and create family tree sculptures.

Instructors: Kathy Beachler, Leah Kahl-Devine

Entering K-2

CODE: 3A0-038

Resident Members \$185; Gen. Admission \$243

## BUG-A-BOO

Mon.–Fri., July 23-27, 1:30 p.m. to 4:30 p.m.

Calling all bug lovers: this camp is for you! All the artwork made in this half-day camp is inspired by our creepy, crawly friends. Fluttering butterflies and fossilized insects inspire art, from drawings to paintings and masks. With storytelling, art, and movement games, learn about the natural habitats and life cycles of your favorite creatures.

Instructors: Kathy Beachler, Leah Kahl-Devine

Entering K-2

CODE: 3A0-039

Resident Members \$185; Gen. Admission \$243

## ON THE WILD SIDE

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 12:30 p.m.

Who doesn't want to take a walk on the wild side and see all the amazing animals in the National Zoo? After learning to draw animals in their habitats, campers use their sketches to paint whimsical animal portraits, create prints, make wearable masks and playful puppets, based on the importance of animals in traditional Native American, Asian, and African American art. At the end of the week, campers share their new safari knowledge with family and friends.



Instructors: Kathy Beachler, Leah Kahl-Devine

Entering K-2

CODE: 3A0-046

Resident Members \$185; Gen. Admission \$243

## YOU ART WHAT YOU EAT

Mon.–Fri., July 30-Aug. 3, 1:30 p.m. to 4:30 p.m.

Some people say, "You are what you eat." In this camp, "You ART what you eat!" You'll draw, paint, and sculpt artworks inspired by your favorite foods. Campers will start out by stepping into Julia Child's Kitchen at the American History Museum. They will get a chance to view food-related artworks (like Wayne Thiebaud's "cakes") at the National Gallery of Art, and then come back to the classroom and whip up some art of their own. Campers will explore many materials to create their culinary-inspired art, and parents are invited to the last day of camp to enjoy a "visual picnic."

Instructors: Kathy Beachler, Leah Kahl-Devine

Entering K-2

CODE: 3A0-047

Resident Members \$185; Gen. Admission \$243



## ABCS OF ART

Mon.–Fri., Aug. 6-10, 9:30 a.m. to 12:30 p.m.

Art comes to life as campers learn the basics of visual art. They explore such mediums as pencil, paint, wire, and yarn to interpret the lines, shapes, colors, textures, forms and symbols they see during walking trips to the museums on the National Mall. Parents are invited on the final day of camp to view the campers' work.

**Instructors:** Marsha Rehkamp, TBA

**Entering** K-2

**CODE:** 3A0-055

**Resident Members** \$185; **Gen. Admission** \$243

## SI SAFARI

Mon.–Fri., Aug. 6-10, 1:30 a.m. to 4:30 p.m.

Go on a safari to explore the treasures on the National Mall! After constructing books to record their sightings and adventures, campers embark on a journey to a different museum each day to discover the vast collections of the Smithsonian. They use their art and science findings to create mobiles, paper helicopters and airplanes, dragon puppets, giant turtles, and clay fossils.

**Instructors:** Marsha Rehkamp, TBA

**Entering** K-2

**CODE:** 3A0-056

**Resident Members** \$185; **Gen. Admission** \$243

## Full-Day Camps

### TAKE A RIDE IN OUR TIME MACHINE—MOROCCO

Mon.–Fri., June 18-22, 9:30 a.m. to 4:30 p.m.

Discover the exotic world of Morocco! Campers learn about the ancient culture by exploring a variety of architectural styles, decorative secret gardens, and fountains. They visit the Sackler Gallery and see the geometric, floral, and calligraphic patterns used in traditional Arabic tilework. They create their own patterns and mosaic tiles, experience the 5,000-year-old tradition of henna, hear stories and music, and dine on Moroccan-style treats. Campers also create a travelogue of their journey.

**Instructors:** Jacqueline Lawton, Carolyn Agan

**Entering** 1-3

**CODE:** 3A0-003

**Resident Members** \$370; **Gen. Admission** \$428

## YOU'RE SUCH A CHARACTER!

Mon.–Fri., June 18-22, 9:30 a.m. to 4:30 p.m.

What does it take to transform into a super hero? An alien? A giraffe? Students explore different characters each day as they venture to different character-filled locales within the Smithsonian. Young artists learn about creating a character and bringing it to life through theater games, movement, eco-art, mask-making, stage makeup, costume design, monologues, songs, and observation journals. Family and friends are invited to attend a final showcase and reception on Friday to celebrate the campers' creative work—and campers leave with a photo CD featuring the characters they created.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 1-3

**CODE:** 3A0-004

**Resident Members** \$370; **Gen. Admission** \$428

## ADVENTURES IN HIP-HOP

Mon.–Fri., June 18-22, 9:30 a.m. to 4:30 p.m.

Rap! DJ-ing! Graffiti! B-boying and B-girling! Hip-hop has grown from a New York City-based art form created by urban youth into a worldwide cultural force. Campers learn about hip-hop culture and create their own rap songs. The week ends with a hip-hop-inspired performance that includes original music and movement. All campers leave with a CD of the music created.

**Instructors:** Psalmayene 24, Nick Hernandez

**Entering** 2-4

**CODE:** 3A0-005

**Resident Members** \$370; **Gen. Admission** \$428

## VIDEO GAMES: DESIGN AND PLAY

Mon.–Fri., June 18-22, 9:30 a.m. to 4:30 p.m.

Tired of playing those same, boring video games? Learn to design your own in this high-tech camp. Drawing inspiration from the Smithsonian museums, campers use a video-game engine to create characters, game levels, and animation, and learn the ins and outs of game design and development. Campers take home a CD of their work.

**Instructors:** Nate Kling, Kyle Hood

**Entering** 4-5 **CODE:** 3A0-006 (June 18)

**ADDITIONAL SESSIONS:**

**Entering** 4-5 **CODE:** 3A0-075 (June 25)

**Entering** 6-8 **CODE:** 3A0-079 (July 16)

**Entering** 6-8 **CODE:** 3A0-077 (July 23)

**Entering** 6-8 **CODE:** 3A0-078 (July 30)

**Resident Members** \$370; **Gen. Admission** \$428

**Entering** 4-5 **CODE:** 3A0-076 (July 2)

**Resident Members** \$296; **Gen. Admission** \$343



## SOLDIERS AND DIORAMAS: ANTIETAM 1862

Mon.–Fri., June 18–22, 9:30 a.m. to 4:30 p.m.

Why was the Battle of Antietam important? Enlist in this camp and learn about the battle and the significant effect it had on our nation through the use of toy soldiers, terrain building, war-gaming, documentaries, and a field trip. Paint 1/72-scale plastic soldiers and build terrain inspired by Al Gaspar's miniature battlefield and an actual visit to Antietam National Battlefield. Refight battles of "Bloody Lane" and "Burnside's Bridge" using hundreds of 15mm soldiers and "Fire & Fury" war-gaming rules.

**Instructors:** Al Gaspar, Randy Knol

**Entering** 4–9

**CODE:** 3A0-007

**Resident Members \$370; Gen. Admission \$428**

## CAN YOU DIG IT: THE MAYA

Mon.–Fri., June 18–22, 9:30 a.m. to 4:30 p.m.

Don your pith helmets, grab your trowels, and come along on a Mayan adventure! Practice archaeological techniques as you excavate a Mayan village in a specially designed dig box at the camp.

Learn about Mayan history from an archaeologist who actually excavated Mayan ruins in Belize. Create clay pots using traditional Indian methods and practice drawing and deciphering Mayan hieroglyphs.

Campers come away from this week with an understanding and appreciation of the tools and practices of modern archaeology.

**Instructors:** Ted Yoder, Tiffany Parisi

**Entering** 5–7

**CODE:** 3A0-008

**Resident Members \$370; Gen. Admission \$428**



## MURDER MYSTERY

Mon.–Fri., June 18–22, 9:30 a.m. to 4:30 p.m.

Was it Mr. Green in the Conservatory, with the lead pipe? Young actors engage in improvisational games and learn how to write their own Smithsonian-inspired murder-mystery play. Friends and family are invited on the final day for the premiere. With all the spies, lies, and intrigue, who will be able to figure out whodunit?

**Instructors:** Michael Gabel, John Judy

**Entering** 5–9

**CODE:** 3A0-009

**Resident Members \$370; Gen. Admission \$428**

## PICTURE BOOKS AND PUPPETS

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Retell your favorite musical picture books through story and song! Campers read and learn the songs of some of the most beloved children's stories, including *The Fox Went Out on a Chilly Night*, *Mrs. O'Leary's Cow*, *Hush Little Baby*, and *Down By the Station*. Campers visit Smithsonian museums to explore characters and settings depicted in the books, then re-create stories and make a variety of puppets to tell them, including box puppets, finger puppets, and glove puppets. At the end of the week, families and friends are invited to see the final musical puppet show.

**Instructors:** Aurena Komisar, Audrey Engdahl

**Entering** K–2

**CODE:** 3A0-010

**Resident Members \$370; Gen. Admission \$428**



## WALK LIKE AN EGYPTIAN

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Campers take a trip to ancient Egypt and experience life as an ancient king or queen. Participants make Egyptian art, play games, write with hieroglyphics, construct a model pyramid, and study mummies. In addition, campers visit the Natural History Museum and the Freer and Sackler Galleries for inspiration.

**Instructors:** Jacqueline Lawton, Carolyn Agan

**Entering** 1–3

**CODE:** 3A0-011

**Resident Members \$370; Gen. Admission \$428**

## SCULPTING NATURAL HISTORY

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Inspired by exhibits in the Natural History Museum, campers combine the role of artist and researcher as they create sculptural and mixed media artworks. Each day, campers journey through different exhibits in the museum and record their observations in a handmade sketchbook. Campers explore early plants, animal fossils, mammals, and ocean life and its inhabitants to create plaster negatives, 2-D and 3-D models, sculptures, paper and wooden figures, and paintings. The group constructs a large-scale sculpture mirroring actual animals on view. The session culminates in an exhibition of the campers' creations for family and friends.

**Instructors:** Jessie Rommelt, TBA

**Entering** 3–5

**CODE:** 3A0-012

**Resident Members \$370; Gen. Admission \$428**

## PINHOLE PHOTOGRAPHY

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Discover a whole new way of seeing the world through the pinhole camera, which creatively distorts everyday images—and opens up the world of photography to a younger generation. Each day, campers shoot images and process film taken from their handcrafted pinhole cameras. They experiment with perspective, ghost imagery, and multiple-image exposure. Campers also visit various photography exhibits on the National Mall to see and discuss the works of well-known photographers.

**Instructors:** Betty Simmons, Tara Lee

**Entering** 5–8

**CODE:** 3A0-013

**Resident Members \$370; Gen. Admission \$428**



## CAN YOU DIG IT: A ROMAN MYSTERY

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Experience an archaeological “CSI” set in Roman times. Campers excavate in a dig box for clues to the identity of an ancient Roman-era skeleton. Is this a nobleman, commoner, or slave? Is it a man or woman? What clues lead you to the probable identity? Campers learn the tools and practices of modern archaeology. They get a picture of ancient Roman times through movies about European archaeological sites, Smithsonian museum visits, readings, and talks.

**Instructors:** Ted Yoder, Tiffany Parisi

**Entering** 5–7

**CODE:** 3A0-014

**Resident Members \$370; Gen. Admission \$428**

## SOLDIERS AND DIORAMAS: ASIAN PIRATES

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Who were the Asian pirates, the wako or wokuo, who preyed on the coastal people of China, Korea and Japan from 811 to 1639? Did they fight on the land and the sea? Come aboard and learn about the battles between these legendary sea scoundrels and their adversaries through the use of toy soldiers, miniature junks, war-gaming, books, and movies. Paint 28mm plastic soldiers and build a 14-inch-long ancient sailboat. Re-fight battles against the Shaolin warrior monks and the Korean fleet using hundreds of Al Gaspar’s 15mm soldiers, dozens of war junks, and easy-to-learn medieval war-gaming rules.

**Instructors:** Al Gaspar, Taliesin Knol

**Entering** 5–9

**CODE:** 3A0-015

**Resident Members \$370; Gen. Admission \$428**

## SKETCH COMEDY

Mon.–Fri., June 25–29, 9:30 a.m. to 4:30 p.m.

Working with longtime comic actors John Judy and Michael Gabel, campers learn how to integrate unique characters and unusual situations to create a series of short sketches suitable for the stage, screen, or YouTube. Friends and family are invited to the performance and cast party at the end of the week. You’ll laugh, you’ll cry, and you won’t even have to set the TiVo!

**Instructors:** John Judy, Michael Gabel

**Entering** 5–9

**CODE:** 3A0-016

**Resident Members \$370; Gen. Admission \$428**

## MODERN ART DETECTIVES

Mon.–Tues., Thurs.–Fri., July 2–3, 5–6, 9:30 a.m. to 4:30 p.m. No Class July 4.

There is more to modern art than just a canvas and paint. Artists of the 20th century used wire, clocks, fabric, and other found objects to create their own masterpieces. With a set of clues to begin each day, campers explore different artists that helped shape the art world we know today. After identifying and learning about the artist and their techniques, campers create modern art masterpieces using many different mediums and materials.

**Instructors:** TBA

**Entering** K–2

**CODE:** 3A0-017

**Resident Members \$296; Gen. Admission \$343**

## TRACING PATTERNS

Mon.–Tues., Thurs.–Fri., July 2–3, 5–6, 9:30 a.m. to 4:30 p.m. No Class July 4.

All forms of patterns are found in art, architecture, literature, music, and nature. Patterns can be achieved through the use of color, lines, and shapes. Campers discover the bright, beautiful and colorful patterns found in the Smithsonian collections, buildings, and gardens and they use their findings to create mosaics, beadwork, rubbings, and story cloth.

**Instructors:** Marsha Rehkamp, Jen Paper

**Entering** K–2

**CODE:** 3A0-018

**Resident Members \$296; Gen. Admission \$343**

## SOLAR SYSTEM AND BEYOND

Mon.–Tues., Thurs.–Fri., July 2–3, 5–6, 9:30 a.m. to 4:30 p.m. No Class July 4.

Get ready to blast off and let imaginations soar while campers explore our solar system and everything orbiting the sun! Campers build dioramas and mobiles of the solar system. They imagine what life would be like on a different planet and find out about the possibility that other life forms are already there. Campers visit the Air and Space Museum and the NASA Goddard Space Flight Center to learn what it’s like to be an astronaut.

**Instructors:** Jacqueline Lawton, Carolyn Agan

**Entering** 2–4

**CODE:** 3A0-019

**Resident Members \$296; Gen. Admission \$343**

## COOKING ON CAMERA

Mon.–Tues., Thurs.–Fri., July 2-3, 5-6, 9:30 a.m. to 4:30 p.m. No Class July 4.

Join other camper chefs and star in a series of food-tastic clips for a fun group cooking show! Campers visit the Julia Child Kitchen in the American History Museum, get inspiration from clips of celebrity chefs like Alton Brown and the Muppets' Swedish Chef, and create their own chef persona. They make food art and snacks, personalize chef aprons, learn on-film acting techniques, write monologues, and explore food safety and nutrition. Family and friends are invited to attend a final showcase and reception on Friday and campers take home a CD featuring all of their show clips.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 3-5

**CODE:** 3A0-020

**Resident Members \$296; Gen. Admission \$343**



## FROM FOOT TO FLIGHT

Mon.–Tues., Thurs.–Fri., July 2-3, 5-6, 9:30 a.m. to 4:30 p.m. No Class July 4.

How did human progress from travel by foot to journeying among the stars? Campers see the story unfold from visits to the Natural History Museum, the American History Museum and the Air and Space Museum. We will walk through a piece of SKYLAB and study the International Space Station and the rockets that swept us off our feet and into space.

**Instructors:** Eric Klopfenstein, Juliana West

**Entering** 3-5

**CODE:** 3A0-021

**Resident Members \$296; Gen. Admission \$343**

## SECRETS OF THE BONES: A FORENSIC MYSTERY

Mon.–Tues., Thurs.–Fri., July 2-3, 5-6, 9:30 a.m. to 4:30 p.m. No Class July 4.

Future crime solvers excavate a mock site where the bones do tell tales. In order to solve the mystery, campers use forensic anthropology instruction and laboratory experiments. While the site they're investigating isn't real, they're learning real scientific information about forensic investigation and bone analysis. The camp is designed to promote critical thinking and scientific inquiry through exploration of the Smithsonian collections and the *Written in Bone* exhibit in the Natural History Museum.

**Instructors:** Tiffany Parisi, TBA

**Entering** 5-9

**CODE:** 3A0-022

**Resident Members \$296; Gen. Admission \$343**

## SOLDIERS AND DIORAMAS: WWI—WESTERN FRONT

Mon.–Tues., Thurs.–Fri., July 2-3, 5-6, 9:30 a.m. to 4:30 p.m. No Class July 4.

In 1914, Germany invaded Luxembourg, Belgium, and France. The invasion led to a stalemate as both sides fortified their lines, from the North Sea to the Swiss frontier. Why? Learn the answer as you find out about the troops, technology, tactics, and terrain of the Western Front through the use of toy soldiers, terrain building, war-gaming, movies, and a museum visit. Paint 1/72-scale plastic World War I soldiers and build terrain inspired by the 1930 movie *All Quiet On the Western Front*. Learn about doughboys and storm troopers as you fight historical battles based on games from "Strategy & Tactics: Second Marne" magazine. Experience the air war while maneuvering small planes in "Wings of War" games. Finally, visit *The Great War in the Air* exhibit at the Air and Space Museum.

**Instructors:** Al Gaspar, Jamie Prenatt

**Entering** 5-9

**CODE:** 3A0-023

**Resident Members \$296; Gen. Admission \$343**

## INTERGALACTIC FUN

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Campers learn about our galaxy and imagine life on another planet as they create an alien culture! After gathering intergalactic inspiration at the Albert Einstein Planetarium and the Air and Space Museum, campers play theater games, sing songs, dance, design flags, paint murals and maps and design T-shirts and face paint in order to invent their planet. Campers act as anthropologists and report on daily life on their imagined planet and act in film clips for their out-of-this-world news station. Family and friends are invited to meet the Martians and explore the new planet on the final day.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** K-2

**CODE:** 3A0-024

**Resident Members \$370; Gen. Admission \$428**

## A WORLD OF CULTURE!

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Send your camper on a trip around the world! Campers spend each day studying the culture and history of a different continent during visits to various Smithsonian museums, including the African Art Museum, the Freer and Sackler Galleries, the Natural History Museum, and the American Indian Museum. To learn about other cultures, campers read and retell traditional stories, make instruments and other crafts, listen to indigenous music, and learn related songs and games. Parents are invited to a performance and exhibition at the end of the week.

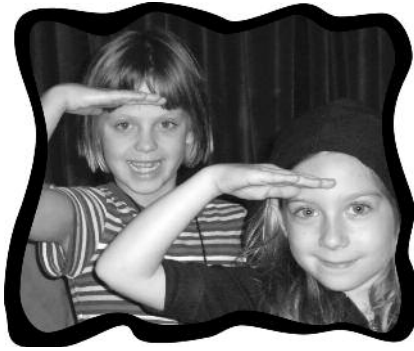
**Instructors:** Aurenna Komisar, Audrey Engdahl

**Entering** K-2

**CODE:** 3A0-025

**Resident Members \$370; Gen. Admission \$428**





## EXPLORING EXTREMES

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Let Motivation Education lead you through the highest, deepest, coldest, longest, farthest, smallest, largest, and liveliest program you have ever participated in. Campers travel to Mount Everest, sail the Pacific Ocean, go beneath the waves to deep ocean vents, travel to the poles, explore the jungles, observe microscopic worlds, build a whale, construct the Chesapeake Bay Bridge, and

launch rockets. Sailors, scientists, mountaineers, divers, rescuers, watermen, pilots, and astronauts provide the inspiration and authentic details behind this camp. At the end of the week, participants and families review the week's activities in a special presentation.

**Instructors:** TBA

**Entering** 1-3

**CODE:** 3A0-026

**Resident Members \$370; Gen. Admission \$428**

## UP, UP AND AWAY

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

It's a bird! It's a plane! It's a dragonfly! Have you ever wondered how things fly? And why is it that birds and insects can fly but people can't? Campers visit the Air and Space Museum, the NASA Goddard Space Flight Center, and the Museum of Natural History. Campers learn about the Wright Brothers, Amelia Earhart, Bessie Coleman, and Charles Lindbergh and create plays based on mythical flying characters, such as Icarus and Pegasus. They also build paper airplanes, helicopters, and kites.

**Instructor:** Eric Klopfenstein, Juliana West

**Entering** 2-4

**CODE:** 3A0-027

**Resident Members \$370; Gen. Admission \$428**

## ADVANCED VIDEO GAME DESIGN

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Are you ready to take your video-game designing skills to the next level? Expand your skills as a game designer and learn how to make more elaborate and complex games. Draw inspiration from the Smithsonian museums to create characters, game levels, and animation and get a more in-depth experience of the video-game design process. Campers take home a flash drive with their completed games at the end of the week. Prerequisite: Video Games: Design and Play.

**Instructors:** Nate Kling, Kyle Hood

**Entering** 4-5 **CODE:** 3A0-080 (July 9)

**ADDITIONAL SESSION:**

**Entering** 6-8 **CODE:** 3A0-081 (Aug. 13)

## PHUN WITH PHYSICS

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Can a piece of fruit light a light bulb? Can a tennis ball be shattered? Can an egg survive a 4-story fall? We answer these and more perplexing questions with exciting chemistry and physics experiments. Explore gravity and inertia to construct catapults, race roadsters, and build bridges. Make a mess concocting slime from everyday ingredients, and check out the ice cream from outer space. The week culminates with a field trip to the Air and Space Museum. At camp's end, participants and families review the week's activities in a special presentation.

**Instructors:** TBA

**Entering** 4-8

**CODE:** 3A0-028

**Resident Members \$370; Gen. Admission \$428**

## SOLDIERS AND DIORAMAS: PEARL HARBOR 1941

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Why did Japan attack Pearl Harbor? How was the attack carried out? What were the immediate and decisive results of the attack? Campers learn about the Japanese air attack on the U.S. Pacific Fleet at Pearl Harbor through the use of miniature planes and ships, table-size maps, war gaming, a museum visit, and the 2001 documentary, *National Geographic—Pearl Harbor: Legacy of Attack*. Base and paint your own gaming pieces of 30 Japanese planes (3/4-inch long) and five ships (2 inches long). Experience World War II Pacific air and naval warfare while maneuvering your miniature planes and ships using "Axis and Allies" game rules. Finally, campers visit the *WWII Aviation* and *Sea and Air Operations* exhibits at the Air and Space Museum.

**Instructors:** Al Gaspar, Mika Holliday Lentz

**Entering** 5-9

**CODE:** 3A0-029

**Resident Members \$370; Gen. Admission \$428**

## LEGO-BOTS

Mon.–Fri., July 9-13, 9:30 a.m. to 4:30 p.m.

Build a robot and bring it to life in this electrifying camp! Use the new-technology LEGO Mindstorms NXT robots to solve interesting challenges. Campers learn to control motors and sensors, and program their robots to accomplish specific tasks. Campers design and build motorized as well as static attachments and program their robot to solve increasingly complex tasks. Friends and family are invited to view a final tournament on the last day based on missions from the FIRST LEGO League "Smart Move" season.

**Instructors:** Dominic Swayne, David Slykhuis

**Entering** 7-9

**CODE:** 3A0-030

**Resident Members \$370; Gen. Admission \$428**



## PAPER, PAPER EVERYWHERE!

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

Campers use their imaginations and a variety of everyday paper products to create original masterpieces. After taking daily trips to different Smithsonian museum exhibits in the Hirshhorn Museum and Sculpture Garden and the American Art Museum, campers are challenged to make 2-D paintings using tissue paper or 3-D sculptures using boxes, toilet paper rolls, and crepe paper. Parents are invited at the end of the week to attend a camper-created art exhibition.

**Instructors:** Aurena Komisar, Lucy Durkens

**Entering** K-2

**CODE:** 3A0-031

**Resident Members \$370; Gen. Admission \$428**

## SMITHSONIAN TO THE RESCUE

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

Motivation Education instructors and participants simulate professional efforts to save the world's wildlife, based on the work of the Smithsonian Conservation Biology Institute. Campers work with giant stuffed animals and science tools to discover how scientists conserve populations through research, rescue, and extraordinary animal care. The campers learn about animal rescue, biodiversity, zoological medicine, motion technology, and the worldwide conservation of orangutans, giant cats, and dolphins. At the end of the week, participants and families review the week's activities in a special presentation.

**Instructors:** TBA

**Entering** 1-3

**CODE:** 3A0-032

**Resident Members \$370; Gen. Admission \$428**



## SUPERHEROES: FROM HERCULES TO SUPERMAN

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

It's a bird, it's a plane, it's SUPER CAMP! Campers examine the hero's journey from mythology to Marvel comics. Campers explore different types of heroes during a trip to the *Art of Video Games* exhibit at the Smithsonian American Art Museum, create hero characters, design a comic book, do a superhero photo shoot, write character monologues and dialogues, learn stage combat, use found objects to create superhero accessories, and write and create a trailer for their superhero's movie. Family and friends are invited on Friday for a final screening of campers' trailers and a showcase of their superheroes.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 3-5

**CODE:** 3A0-033

**Resident Members \$370; Gen. Admission \$428**

16 Register online at [ResidentAssociates.org/camp](http://ResidentAssociates.org/camp) starting Feb. 9 at 9 a.m.

## UNDERSTANDING OUR UNIVERSE

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

Have you wanted to see space like astronauts do? Campers explore planets, make telescopes and learn about how the use of satellites. They discover black holes in our galaxy and find out how we fit into it. Campers use Global Positioning Systems to find hidden treasures on the National Mall to understand how we use satellites daily.



Campers travel to the Natural History Museum, Air and Space Museum, and check out a planetarium show. They explore stars and constellations and get to make their own constellation—and its backstory!

**Instructor:** Eric Klopfenstein, Juliana West

**Entering** 3-5

**CODE:** 3A0-034

**Resident Members \$370; Gen. Admission \$428**

## EXTRAORDINARY EXPEDITIONS

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

Motivation Education instructors use simulations and hands-on experiences to introduce campers to the world's greatest explorers and their expeditions. Meet and "play" George Mallory, Charles Darwin, Captain James Cook, Robert Ballard, David Livingston, and Ernest Shackelford. Experience intense "cold," dive deep, conduct historic plays, sail the world, and go deep into the jungle. A special website will be built about campers' expeditions for knowledge and adventure. At the end of the week, campers and their families review the week's activities in a special presentation.

**Instructors:** TBA

**Entering** 4-8

**CODE:** 3A0-035

**Resident Members \$370; Gen. Admission \$428**

## SMITHSONIAN INSIDE AND OUT

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

At the Smithsonian, there are many curators, conservationists, and archivists who work to preserve our heritage, discover new knowledge, and share our resources with the world. Their work is seen by millions of visitors to the museums. But what is it really like to work at the Smithsonian? With in-depth visits to the American Indian Museum, Natural History Museum, American History Museum, and Air and Space Museum, as well as a tour of the Smithsonian gardens, we discover the ins and outs of life on the National Mall. Visit a museum each morning with a guest speaker and spend the afternoons re-creating the artifacts and habitats that represent the day.

**Instructors:** Jacqueline Lawton, Michael Gabel

**Entering** 6-9

**CODE:** 3A0-036

**Resident Members \$370; Gen. Admission \$428**



## SOLDIERS AND DIORAMAS: SPARTACUS

Mon.–Fri., July 16-20, 9:30 a.m. to 4:30 p.m.

Who was Spartacus, the legendary leader who fought Roman armies? How did his band of escaped slaves and gladiators defeat the armies of the Roman Republic? Campers learn about Roman gladiators and Spartacus's battles through the use of toy soldiers, terrain building, war-gaming, a movie, and documentaries. Paint 1/72 scale plastic Roman soldiers and gladiators and build terrain inspired by Stanley Kubrick's 1960 movie *Spartacus*. Experience the strategy of Roman warfare as you command forces on large board games based on "Conquest of the Empire" and other board games.

**Instructors:** Al Gaspar, Andrew Gaspar

**Entering** 5-9

**CODE:** 3A0-037

**Resident Members \$370; Gen. Admission \$428**



## A MUSEUM A DAY

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Each day begins with Motivation Education instructors taking campers on a walking field trip to a different Smithsonian museum, including the Natural History Museum, Air and Space Museum, Native American Museum, American History Museum, and the Museum of African Art. In the afternoon, campers create hands-on simulations and activities mirroring the exhibits they saw. A special website will be built about our field trips and experiences.

**Instructors:** TBA

**Entering** 1-3

**CODE:** 3A0-040

**Resident Members \$370; Gen. Admission \$428**

## CURTAIN CALL

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Campers create and perform a showcase of original stories and movement pieces inspired by their favorite Smithsonian works of art. Aspiring artists develop their acting, movement, creativity, story-building, and ensemble skills during this week of inspiring field trips and creative drama explorations. To illuminate their performances, campers create watercolors and murals to help set the scene. Young actors also see a professional performance and meet some of the actors after the show.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 1-3

**CODE:** 3A0-041

**Resident Members \$370; Gen. Admission \$428**

## THE ART OF FOOD

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Examine the world of the culinary arts—and the influence of food on the fine arts! Campers visit museums on the Mall, such as the National Gallery of Art and the American History Museum, to discover the predominant influence of food in art and culture. Campers create their own food-influenced artwork through sculpting, painting, and building collages. They also don chef's hats as they play with their food, making original culinary creations.

**Instructors:** Morgan Jones, Kate Reynolds

**Entering** 3-5

**CODE:** 3A0-042

**Resident Members \$370; Gen. Admission \$428**

## ALL THINGS REMOTE

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Old meets new in a camp that combines historic landmarks with remote technology. Explore places as diverse as Rome, China, and the depths of the ocean in remote-controlled cars, helicopters, and submarines! Campers build scaled versions of famous sites such as the Roman Coliseum and the Great Wall of China, and then face the challenge of maneuvering different remote-controlled vehicles through their twists and turns. At the end of the week, participants and families will review the week's activities in a special presentation.

**Instructors:** TBA

**Entering** 4-8

**CODE:** 3A0-043

**Resident Members \$370; Gen. Admission \$428**

## SOLDIERS AND DIORAMAS: THE CRUSADES

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Why were the Crusades fought between 1095-1291? How were the combatants' tactics and weapons similar or different? Campers learn about the history of the Crusades through the use of toy soldiers, war-gaming, books, and a movie. Paint 1/72 scale plastic Crusaders and Saracens and build landscapes and forts inspired by Al Gaspar's miniature battlefield and the 2005 movie *Kingdom of Heaven*. Experience the history of mideastern warfare as you command forces on large board games based on the "Infidel" board game. Finally, re-fight the Siege of Acre (1189-1191)—in miniature—using hundreds of Al Gaspar's miniature troops and terrain.

**Instructors:** Al Gaspar, Taliesin Knol

**Entering** 5-9

**CODE:** 3A0-044

**Resident Members \$370; Gen. Admission \$428**



## FLIGHTS OF FANTASY

Mon.–Fri., July 23-27, 9:30 a.m. to 4:30 p.m.

Do you dream of dragons, elves, and magical adventures? Following in the tradition of great fantasy literature like the Harry Potter novels, *The Lord of the Rings*, *The Wizard of Oz*, and *Peter Pan*, campers explore the genre of fantasy and science-fiction and polish their writing skills as they create their own mystical worlds filled with fantastic characters. Smithsonian museums—and the mysteries they contain—provide inspiration for campers in this hands-on, interdisciplinary camp. They create a map of their imaginary world, play fantasy games, and improvise scenes from their favorite fairy tales and science fiction stories. The week ends with a reading for families and friends.

**Instructors:** Jack Smith, Sara Liles

**Entering** 7-9

**CODE:** 3A0-045

**Resident Members \$370; Gen. Admission \$428**

## MASTERS OF THE MUSEUM: AMERICAN HISTORY

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 4:30 p.m.

Campers visit the American History Museum every day to explore popular exhibits such as Dorothy's ruby slippers, Jim Henson's early creations, locomotives and early vehicles, Julia Child's kitchen, and "The Star Spangled Banner." Campers learn and sing American folk songs, read tall tales, and make related crafts. On Friday, our new museum experts take family and friends on a musical tour of the museum.

**Instructors:** Aurena Komisar,

Audrey Engdahl

**Entering** 1-3

**CODE:** 3A0-048

**Resident Members \$370;**

**Gen. Admission \$428**



## WORLD OF WONDERS

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 4:30 p.m.

Motivation Education instructors and scientists from the Natural History Museum take us on a vicarious visit to sites that were finalists in the global competition for the Seven Natural Wonders of the World, including Brazil's Amazon, South Africa's Table Mountain, Australia's Great Barrier Reef, and the Middle East's Dead Sea. Activities model the work of Natural History Museum experts who study such places through the lenses of biodiversity, marine animals, and human origins. At the end of the week, participants and families vote for their favorite natural wonders.

**Instructors:** TBA

**Entering** 1-3

**CODE:** 3A0-049

**Resident Members \$370; Gen. Admission \$428**

## MUPPET MASTERWORKS

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 4:30 p.m.

Campers help write and perform their own version of *The Muppet Show* and create puppets inspired by films and video clips of Jim Henson's creations. Young Muppet masters bring their puppets to life with a choreographed Broadway-style puppet show on Friday for family and friends. At the end of the week, campers leave with a bound show script, their puppets, a journal filled with their writing from the week, and a CD of photos from their adventures.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 2-4

**CODE:** 3A0-050

**Resident Members \$370; Gen. Admission \$428**



## IT'S ALL GREEK TO ME

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 4:30 p.m.

Greece is known for art and architecture; heroic gods and goddesses; classics of tragedy, comedy, and epic poetry; and fabulous food! Act out classic comedy, journey with Jason and the Argonauts, learn Greek words, listen to regional music, dine on local delicacies, compete in the first Olympics, and create art inspired by the gods and goddesses at the Acropolis. Go on a scavenger hunt for Greek architecture, and view art and architecture in the Smithsonian museums influenced by ancient Greece.

**Instructors:** Morgan Jones, Kate Reynolds

**Entering** 3-5

**CODE:** 3A0-051

**Resident Members \$370; Gen. Admission \$428**

## PRESIDENT FOR A WEEK

Mon.–Fri., July 30-Aug. 3, 9:30 a.m. to 4:30 p.m.

There's no time like the present to get politically engaged in a fun way! Future voters learn about democracy, the electoral process, and the U.S. government by devising their own political campaign and running for president. The resources of Washington, D.C.'s many museums and historic sites help campers construct political movements and create campaign materials, and they improve public speaking skills through speech-writing and practicing the delivery. Campers follow in presidents' footsteps with trips to Mount Vernon, the Washington Monument, the White House Visitor Center, the Lincoln Memorial, and the American History Museum.

**Instructors:** Michael Gabel, Jacqueline Lawton

**Entering** 4-6

**CODE:** 3A0-052

**Resident Members \$370; Gen. Admission \$428**

## RAINFOREST RESEARCHERS

Mon.–Fri., July 30–Aug. 3, 9:30 a.m. to 4:30 p.m.

Motivation Education instructors continue to work with scientists and educators from the Smithsonian Tropical Research Institute of Panama to help campers understand tropical biodiversity. Be prepared to fly bats, tag sharks, place radio tags on giant stuffed animals, use motion cameras to capture a jaguar photo, categorize shells, scour fossils near the Panama Canal, and discover new aquatic organisms. Campers even visit the Smithsonian Tropical Researchers in Panama via a videoconference. At the end of the week, families review the week's activities in a special presentation.



**Instructors:** TBA

**Entering** 4–8

**CODE:** 3A0-053

**Resident Members \$370; Gen. Admission \$428**

## SOLDIERS AND DIORAMAS: WWII SICILY

Mon.–Fri., July 30–Aug. 3, 9:30 a.m. to 4:30 p.m.

After Operation Husky (the invasion of Sicily), the destruction of Axis forces was to be executed by two competing generals—an Englishman, Bernard Montgomery, and an American, George Patton. How did their rivalry affect the campaign? Learn about the war in Sicily through the use of toy soldiers, miniature battlefields, war-gaming, movies, and documentaries. Paint plastic American, British, Italian, and German troops, and build Sicilian terrain inspired by Al Gaspar's miniature battlefields and scenes from the 1980 movie *The Big Red One*. Command forces on a large board game based on "Strategy & Tactics: Sicily—Race for Messina" game. Re-fight the beach landings and paratrooper battles with dozens of miniature soldiers, guns, and tanks using "Battlefront" WWII rules.

**Instructors:** Al Gaspar, James Baker

**Entering** 5–9

**CODE:** 3A0-054

**Resident Members \$370; Gen. Admission \$428**

## TAKE A RIDE IN OUR TIME MACHINE—BRAZIL

Mon.–Fri., Aug. 6–10, 9:30 a.m. to 4:30 p.m.

Travel through time to explore Brazil's amazing art, folklore, language, and dances. Create art inspired by the famous Amazon rainforest and Carnival festival. Make Brazilian musical instruments and learn the tango! Make masks based on Brazilian animals, such as the anaconda, capybara, jaguar, saki moth, sloth, and tapir. Explore the Natural History Museum and African Art Museum. Learn about Brazil's vast and varied landscape of coastline, mountain ranges, and rivers.

**Instructors:** Carolyn Agan, TBA

**Entering** 1–3

**CODE:** 3A0-057

**Resident Members \$370; Gen. Admission \$428**



**Instructors:** Ashley Carrano, Mary Katz

**Entering** 2–4

**CODE:** 3A0-058

**Resident Members \$370; Gen. Admission \$428**

## BATTLE OF THE SMITHSONIAN

Mon.–Fri., Aug. 6–10, 9:30 a.m. to 4:30 p.m.

Do you want to be an actor or actress? Are writing and directing more your style? Why not do both? Watch *A Night at the Museum: Battle of the Smithsonian*, then explore the museums and write your own version of the film. Learn tricks of acting—from stage combat to different accents—and even get to meet some actors after a field trip to a professional production. Family and friends are invited to attend a final showcase and reception on Friday to celebrate creative work and campers leave with a photo CD featuring all of their characters created during camp.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 3–5

**CODE:** 3A0-059

**Resident Members \$370; Gen. Admission \$428**

## I SPY

Mon.–Fri., Aug. 6–10, 9:30 a.m. to 4:30 p.m.

Beneath the cloak and camouflage of the world of intrigue are countless characters, codes, and inventions that transform mere mortals into masters of deception. Through trips to the Spy Museum, American History Museum, and National Cryptologic Museum, campers learn about the heroes and villains of espionage, create ciphers, learn Morse code, become fingerprint experts, create disguises, and craft the tools of the trade. We also create detective stories, spy plays, and propaganda posters.

**Instructors:** Michael Gabel, Jacqueline Lawton

**Entering** 4–6

**CODE:** 3A0-060

**Resident Members \$370; Gen. Admission \$428**



## SOLDIERS AND DIORAMAS: ANGLO-AFGHAN WAR

Mon.–Fri., Aug. 6-10, 9:30 a.m. to 4:30 p.m.

Why did the British invade Afghanistan a second time during 1878–1880? Was it part of the “Great Game”? How did British forces fare against the Afghan regular and irregular forces? Join us as we navigate the Khyber Pass to learn about the troops, terrain, and tactics of the Second Anglo-Afghan War through the use of toy soldiers, war-gaming, books, a classic movie, and documentaries. Paint 1/72 scale plastic soldiers and build landscapes and frontier forts inspired by John

Huston’s entertaining movie, *The Man Who Would Be King*. Re-fight the Battle of Maiwand (1880) using hundreds of Al Gaspar’s miniature troops and terrain.

Instructors: Al Gaspar, Taliesin Knol

Entering 5-9

CODE: 3A0-061

Resident Members \$370; Gen. Admission \$428

## CARTOONING AND BOOK ARTS

Mon.–Fri., Aug. 6-10, 9:30 a.m. to 4:30 p.m.

Have you ever wanted to create a Garfield, Batman, or Calvin and Hobbes of your own? Or conjure up a universe of cartoon characters and the world in which they live and play? Campers draw comic strips and experiment with book art techniques, embossing, marbled paper and papyrus, and folding and binding uniquely shaped books.

Instructors: Tara Lee, Ellen Vartanoff

Entering 5-8

CODE: 3A0-062

Resident Members \$370; Gen. Admission \$428

## FABRIC OF HISTORY

Mon.–Fri., Aug. 6-10, 9:30 a.m. to 4:30 p.m.

Campers spend a week inside the Smithsonian walls studying historical textiles in the African Art Museum and American Indian Museum. Inspired by ancient techniques, campers learn various means of printing and manipulating their own fabric including silk screen, tie-dye, and simple embroidery. Campers utilize these techniques to create their own original T-shirt design, patterned fabric for a cover of a hand-bound journal, and fabric to be used to make a mask.

Instructors: Rebecca Bridges, Chris Wills

Entering 6-8

CODE: 3A0-063

Resident Members \$370; Gen. Admission \$428

## DIGITAL PHOTOGRAPHY

Mon.–Fri., Aug. 6-10, 9:30 a.m. to 4:30 p.m.

Ever wonder how those photos of people hovering in air are made? With Photoshop technology, anything is possible in the realm of digital photography! Learn about filters, border effects, inkjet manipulation, and digital “old time” photos and portraits. Explore the Smithsonian grounds as an art backdrop with a camera in hand, and don’t worry about being a tourist—you are an artist with your own gallery exhibition at the end of the week. **Note:** Campers must provide their own digital camera to use throughout the week.

Instructors: Sue Altenburg, Betty Simmons

Entering 7-9

CODE: 3A0-064

Resident Members \$370; Gen. Admission \$428

## ANIMAL ALPHABET SOUP

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

Who doesn’t love animal crackers in their alphabet soup? Explore the alphabet by starting the week with a trip to the National Zoo. After learning to draw animals in their habitats, campers use their sketches to paint whimsical animal portraits and build animal-inspired ocarinas (clay musical instruments). At the end of the week, campers learn how to bind their first alphabet book filled with their original prints.

Instructors: TBA

Entering K-2

CODE: 3A0-065

Resident Members \$370; Gen. Admission \$428



## OOPS!

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

Oops! That was a mistake—or was it? Campers explore a different museum on the Mall each day to discover the work of artists, inventors and scientists who “got it wrong” and made it right. Campers use their observations and insights to create their own “oops” artwork, airplanes, jigsaw puzzles, and inventions.

Instructors: Marsha Rehkamp, Jen Paper

Entering 1-3

CODE: 3A0-066

Resident Members \$370; Gen. Admission \$428



## BOTTOM OF THE DEEP BLUE SEA

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

Dive in and discover the deep blue sea! Campers visit the Sant Ocean Hall exhibit at the Natural History Museum, the American History Museum, and the National Zoo, and even take a trip to the National Aquarium. Campers learn about fish, sharks, and sting rays; lobsters, oysters, and crabs; octopus, eels and jellyfish; and sea mammals such as otters, whales, and dolphins. Campers discover the lore of famous ships, pirates, and sea captains who explored the world's great oceans, and create plays based on mythical characters, such as Poseidon, mermaids, and the amazing Hippocamp! Campers also build ocean dioramas, coral reef exhibits, and underwater volcanoes.

**Instructors:** Jacqueline Lawton, Carolyn Agan

**Entering** 1-3

**CODE:** 3A0-067

**Resident Members \$370; Gen. Admission \$428**

## SCULPTING CREATIONS

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

Art comes to life as campers learn the basics of painting and sculpture. Sketchbooks in hand, our young Picassos take trips to the Hirshhorn Museum and Sculpture Garden, National Gallery of Art, and Smithsonian American Art Museum for inspiration, then transform their ideas first into paintings and then into sculpture. Fellow painter-sculptors Giacometti, Calder, and Lichtenstein guide us as we experiment with line, shape, color, and texture in the third dimension.

**Instructors:** Amy Reid, Rebecca Bridges

**Entering** 2-4

**CODE:** 3A0-068

**Resident Members \$370; Gen. Admission \$428**

## MYSTERIES IN HISTORY

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

What's the real story behind the assassinations of Presidents Lincoln and Kennedy? What new information has been unearthed about the disappearances of Amelia Earhart and the Lindbergh baby? Campers explore these and other mysteries in history through exciting museum visits, discussions, and class explorations and games. They use their discoveries as inspiration to create monologues, dialogues, tableaux, art projects, and conduct interviews. Family and friends are invited to a revealing showcase on Friday as campers bring historical mysteries to life and introduce their own theories.

**Instructors:** Michelle Tang Jackson, Paul Reisman

**Entering** 3-5

**CODE:** 3A0-069

**Resident Members \$370; Gen. Admission \$428**

## EXPLORATIONS IN PRINTMAKING

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

Get ready for a week of discovery and experimentation as campers learn about centuries-old traditions as well as modern trends in printmaking. After viewing prints at the American History Museum, the National Gallery of Art, and the National Portrait Gallery, young printmakers return to the studio to explore different printmaking methods, including silk screening, monotype printmaking, linoleum block carving, relief printing, and stamping on a variety of surfaces. Campers create a personally designed tote bag to carry home their amazing creations!

**Instructors:** Ashley Carrano, Mary Katz

**Entering** 4-6

**CODE:** 3A0-070

**Resident Members \$370; Gen. Admission \$428**

## EARLY ANIMATION, 3D FX, AND BEYOND!

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

How do you achieve the illusion of the 3rd dimension and motion on a plain piece of paper? The sciences and arts collide as campers delve into multifarious methods of photo-animation, special effects, optical illusions, and holography to learn about both cutting-edge high-tech, and early 20th-century low-tech ways to fool the eye. Learn about early photography at the American History Museum and then return to camp to create your own flip-book, classic 3-D comic panel, zoetrope or kinescope, cut- and folded-paper pop-ups, snake book, and optical illusions.

**Instructors:** Tara Lee, Ellen Vartanoff

**Entering** 5-8

**CODE:** 3A0-071

**Resident Members \$370; Gen. Admission \$428**

## SOLDIERS AND DIORAMAS: SCI-FI DYSTOPIA

Mon.–Fri., Aug. 13-17, 9:30 a.m. to 4:30 p.m.

How do writers and filmmakers of science fiction portray a future dystopian world? Who are their heroes and heroines, and how do their fictional characters either survive in a tyrannical world or battle against it? Join us as we enter an imaginary future found in literature, manga, anime, and film. Paint 28mm plastic soldiers and construct urban landscapes inspired by our camp's movies *Fahrenheit 451* and Tezuka's animated *Metropolis*. Finally, game miniature street battles based on scenarios from the stories of Jack London, Kurt Vonnegut, Philip K. Dick, and "Judge Dredd" comics.

**Instructors:** Al Gaspar, Andrew Gaspar

**Entering** 5-9

**CODE:** 3A0-072

**Resident Members \$370; Gen. Admission \$428**



# Camp Instructors

**Carolyn Agan** is a DC-area teaching artist and actress with such companies as Fords Theatre, The Kennedy Center, and Shakespeare Theatre.

**Sue Altenburg** is a PPA Certified Master Photographer who operates Altenburg Studio in Las Vegas, Nevada.

**James Baker**, a retired computer programmer, is a history buff and wargamer. He is one of the authors of the miniatures rule set "Battlefront: WWII."

**Kathy Beachler** is a printmaker and teaching artist who is currently the executive director of Arts Every Day.

**Rebecca Bridges** works at the American Visionary Art Museum.

**Peter Brown** is an environmental resources major at Salisbury University and a staff member of Educators Connecting Research to the K-16 Classroom.

**Ashley Carrano** is an elementary art teacher for Fairfax County Public Schools.

**Damisha Drakes** specializes in STEM enrichment teaching and supervisors its implementation at her middle school.

**Audrey Engdahl** is a music teacher and performer in the MD/DC metropolitan area.

**Michael Gabel** is a professional actor, director, producer, and talk show host. He is a co-founder and teacher at The Actors Institute.

**Al Gaspar**, the science coordinator, gardener, and shop teacher for Pre-K to Grade 6, is a historical diorama creator for Smithsonian Summer camps.

**Andrew Gaspar** is a sound art designer and has worked as a radio and club DJ in Boston.

**Nick Hernandez** has crafted soundscapes for independent films, theaters, radio, and local and national artists. He teaches hip-hop production and music history at the

Urban Arts Academy with non-profit Words, Beats & Life Inc.

**Kyle Hood** is a graduate of Penn State, where he earned a degree in Fine Arts investigating video games as an expressive medium.

**Michelle Tang Jackson** is a local actor, writer, and a teaching artist for the Shakespeare Theatre Company and Young Playwrights' Theater.

**Morgan Jones** is a third grade teacher in the Advanced Academics Program at Stratford Landing Elementary in Fairfax County.

**John Judy** is a D.C.-based actor who is writing screenplays for a romantic comedy set in D.C. and a superhero mystery that's not "Watchmen."

**Leah Kahl-Devine** teaches third grade in Baltimore County. She enjoys both reading and collecting children's books.

**Mary Katz** is currently an elementary art specialist for Fairfax County Public Schools.

**Bob Keddell** is director of Educators for Connecting Research to the K-16 Classroom and an adjunct faculty member, Johns Hopkins University's Teacher Leadership program.

**Nate Kling** is an independent game artist and designer.

**Eric Klopfenstein** is a technology teacher at Ormond Stone Middle School in Fairfax County, Virginia.

**Randall Knol** is a feature writer for Prehistoric Times and Web master of [www.dinosaurcollector.150m.com](http://www.dinosaurcollector.150m.com).

**Taliesin Knol** is an experienced camp instructor who attends Randolph College for Environmental Science.

**Aurena Komisar** is a second grade teacher in Prince George's County.

**Jacqueline Lawton** is a D.C.-based actress, dramaturge, playwright, and teaching artist for the Helen Hayes Legacy Project, Shakespeare Theater Company, and Young Playwrights' Theater.

**Tara Lee** is a professional photographer, papermaker, bookbinder, and educator in Raleigh, North Carolina.

**Mika Holliday Lentz** is an award-winning documentary filmmaker who has worked for Discovery Channel, National Geographic Specials, and WGBH/NOVA.

**Sara Hashem Liles** teaches AP language and MYP English at Richard Montgomery High School in Montgomery County, Maryland. She has a background in theater and creative writing.

**Haley Miller** is an English teacher who works with at-risk youth in Wilde Lake Middle School.

**Jen Paper** is a master's degree candidate in the Museum Studies program at George Washington University.

**Tiffany Parisi** has her master's degree in anthropology from GWU.

**Ryan Patton** is an assistant professor of art education at VCU.

**Jamie Prenatt** is a senior intelligence officer for the Department of Defense. He has a keen interest in military history and wargaming.

**Psalmayene 24** is an actor, playwright, director, and musician. He is recognized as a pioneer in hip-hop theater and is the playwright/director of *Zomo the Rabbit: A Hip-Hop Creation Myth*.

**Marsha Rehkamp** is a children's librarian and weaver.

**Paul Reisman** is a professional actor and educator. He is an affiliated teaching artist with Shakespeare Theatre, and artistic associate with Faction of Fools.

**Kate Reynolds** is a first grade teacher in Fairfax County.

**Jessie Rommelt** is a recent Penn State University graduate pursuing a career as a studio artist and exhibition organizer.

**Noah Scholl** is a middle school science teacher in Carroll County.

**Michelle Seu** is a college student who has won numerous awards in art, writing, and science.

**Brandon Shifflett** is the science department chairman at Lime Kiln Middle School in Howard County.

**Betty Simmons** is a professional photographer and a photography teacher for Fairfax County.

**David Slykhuis** is an assistant professor of science education at the College of Education, James Madison University.

**Jack Smith** is a freelance writer who also works extensively as an editor and publisher of online and printed media.

**Nick Swayne** is the executive director of FIRST Lego League for Virginia and Washington, D.C., and teaches workshops on using Lego Robots for math and science education.

**Ellen Vartanoff** has illustrated for D.C. Comics and Marvel Comics.

**Seth Waltman** is a special education teacher.

**Juliana West** is a middle school math and science teacher in Fairfax County. She is her school's web curator.

**Chris Wills** is a high school art teacher who loves history and making all sorts of wacky things.

**Ted Yoder** is an archaeology enthusiast and high school science teacher at St. Stephen's and St. Agnes School in Alexandria.