Dates:
Session 1: Monday, June 26 – Friday, June 30: STEAM Detectives
Session 2: Monday, July 10 – Friday, July 14: Time Traveler Kids
Session 3: Monday, July 24 – Friday, July 28: STEAM Detectives

Times: 9:00 AM - 4:00 PM
Before Care 8:00 AM-9:00 AM ($5/30 min)
After Care 4:00 PM-5:30 PM ($5/30 min)

Ages: Rising second graders through rising eighth graders.

Cost: $270 per child for Family Circle Members (per session); $290 per child for HA Members and Volunteers (per session), $310 per child for Non-Members (per session). $50 deposit required at time of registration. Before and after care are available for an additional fee.

Bring your own lunch.
Snacks provided. Camp T-shirt provided.

To register please visit www.annapolis.org or contact Aliya Reich at aliya.reich@annapolis.org.
Mysteries of History
Summer Camp

In Mysteries of History Summer Camp, we will introduce your young detectives to a world of mystery in Historic Annapolis! This year, we will be offering two sessions of camp that explore different types of mysteries throughout history. In our Time Traveler Kids session (Session 2, July 10-14), your young sleuths will explore mysteries of history from all over the globe. As a STEAM Detective (Sessions 1 and 3, June 26-30 and July 24-28), your young one will learn about and solve riveting mysteries of Science, Technology, Engineering, Art, and Math through history.

Time Traveler Kids:

This summer, have your young sleuths unravel the mysteries of our past using skills of deduction, disguise, and observation in historic downtown Annapolis. Time Traveler Kids, will go back in time to colonial Maryland, many different Ancient civilizations, and even the days when history’s most notorious pirates roamed our waters! Each day your aspiring time traveler will learn of the secrets and mysteries that still remain unsolved in history, from the dawn of man to today. These inquisitive detectives will master all the skills necessary to become a world-class spy, an artful mystery writer, a kung-fu fighter, a colonial gentlemen or lady, and a fearsome pirate! Come explore Annapolis and all of its secrets this summer for a memorable, educational, and fun week!

STEAM Detectives:

As a smart and wily STEAM Detective, campers learn about Science, Technology, Engineering, Art, and Math throughout history. By exploring wide-ranging topics such as medicine and hygiene, archaeology, forensics, sustainability, cooking, and art, campers come into STEAM Detectives as normal kids and leave with a keener eye, more discerning critical-thinking skills, and a lot of fun under their belts, not to mention a greater understanding about how their favorite educational subjects connect with one another. This camp offers children the opportunity to explore history in engaging, interactive, and incredibly fun ways including arts and crafts, games, puzzle solving, and movement activities. Your campers will make new friends, enjoy new experiences, and have a memorable summer as a STEAM Detective!

Location:

The backdrop for both sessions of Mysteries of History Summer Camp will be Annapolis, Maryland’s capital city and one of the most influential cities in American history. Included in the camp are guided tours designed to educate and entertain children in a variety of historic settings. Home base will be the William Paca House and James Brice House, beautiful five-part Georgian style homes, located on Prince George Street in the heart of Annapolis.

Typical Daily Schedule:

- 9:00 – 9:15 Welcome! Separate into groups and discuss the day’s theme
- 9:15 – 12:00 Three morning activities such as arts and crafts, games, puzzle solving, and movement reinforcing the day’s theme OR a field trip in Annapolis. 15 minute snack break included
- 12:00 – 1:00 Lunch and games
- 1:00 – 3:30 Three afternoon activities such as arts and crafts, games, puzzle solving, and movement reinforcing the day’s theme OR a field trip in Annapolis. 15 minute snack break included
- 3:30 – 3:55 Clean-up and Goodbye with reflection on the day’s activities
- 4:00 Pick up!