



Superhero Science

The Science of Super Powers for Grades 1-2

Learn how to save the world when we explore the science behind superpowers in this adventurous camp. By the end of the camp, you might just gain some super powers of your own! Here's your peek at the week:

Day 1, Super Powered Science: Come find out how science and technology can give you "super powers" like those of your favorite superheroes. Design your own superhero. Study Superman and learn how science and technology have given us the power of flight. See how simple machines can make life easier and give us super strength. Use your own super breath to do amazing things.

Day 2, Head to the Bat Cave: Join Batman as he uses science and technology instead of super human powers. Study bats and how they use the power of echolocation to hunt for their food. Build gadgets like the ones Batman uses to fight crime. Channel Batman as you learn detective skills to solve crimes.

Day 3, Go Web, Go! Discover the real super powers of spiders and how they spin their own web. Design your own spider glider to take home. Come follow the superhero family The Incredibles on their adventures.

Day 4, X-Mansion: Sit in a class at Xavier's School for Higher Learning. Observe Storm's power over the weather with a cloud in a jar, investigate static electricity and learn about the water cycle. Find out how super villain Magneto uses magnets and electro magnets. Make your own compass from everyday materials to use the Earth's magnetic field to find your way.

Day 5, Super Gadgets: Come investigate Wolverine's claws and explore properties of metals. See how Wonderwoman's rocket plane works and try out different kinds of rockets.