



SUPER SUMMER ADVENTURES 2015

**Science - Art - Music - Robotics
- Drama - Engineering - Cooking
- Geography - Dance - Wizards
and Superheroes - and more!**



Summer 2015



Super Summer Adventures 2015



General Information

Classes and camps are for children entering 1st through 7th grade in fall 2015. **Classes run Monday through Thursday, 9 a.m. to noon. Afternoon camps run 12:30 to 3 p.m.; the fee schedule is the same as for morning classes.** Plan to bring a lunch if you are staying all day. Classes are held at the Museum except where noted.

Some classes have size limitations, so be sure and register your child early before the class fills up.

Wear comfortable clothes and shoes. Please plan to arrive early on the first day so you can sign in and find your classroom. Parents, you are welcome to accompany your child into his or her classroom and meet the instructor.

Dates

Session 1	June 15-18	Session 7	July 27-30
Session 2	June 22-25	Session 8	Aug. 3-6
Session 3	June 29-July 2	Session 9	Aug. 10-13
Session 4	July 6-9	Session 10	Aug. 17-20
Session 5	July 13-16	Session 11	Aug. 24-27
Session 6	July 20-23		

Tuition

Tuition for each class or afternoon camp is \$85 (\$70 for museum members). Those wishing to attend both morning classes and afternoon camps will pay a weekly tuition of \$170 (\$140 for museum members). All fees are required to be paid in full to reserve a spot in the class or camp.

Scholarships

The Museum has a limited number of scholarship opportunities available. Level 3 and 4 pricing is offered as funds are available; limit two per student. Additional classes may be enrolled at Level 1 or 2.

Registration Information

Three ways to register:

1. Call 509-888-6240 to pay by Visa or MasterCard.

2. Complete the form in the back of the catalog and mail with your payment. Please do not send cash.

Mail to:

WVMCC
127 S. Mission
Wenatchee WA 98801

3. Bring registration form and payment to the Museum between 10 a.m. and 4 p.m Tuesday through Saturday.

We accept cash (hand delivered), check, Visa, or MasterCard. All returned checks are subject to a \$20 service charge. Registrations must be paid in full to ensure participation.

Withdrawal Policy

If you find that your child is unable to attend class, we will refund 80% of your registration fee until three (3) days before class begins. No refunds will be given after that time.

Member Discounts

Members of the Wenatchee Valley Museum receive a discount on all classes. A membership is a great way to support your Museum, and in many cases it pays for itself!

Class Changes/Cancellations

The Museum reserves the right to cancel, combine, or reschedule classes to adjust for enrollment or unforeseen circumstances. If it is necessary to cancel a class for any reason, registered participants will be informed as soon as possible and extended the opportunity to transfer to another class or receive a full refund.

Promotional Photography

By enrolling your child in a Wenatchee Valley Museum class, you grant permission to be photographed for promotional purposes, without compensation.

Session 1

June 15-18



Grades 1-2

3, 2, 1 Blastoff!

Gretchen Littler

Experiment with things that go BOOM, from foaming chemicals to popping balloons. Make flying machines (from loopers to helicopter) with paper, water, straws, funnels, balls and balloons. Create rockets and airplanes that are yours to take home.

Beach Party

Cara Hackenmiller

Beach arts, crafts and fun on the run! Get ready for some wet and sandy fun! Design your own sun visor, maneuver an obstaCOOL course of your own design, make a pet rock, paint with a spray bottle, make sand and shell designs, underwater art and many other fun projects.

Grades 3-5

For the Love of Art

Chester Ferrell

There are no limits to this student-driven course offered by this popular Wenatchee School District art specialist. Explore collage, clay, drawing, fiber arts, mask making, painting, printmaking and sculpture. Students enjoy the freedom of setting the pace and the project with some gentle coaching.

Random Acts of Robotics

Deborah Goins

Students will assemble robots with small motors, solar panels, batteries and robot kits. Each day features a project that students can take home.

Brush Up Your Shakespeare

Rod Molzahn

Explore Shakespeare from the comic to the tragic. Actors will rehearse and perform a selection of SHORT scehes from a variety of Shakespeare's plays. Fools and nobles, witches and men, swords and masks ... fun, fun, fun. Huzzah!

Grades 4-7

Beginning Band

Jeff Sandberg

Interested in joining the marching band? Picking up a new instrument? This class is for you! Offered by a veteran classroom teacher known for his dynamic instruction. All abilities and experience welcome. Bring your own instrument or borrow one of ours.

Grades 5-7

Kitchen Science: Fudge Fountain

Stephen Walker

Hey, did your cake get subducted? Understand the science of geology by cooking up layer cakes and building edible mountains imbedded with yummy candy fossils. Explore the history of the earth while learning basic and advanced cooking techniques.

Middle School Art Mania

Lisa Robinson

Students will use a variety of media such as charcoal, pastels, paint, clay and paper machá. Each day, they will have the opportunity to express themselves while they create hands-on art in a positive and encouraging environment. Fee includes all art supplies.

Digital Photography *

Rick Williams

***Class held at Foothills Middle School**

Learn to take, edit and save digital photos for fun projects using cameras and computer software. Cameras are provided.

Afternoon Camp for All Ages

12:30-3 p.m.

Summer Chef

Stephen Walker

Cook up some summer fun with delicious recipes made from fresh, local ingredients. Amaze your family with your new culinary skills.

Session 2

June 22-25



Grades 1-2

Amazing Waterworld

Cara Hackenmiller

From bubbles to fountains to waves and whales, dive into this watery adventure! Create amazing bubble buildings and bubble art. Make a mysterious diver sink at your command, then design your own cargo boat and figure out why it floats.

Science of Disaster

Michelle Gutzwiller

Have fun exploring the powers of nature in the forms of fire, ice, wind and water. Then shake up your world with a look at earthquakes, volcanoes, tornadoes, hurricanes and blizzards. Build a hurricane-proof house, create a tornado in a bottle, make an edible earthquake and much, much more!

Ocean Science

Deborah Goins

Build shoreline models and explore beach building, examine planktonic organisms, explore sea salt, rising sea levels and wild coastal storms.

Grades 3-5

Creation Station

Audra Keyanna

Lava lamps, ice cream, invisible ink and more! Come join us as we become scientists and create a variety of fun, and sometimes yummy, creations!

Delicious Kitchen Science

Jennifer Talbot

Create exploding marshmallows, edible color wheels, rock candy, ice cream in a baggie and experiment with quick breads in this deliciously fun science class.

Mystery Science

Stephen Walker

Experience mysterious experiments like Glowing Pickle and Elephant's Toothpaste, make a blood model, test your Duck Feet, and build a hovercraft.

Grades 5-7

Da Vincineers: Museum of Flight

Amy Ferrell

Let your imagination soar in this flight camp inspired by Leonardo de Vinci's flights of fancy. Build and test aircraft designs out of paper and other experimental materials. Practice flying hot air balloons, helicopters and other flying machines. Experiment with your own high-flying designs.

Structural Engineering

Amy Eddy

Test your design skills while exploring slippery slopes, sweet domes, tall towers and bridges. Experience a sweet and sticky earthquake shake. Test the stability of an edible house and test it on different surfaces while replicating the effects of an earthquake on the structure.

CAD Drawing*

Rick Williams

***Class held at Foothills Middle School**

Use professional software programs like Inventor Pro and Google Sketch-up to learn real computer-aided design skills, and apply that knowledge as you move on to professional design tools.

Afternoon Camp for All Ages

12:30-3 p.m.

More Mystery Science

Stephen Walker

Witness classic science tricks like egg inertia, spinning water and bed of nails. See amazing reactions like Phoenix from the Ashes and MicroGrain Silo.

Session 3

June 29-July 2



Grades 1-2

Fantasy Island

Amy Eddy

Come create your own Fantasy Island landscape! Wondrous animals, island people and creatures that live above and below the ocean await you. You will create your own imaginary characters and clay animals. There will be plenty of exciting visuals to spark your own artful ideas and maybe a pirate cartoon or two. Let's explore this fantasy world together!

Space Camp!

Gretchen Littler

Have fun learning about solar systems and explore the universe through a variety of projects, including catching stardust and examining the makeup of comets and globular clusters. Use X-Ray data collected by NASA to look at the stars in a whole new way!

Young Chefs

Deborah Goins

Imaginations run wild as kids discover new science, math, reading, health and social skills while cooking up delicious recipes.

Grades 3-5

Machine Mania

Jennifer Talbot

If you like gadgets, gizmos and brilliant ideas, then this is the camp for you! Discover inventions by kids and famous inventors. Experiment with catapults, simple machines and more to discover how things work. Get creative as you plan and build your own ingenious inventions.

Circus of Imagination

Jean Hartwich

This circus-themed class gives young artists an experience of interactive art making at its best! With the spirit of mixed-media madness, students will play and create a collaborative circus environment

from their imaginations. Students will draw, design and build using a wide variety of materials, both conventional and nontraditional.

Grades 4-7

Super Summer Guitar

Tami Lopushinsky

Learn to play the guitar! Explore different techniques and styles, and then learn to play melodies using finger picking, strumming and ensemble playing. Some guitars will be available to borrow, or you may bring your own.

Grades 5-7

Get Hooked! Designer Science

Stephen Walker

Take part in the toxic marshmallow challenge while learning to think like a scientist. Learn how to mimic nature's designs to make helpful products, and explore the wonder of Fibonacci.

Afternoon Camp for Grades 1-3

12:30-3 p.m.

Bon Appetit!

Kim Green

Take a culinary adventure around the world and cook up some delicious food along the way. Make homemade buttermilk, tiramisu with chocolate curls, chocolate cheesecake bites, blueberry clafouti and more!

Afternoon Camp for Grades 4-7

12:30-3 p.m.

Designer Science Take 2

Stephen Walker

Examine genetic traits, extract DNA, and lift fingerprints. Explore the wonders in the patterns, both natural and artificial, that fill our world and make us who we are.

Session 4

July 6-9



Grades 1-2

Quirky Creature Art Camp

Lisa Robinson

Come and meet some wildly weird and unusual creatures and learn how to draw, paint and sculpt what you see. We'll be looking up into the trees, into the ocean and exploring the desert to discover some fun new animals. This camp will show you a side of nature you never imagined.

Wizarding 101

Amy Ferrell

Step into an amazing world of wizardry as you learn the real science behind the care of wizard pets, herbs, herpetology and the chemistry behind magical potions. Create your own wand, hat and book of science spells in this week of wonders.

Grades 3-5

Science of Cooking

Betty Palmer

Discover how curiosity creates the cook. Four days of mad-delicious food experiments and cooking! Students will explore the basics of yeast and sauces while making monkey bread, oven-baked meatballs with marinara sauce, and pizza with assorted toppings. The final day will include making delicious chocolate gelato!

Wonders of the Deep

Amy Eddy

The ocean is vast and it has everything to do with how we live on Earth. It is the source of our weather, air, food and much more. Take a peek at this mysterious watery world through scientific observation, outdoor activities and hands-on experiments.

STEAMin' Up Summer

Jessica Creel

Become a Nature Scene Investigator in this Science, Technology, Engineering, Art and Math camp. Learn how to follow clues that have been left behind and use science to solve natural mysteries. Explore what it's like to become a research scientist studying urban ecology, including urban wildlife populations.

CSI: Hollywood Heist

Kim Green

The who's who of Hollywood have stepped out to compete for a prestigious prize. The nominees have one mission: to win a coveted \$500,000 check to produce their own film. When the award suddenly disappears, your CSI team has to solve the mystery.

Grades 5-7

Secret Life of Spies

Jean Hartwich

Your assignment, should you choose to accept it, is to recover secret information while escaping detection. Learn mysterious codes to send covert messages to your friends. Build spy gadgets like alarms to protect your private lair from intruders and create a disguise to hide your true identity.

Mixed Media & Picasso Portraits

Cordi Bradburn

Improve drawing and painting skills in graphite pencil, charcoal, oil pastels and watercolor on assorted quality papers. We will build on the previous days' art explorations. Create an oil-pastel self-portrait inspired by investigating the world of artist Pablo Picasso. You'll leave the workshop with a mini-portfolio of examples of each technique we explored.

Snap! Crackle! Run!

Stephen Walker

Explore ooey gooey dew points, scary weather and cloud shapes while learning how to use weather-predictive equipment like rain gauges and barometers.

Afternoon Camp for All Ages

12:30-3 p.m.

More Snap! Crackle! Run!

Stephen Walker and Jean Hartwich

Learn all about the weather, weird and otherwise. Make a wind catcher, take part in observation hikes, practice forecasting and meteorological math.

Session 5

July 13-16



Grades 1-2

Find Your Inner Hero

Tracy Trotter

It's a bird, it's a plane, it's ...Heroes Week! Students will join other engineers their age as they seek ways to protect the world and save mankind in the process. They will join a league of heroes and compete against other leagues by performing engineering-related challenges, such as saving an ecosystem from a potentially lethal oil spill. Only one group will end the week as the ultimate league of super heroes!

Electric Engineering

Cara Hackenmiller

Get a charge out of summer camp by exploring the wonders of electricity. Power up your own inventions and watch them move, light up and buzz. Discover the science that literally runs your life!

Calling All Pirates

Deborah Goins

Go on a treasure hunt for hidden treasure chests and "gold" nuggets. Participate in a pirate feast, make costumes, learn pirate lingo and put on a pirate play.

Grades 3-5

Master Chef

Betty Palmer

Are you a Master Chef or do you want to learn how to be one? Show off your skills and learn new techniques. Cook from a mystery basket; participate in team challenges, taste tests and judging.

Camp STEAM

Sara Rolfs

An exciting hands-on class with emphasis on STEAM (Science, Technology, Engineering, Art and Mathematics). This design class incorporates problem-solving, collaboration, presentation, prototyping and response to critique (resilience). Emphasizes use of design thinking, which is the core of problem solving. Work on a variety of projects to solve 21st century

problems. Expect a dynamic experience working with hand tools, modeling clay and recycled materials.

Music Olympics

Tanya Lawson

Join a group of treble makers as you participate in fun and slightly competitive games designed for fun and learning. Memory slalom, build-a-keyboard interval challenge, build-a-measure beanbag toss, and water rhythm relay are just a few of the cool games in this week of fun!

Grades 5-7

Back to the Future: Time Machine Challenge

Jean Hartwich

Join us for a creative journey through time- past, present, future - where we explore ideas, art and artifacts from the past to design and create for the future. While on their journey, students view art, artifacts and inventions from different times, places and cultures to inspire their own creations. Projects develop creative thinking and problem solving using a wide range of materials through art and design-related challenges.

Momentum Madness

Stephen Walker

Zero to sixty in two seconds?! How fast can an object go without compromising safety? Students in this camp will work with their Pit Crew to design and build vehicles, such as dragsters and hovering levitrons, which should be able to withstand astonishing speeds. Fasten your seatbelt, the race has just begun!

Afternoon Camp for All Ages

12:30-3 p.m.

More Momentum Madness

Stephen Walker

If you have a need for speed, this session is for you. Build fast cars and other vehicles and test. This will be a busy hands-on class!

Session 6

July 20-23



Grades 1-2

Circus! Circus!

Tracy Trotter

Calling all acrobats, clowns and entertainers! Learn face painting, juggling, basic tumbling, partner team balance tricks, and slack line from an experienced instructor. Wear comfortable clothes for this fun camp featuring lots of movement!

Squiggle, Smudge and Splat!

Deborah Goins

Line, shading and gesture are fancy words for squiggle, smudge and splat. Read stories, play games, mash and mold clay, and create wearable art.

Grades 3-5

Yummy Art – Art that’s Good Enough to Eat

Cara Hackenmiller

Create a masterpiece out of delicious food! Imagine, create and tempt your appetite!

Da Vincineers: 3D Me!

Amy Ferrell

New class by dynamic veteran teacher! Learn about perspective and make flat look real with drawing, map making, masks and more.

Grades 5-7

Energy and Me

Jean Hartwich

Energy keeps the world moving. Design and create cool inventions using alternate energy sources – sun, wind and human power – to help sustain our world. Students will learn about alternate energy sources and design useful items such as model cars and buildings that utilize alternate energy sources.

Engineering Extravaganza

Stephen Walker

Campers will take apart pellets to see what an owl cannot digest! View the world through a camera obscura. Join a team of camper engineers and build bridges, domes, cubes and pyramids. Assemble and control pulleys, levers, catapults, simple machines and megapinchers! Make your own sidewalk chalk, super balls and chromatography-dyed t-shirt.

Afternoon Camp for All Ages

12:30-3 p.m.

Calling All Engineers!

Stephen Walker

Put on your hard hats. It is time to build! This is a dynamic building class designed to challenge students to grapple with 21st century problems. Gain knowledge in science, technology, engineering, art and math while problem solving in a collaborative environment to create buildable solutions to some of society’s biggest puzzles.



Session 7

July 27-30



Grades 1-2

Dance! Dance!

Tracy Trotter

Learn some serious moves with a professional dance instructor. Learn a little bit of a lot of different dance forms and perform for your family on the last day of class!

Art Adventure

Chester Ferrell

Young artists will test and conquer limits in this student-driven course offered by a popular Wenatchee School District art specialist. Students are offered studio centers for responding to their own ideas through creating art. Explore collage, clay, drawing, fiber arts, mask making, painting, printmaking and sculpture. Students enjoy the freedom of setting the pace and the project with some gentle coaching.

Seuss is on the Loose

Cara Hackenmiller

"Oh the places we'll go" in just a week's time! Be ready to travel through Seuss land and rhyme. We'll read many stories and create some, too. We're ready to go, how about you? Have fun exploring the joys of reading under the guidance of a veteran teacher!

Grades 3-5

Design and Destruction

Jennifer Talbot

Try your hand at design and architecture as you create your own awe-inspiring structures. Explore the science of shape and make tessellations like M.C. Escher. Solve design challenges and build your own model bridges, skyscrapers and more. Test your projects to see how much strain they can take before they crumble, and discover fatal flaws of structures throughout history.

Mysterious World of Cells

Jean Hartwich

Check out the power plant and the town hall of cell

city! Use microscopes to look at real plant and animal cells. Collect water samples and examine drops of water close up to see what might be wiggling around in your local swimming area!

Music Exploration

Tanya Lawson

Discover the joy of music through using instruments, creative play, movement, dance, songs, group performance and more. Gain experience with the fundamentals of music. No musical experience necessary!

Grades 5-7

Amusement Park Science

Stephen Walker

Ah, the thrill of an amusement park ... zipping around on race cars, zooming through the loops of a roller coaster, and enjoying a cold, refreshing ice cream treat at the end of a hot, sticky day. Students will divide into competitive theme park teams. They will challenge other teams in specific engineering-related contests with the goal of creating the most fantastic and thrilling theme park experience!

Summer Sensations Cooking Class

Deborah Goins

We can't think of a better way to celebrate the season than to come cook up delicious treats with summer themes. We'll have a camp out, a beach party and a backyard BBQ all in our kitchen with some of our favorite recipes!

Afternoon Camp for All Ages

12:30-3 p.m.

Amusement Park Science, Take II

Stephen Walker

Take the thrills of the amusement park to a whole new level with additional projects different from the day class. Have fun creating an imaginary world with a theme and invite guests on the last day to see your creations.

Session 8

August 3-6



Grades 1-2

Survivor: Engineer's Cove

Tracy Trotter

Stranded on an abandoned island – surrounded by darkness, cold temperatures, wild animals, and other dangers, students in this camp will join tribes and compete in various engineering-related challenges against other tribes to survive and eventually escape the harsh island conditions.

Slimy Science

Rosa Eilert

Get ready to learn and get messy! Students will discover that some of the most interesting science is down and dirty! Learn about the world using the hands and senses while performing a variety of experiments designed to introduce students to the wonders of chemistry.

Grades 3-5

Da Vincineers: War Machines and Inventions

Amy Ferrell

Build, test, destroy, build again. Welcome to the world of Leonardo Da Vinci! Join Wenatchee's expert on all things Da Vinci to create all sorts of inventions related to the master.

Grades 4-6

Tinkerbelles!

Sara Rolfs and Karen Rutherford

Join a Tinkercamp just for girls led by two amazing and talented women who are all about girl power! Deconstruct things, build, fling projectiles everywhere and make a really big mess. Gosh...I guess that's what these two ladies do with kids all the time...only now it has a name...tinkering! Get ready to use power tools (safely), flashing lights, conductive thread and el wire!

Grades 5-7

Explorations in Fine Art

Chester Ferrell

Follow your interests knowing you have an awesome art coach at your back! Step into a studio space filled with all of the tools and materials you will need to fulfill your artistic vision in this student-driven course. Explore collage, clay, drawing, fiber arts, mask making, painting, printmaking and sculpture. Enjoy the freedom of setting the pace and the project.

Grades 5-7

International Snacks and Treats

Stephen Walker

Learn how to prepare snacks and treats from around the world as you learn a bit about nutrition, international cuisines and food preparation of truly delicious goodies.

Afternoon Camp for All Ages

12:30-3 p.m.

Crafty Cooks

Stephen Walker

Hang out in the kitchen for an afternoon of preparing fun and healthy recipes to enjoy and share with family and friends.



Session 9

August 10-13



Grades 1-2

Shoot for the Moon

Tracy Trotter

Is mankind ready to inhabit the moon? With a little help from students, humans will be prepared to take up residence by the end of the week. Students will collaborate with their Space State teams to create the safest and most effective community on the moon. Which team will earn enough Astro-Points to be declared the winner?

Time Machine Adventure

Susan Heminger

Join us for a creative journey through the past – starting with dinosaurs – where we explore ideas, art and artifacts while creating a variety of fun projects. Projects develop creative thinking using a wide range of fun materials.

Comic Capers

Jennifer and Tony Talbot

Superheroes! Manga! Fantasy! The best comics are those with engaging characters and great stories. Students will have fun illustrating characters based on their own style and imagination.

Grades 3-5

Journey in Fine Art: Painting

Lisa Robinson

Campers work in watercolor and acrylic, and develop projects in portraiture, landscape painting, still life, modernist & abstract painting, surrealism & fantasy, pop art and more!

Random Acts of Robotics

Rosa Eilert

Students will assemble robots with small motors, solar panels, batteries and robot kits. Each day features a project that students can take home.

Grades 5-7

Foodie Fun

Stephen Walker

Develop your palate while you create delicious food from around the world.

Explore, Imagine, Discover

Chester Ferrell

The goal of this class is to broaden art experiences, enabling students to be successful creative thinkers and makers in high school and beyond. Students will explore landscape, figure, still life and more to realize their own artistic visions and inspirations. Students enjoy the freedom of setting the pace and the project with some gentle coaching.

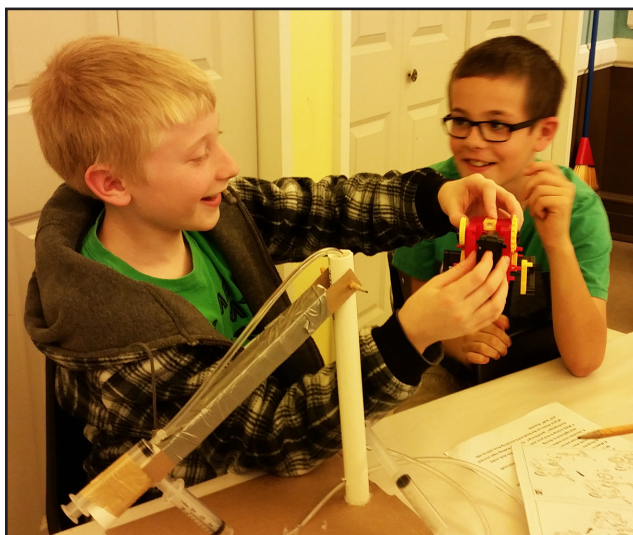
Afternoon Camp for All Ages

12:30-3 p.m.

More Foodie Fun

Stephen Walker

Spend the afternoon crafting delicious treats and perfecting recipes to share with family and friends.



Session 10

August 17-20



Grades 1-2

Get Your Groove On

Tracy Trotter

If you like to perform and want to work on your stage moves, this is the class for you. Learn about performance, healthy dance habits and gain an understanding of what it means to be a dancer.

Wizarding 101: Take 2

Amy Ferrell

Whether you took the class earlier in the summer or are just interested in getting to know a little more about the science behind wizardry, this is a journey worth taking. This class features new experiments and projects that will leave you spellbound!

Grades 3-5

Studio Art

Chester Ferrell

Step into the student-centered classroom of this veteran art teacher and prepare to be inspired! Explore collage, clay, drawing, fiber arts, mask making, painting, printmaking and sculpture. Whether you arrive with ideas already simmering or are looking for inspiration, this class is for you!

All in a Wreck

Jean Hartwich

Smash! Crash! BOOM! Students in this camp will join Wrecking Companies for the week and will attempt to work their way up the ranks of their company from intern to president. They will compete against other wrecking companies in various engineering related challenges, such as building a bridge from balsa wood and constructing safety mechanisms to protect a raw egg from impact. Put on your hard hats and safety goggles and join the fun!

Grades 5-7

Journey in Fine Art: Drawing

Lisa Robinson

Drawing is not only a fundamental skill for artists; it is fun to do, and endlessly interesting. Campers will work in pen & ink, pencil, colored pencil, charcoal, conté, crayon and other media. Projects include all types of observational drawing, including figures, still life, portraits, perspective drawings and certainly plenty of drawing from the imagination as well.

Olympics of the Mind

Stephen Walker

Who has the strength to be a world-class athlete? In this camp, students will separate into countries and will compete against opposing countries in various tests of mental and creative strength. The students will earn “medals” throughout the week and will endeavor to become the next great team of Olympians.

Afternoon Camp for All Ages

12:30-3 p.m.

More Olympics of the Mind

If you are just warmed up from the morning session, join us for an afternoon of mind-bending fun as you learn to stretch your imagination with new and fun challenges cooked up just for this session.



Session 11

August 24-27



Grades 1-2

Catch a Criminal

Amy Eddy

Learn to lift and develop fingerprints, sample soils, cast footprints and teeth, and make rope impressions. Assemble your own crime kit and use your skills to collect clues at a crime scene. Please note: This class may discuss real life instances of crime and death.

Claytoons!

Lisa Robinson

This class will teach students to draw, paint and sculpt their favorite characters from the cartoon world. Draw inspiration from the natural world to create your own cartoon characters on paper and then mold into 3D! Take a look at fun monsters while discovering how to put simple shapes together to create interesting sculptures. Popular characters in great movies new and old will be featured.

Grades 3-5

Botanical Blast

Susan Heminger

Discover the magic of growing a summer garden as we plant seeds, learn to identify native plants and create art from natural materials.

Music Mania

Tanya Lawson

Join this class to create a wide variety of tunes played on different instruments. This is a great sampler class to help you discover your inner rhythm!

Grades 5-7

Art Intensive

Chester Ferrell

With a class size limited to no more than 15 students, participants will enjoy one-on-one instruction as they explore the art of their choice. Students will expand their technical skills while exploring new mediums and refining art techniques in a nurturing environment created by a veteran teacher. This will be an unforgettable experience!

May the Force Be With You

Stephen Walker

Work with levers, pulleys and learn physics terminology like thrust and lift as you examine everyday tools and machines. Design your own inventions to test the laws of physics!

Afternoon Camp for All Ages

12:30-3 p.m.

Exploring the Force, Take II

Stephen Walker

Use tools and machines you make to test the laws of physics. Design, build and solve problems.



Join and Enjoy the Museum!

Become a Museum Member

As a museum member, you help sustain an organization that preserves and protects the history of our Valley. Your contribution allows us to offer affordable enrichment classes, present compelling programs and display exhibits that celebrate the history, arts, sciences and rich diversity of this region. You help your community retain its collective memories while reaping the benefits that membership brings.

Member Benefits

- Reduced prices for events, classes and programs such as Super Summer Adventures
- Free admission to the museum during regular open hours
- Discounts in the Museum Store with its great selection of books on regional topics, old-fashioned toys, jewelry, original fruit labels and gift items
- Priority assistance with research and photo requests
- Subscription to the acclaimed *Confluence* quarterly magazine on area history
- Discounts on facility rental for parties, gatherings and events

Membership Rates

Annual Dues

Family (Adults and kids living in same household)	\$55
Single Adult	\$40
Senior (60+)	\$30
Student	\$20

Categories with additional benefits

Friend of the Museum	\$100
Museum Patron	\$250
Founder	\$500



Ask about Business Memberships or Sponsorship opportunities by calling 888-6240.

To Become a Member

Call the museum at 888-6240 or stop by 127 South Mission Street in Wenatchee.

Visit Us All Year Long!

The Wenatchee Valley Museum & Cultural Center is open Tuesday through Saturday, 10 a.m. to 4 p.m. all year long (closed Thanksgiving, Christmas and New Year's Day). Admission is \$5 adults, \$4 students and senior citizens, \$2 children 6-12, and free for members and children under 6. On the First Friday of every month, admission is free for everyone and hours are extended to 8 p.m. as we highlight new temporary exhibits.

Super Summer Adventures sponsors:



Class Registration, SSA 2015

Wenatchee Valley Museum | 127 S. Mission Street | Wenatchee, WA 98801

Check, credit card, cash (delivered) accepted. Make checks payable to WVMCC. Please list each child on a separate form.

Entering grade _____ Current School _____

Student Name _____

Parent/Guardian _____ Email _____

Address _____

City _____ State _____ Zip _____

Phone _____ Alternate phone #s _____

Emergency Contact _____ Phone _____

Allergies or any other issues we should know about? _____

Check the class fee level for which your child qualifies, based on his/her current enrollment in the federal reduced or free lunch program at school. Level 3 and 4 pricing offered as funds available; limit two per student. Additional classes may be enrolled at Level 1 or 2.

☐ Level 1 - \$85 per class or camp (non-member)

☐ Level 3 - \$40 per class or camp (reduced lunch program)

☐ Level 2 - \$70 per class or camp (Museum Member)

☐ Level 4 - \$30 per class or camp (free lunch program)

Session #	Class Name	Fee
Total Fee		

☐ Visa ☐ Master Card

Credit Card # _____ Exp. Date _____ 3-Digit Code _____

Signature _____ Date _____



Wenatchee Valley Museum
127 South Mission Street
Wenatchee WA 98801

Nonprofit Org.
U.S. postage

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Permit No. 422
Wenatchee, WA
98801

www.wvmcc.org • 888-6240 • facebook.com/wenatcheemuseum



Coming events at the Wenatchee Valley Museum & Cultural Center

Friday, May 1	Opening of "Extraordinary Ordinary People" exhibit	5-8pm
Saturday, May 2	Antique Car Show in museum parking lot	1-5pm
May 2-3, 23	Wenatchee Riverfront Railway train runs	1-5pm
Friday, May 15	Wilho Saari kandeke presentation and concert	7-9pm
Friday, May 22	Sin Fronteras: Latin American "nueva canción" music	7:30-9:30pm
Saturday, May 30	Wells House Spring Tea	12-2pm
Saturday, May 30	Cowboys and Indians: Not your Hollywood version!	7-9 pm
Friday, June 5	Show Brazil! spicy dance music	8-10 pm
Friday, June 12	Jens Lund: Pacific Northwest occupational folk poetry	7:30-9:30 pm
June 15-August 27	Super Summer Adventures!	

The mission of the Wenatchee Valley Museum & Cultural Center is to inspire dynamic connections to the unique heritage of the Wenatchee Valley.