



Eureka: The Inventor's Camp

Rock, Paper, Scissors - Coded journals, detailed designs and an incredible curiosity: Leonardo Da Vinci conceptualized ideas well ahead of his time and you could too! Test some of his designs and launch your aspirations for the future with your own Catapult.

Whiz Kids - Thomas Edison, Nikola Tesla, Benjamin Franklin and more! Get charged on electricity, circuitry, and batteries. Design a Rube Golberg machine and discharge new ideas of your own with the Circuit Maze.

Think Fast! - It won't take a trip to Kitty Hawk to get ideas to fly here! Cars, planes, rockets and more; we continue to dream-up new means of transportation to be better than ever. Shift into high gear and take-off with your own Stomp Rocket Launcher.

Shipwrecked - Necessity is said to be the mother of invention. Spend the day simulating the necessities needed to survive a shipwreck and learn a thing or two from Archimedes along the way. With the Blow Dart launcher, you'll shoot your ideas beyond mere pipe dreams.

***Science Fiction** - *Anything one man can imagine, other men can make real.* -Jules Verne, "Around the World in Eighty Days". From long ago, in a galaxy far away to the depths of our own planet, the fantastic futuristic fantasies have had a real impact on inventors of the day. Realize fact and fantasy: seize the key to the future with your Mystery Key take-home.

*Kit not used with 4-day programs.