



SCIENCE MUSEUM OF VIRGINIA

2026 Summer Camp Guide

Thanks for your interest in Science Museum of Virginia summer camp adventures!

We're excited about all the experiences this summer will hold.

Summer camp provides the opportunity for developing a community and building relationships with campers from across Virginia. In addition, our STEM-focused activities keep future scientists, engineers and astronomers engaged and entertained by providing hours of discovery, wonder and hands-on experiences they just can't get anywhere else.

This guide includes important details about how we run our program. If you still have questions after reading through everything, please direct those to our summer camp team at summercamps@smv.org or contact Guest Services at 804.864.1400.



Available Camps

We're offering nine weeks of summer camp. There are five different content themes with four camps being offered twice. Please note: To give even more future scientists in our community the opportunity to experience the fun, we're limiting campers to attending five weeks of camp.

June 8–12	Animal Adaptation
June 15–19	Velocity Ventures
June 22–26	Spy Week
June 29–July 3	STEM Surprise
July 6–10	Maker Magic
July 13–17	Animal Adaptation
July 20–24	Velocity Ventures
July 27–31	Spy Week
August 3–7	Maker Magic

Pricing

Summer camps cost \$350 for Science Museum members and \$400 for non-members.

Schedule

Summer camps are from 9 a.m.–3 p.m., Monday–Friday.

Drop-Off Procedures

Drop-off is from 8:30–9 a.m. every morning. Campers must be walked into the Science Museum Rotunda every day and signed in by camp staff each morning. Camp activities begin promptly at 9 a.m. every day, so it is important campers arrive on time.

Pick-Up Procedures

Campers must be picked up each afternoon by 3 p.m. unless they have pre-registered for after-camp care. We are unable to accommodate early pick-ups between 2:30–3 p.m. as groups are at their busiest during that time wrapping up and preparing for the end of the day.

Adults who are authorized to pick up a camper must be listed on the camp forms. All campers must be signed out daily by an authorized adult. Campers will be permitted to leave only with authorized adults who show proper photo ID.

After-Camp Care

Campers registered for after-camp care may be picked up any time between 3–5:30 p.m. Campers of all ages are placed together for after-camp care. During after-camp care, campers participate in camper-led recreation activities, such as board games, crafts, LEGO building, art and reading.

If your camper is not picked up by 5:35 p.m., Science Museum staff will call emergency contacts listed on camp forms. You may be responsible for additional fees if your camper is picked up late.

Sample Camp Day Schedule

8:30–9 a.m.	Drop-off and morning snack in the The Forum or Discovery Classroom
9–10 a.m.	Dome feature or demo
10–11 a.m.	Science Museum exploration
11 a.m.–12 p.m.	Themed science activity
12–12:30 p.m.	Lunch
12:30–1:30 p.m.	Outdoor recreation and games
1:30–2:30 p.m.	Themed science activity
2:30–3 p.m.	Daily wrap-up and afternoon snack
3 p.m.	Pick-up
3–5:30 p.m.	After-camp care (pre-registration required)



Clothing

Campers must wear closed-toe shoes every day. In addition, campers may bring a hat and sunscreen for outside time.

The Science Museum has great air conditioning! For camp activities that are inside, cold-natured campers may want to bring a jacket or sweatshirt.

Also, remember science is sometimes messy, so campers should dress accordingly!

Lunch

Campers must bring a packed lunch each day. We do not have the ability to heat or refrigerate food. Although we do not require it, we prefer campers bring a peanut-free lunch.

Campers may not visit the Science Museum's café, vending machines or concessions during camp or aftercare hours.

Drink

All campers must have a water bottle each day. Campers may bring other types of drinks as well, which they will only have access to during lunch and snack time.

Snack

We offer campers a small snack each day. If you're concerned your camper will not want the snacks provided, you are welcome to pack an alternative.

Campers are not permitted to chew gum during summer camp.

Edible Experiments

Some summer camp activities involve food and include eating an experiment or creation. All allergy concerns and dietary restrictions should be listed on camp forms.



Activities

Campers are divided into two groups: ages 6–8 and ages 9–12. While weekly themes are the same for all ages, activities are modified to be developmentally appropriate.

All summer camp activities take place at the Science Museum of Virginia.

Refunds

Cancellations made more than four weeks in advance of their camp session will receive a full refund. Cancellations made less than four weeks before camp starts will receive their registration cost less a \$100 non-refundable fee. Cancellations made less than two weeks before the start of camp are non-refundable.

Scheduling Changes

If you would like to switch your child from one week of camp to another, we will do our best to accommodate you, but it may not be possible. Science Museum summer camps often sell out. We can only switch week-long sessions and only if there is availability.

Refunds will not be given for single days missed. The Science Museum reserves the right to move campers from one age group to another based on operating needs.

Lost and Found

To keep lost water bottles, clothing and lunch boxes to a minimum, please label all items with your camper's name. The Science Museum will keep lost and found items through the last summer camp date.

Campers should leave all cash, valuable items, stuffed animals, toys and electronic devices at home. The Science Museum is not responsible for lost or damaged items.

Emergency and Medical Information

Each camper attending summer camp must have completed permission and emergency medical forms on file at the Science Museum no later than May 30. No camper will be permitted to attend summer camp without these forms.

If your camper needs to receive medication while at camp, you can include any special instructions or necessary details on their medical form, and discuss the medication with camp staff. Please send only medicine that absolutely must be taken during camp hours. Required medication must be in a sealed bag clearly labeled with the camper's name and any special instructions.

Staff will not have access to any medication (including Tylenol, Benadryl, etc.) unless it is provided by their guardian.

Health and Safety Protocols

To help ensure the health and safety of our campers and staff, please observe the protocols below.

- Campers showing any signs or symptoms of illness, including but not limited to coughing, chills, headache, sore throat, diarrhea or a fever of 100.4 or above, should be kept home.
- Campers who have had direct contact with a person with illness symptoms, with a confirmed illness diagnosis or who is awaiting an illness diagnosis should be kept home.
- If a camper exhibits illness symptoms during the camp day, the camper and any other camper in that household attending camp will be sent home.

Marketing Materials

Each year, Science Museum staff take photographs, video and/or audio of campers. The Science Museum uses the materials for promotional purposes, including but not limited to advertising, social media, website placement and printed materials.

In addition, camp staff will use a communications app to share images and videos of campers. These materials are only shared with the guardians of the campers enrolled in each session of camp.



Behavior Policies

We want all campers to have a great experience, and to do this, campers need to respect their fellow campers, counselors, staff and Science Museum property. Campers are expected to follow all camp rules, should behave in a kind manner and are responsible for their actions. Unsafe and disruptive behavior, hurtful language and violence will not be tolerated.

- Should any camper behave in a way that a counselor deems disruptive or harmful, they will take corrective steps to alleviate the situation.
- Campers will initially be reminded and encouraged to exhibit acceptable behavior.
- If the behavior continues, the camper will be removed from the current activity and provided with a separate option away from the group, still under the supervision of camp staff.
- If the camper's behavior continues to be unsafe or disrespectful, the camper's parent/guardian will be contacted and the camper's enrollment may be terminated without refund.

Accessibility and Restrooms

The Science Museum has all-gender bathrooms and multi-stall male and female bathrooms available. The Dome is equipped with captioning for select features to assist campers who are hard of hearing. All areas of the Science Museum are wheelchair accessible.

Should your camper need special accommodations please contact summercamps@smv.org to discuss options.

