



Half-Day and Full-Day Camps
Age 3-9th Grade | June-August



Academic and Enrichment Programs
www.usm.org/summer



UNIVERSITY SCHOOL
OF MILWAUKEE



OUR MISSION

University School of Milwaukee cultivates excellence in learning, leadership, and citizenship for prekindergarten through 12th grade students. Students are engaged, known, and valued within our passionate independent school community guided by our Common Trust.

We welcome you to explore the options offered at USM Summer Camps. To learn more about a USM education and how it may be the right fit for your family, visit www.usm.org.

Register for your camps by Feb. 28, 2025 to lock in early-bird rates!

Welcome to USM Summer Camps

Dear USM Summer Camps Families,

For over 30 years, families across the greater Milwaukee area have trusted USM Summer Camps (formerly known as Summer I.D.E.A.S.) as the ultimate destination for exceptional enrichment, academic, and athletic programs. At USM Summer Camps, children ages 3 to 14 have the opportunity to discover new talents, build lasting friendships, and dive into a wide range of interests, all within a flexible schedule that lets them create a personalized summer experience. Guided by our dedicated faculty and staff, families return each year with confidence, knowing their children will enjoy a memorable and enriching summer.

This year, we're thrilled to introduce an expanded 2025 USM Summer Camps lineup, featuring two exciting new camps—Explorers Camp and Theatre Camp—each thoughtfully designed to inspire, engage, and spark curiosity. We invite you to explore our updated offerings and see what makes this year's program more exciting than ever!

Warm regards,

Sabrina Raber
Director of Auxiliary Programs

Camp Offerings

LUNCH AND SNACKS INCLUDED

For all full-day campers, a healthy and delicious lunch is included at no additional cost with your camp registration! During registration, families will be able to submit dietary restrictions. Snacks will also be provided to full-day and half-day campers. Families can choose to send their child with a packed lunch in a cooler bag or lunch box, and/or snacks, but note that USM is a nut-free facility. Lunches and snacks brought from home should not contain any nut products; be sure to check labels carefully.

RIDE THE BUS TO CAMP

USM Summer Camps will have morning pick-up and afternoon drop-off options in central locations in Grafton, Mequon/Thiensville, Shorewood/Whitefish Bay, and downtown Milwaukee. Families can choose round-trip or one-way bus service for their child. We own and operate our own bus fleet, with buses driven by dedicated and experienced USM employees whose primary focus is the safety of the students they serve.

EXTENDED TIME CARE (E.T.C.)

We're happy to offer Extended Time Care (E.T.C.) to make camp more convenient for busy families! E.T.C. provides a safe, welcoming space where campers can unwind, get creative with arts and crafts, and enjoy active play with friends.

E.T.C. AM is available before the camp day begins, starting at 8 a.m., and E.T.C. PM ensures that children are cared for until they are picked up, by no later than 5:30 p.m. If a camper is

not picked up on time, they will be cared for in E.T.C. PM by our summer staff until a parent or caregiver can be contacted.

You can easily add E.T.C. during the camp registration process to fit your family's schedule.

BUNDLE WEEKS AND SAVE

Families still have the option to choose individual weeks of camp for their child, but we also offer families the opportunity to bundle weeks and save! Discounted pricing is available when registering for all nine weeks of camp, and when registering for the six-week and three-week groups of camp listed below. "Bundle Weeks and Save" pricing does not apply to mix and match camps. To receive the 3-, 6-, and 9-week bundle price, you must register for 3, 6, and 9 consecutive weeks of the same camp (Discover, Adventure, Explorers, Odyssey). For more pricing information, see page 44.

9-week Full Session

June 16–Aug. 15, 2025

6-week Extended Sessions

Session 1: June 16–July 25, 2025

Session 2: July 7–Aug 15 2025

3-week Sessions

Session 1: June 16–July 3, 2025

Session 2: July 7–25, 2025

Session 3: July 28–Aug. 15, 2025

Multi-week sessions and discounts are available.

General Information

IMPORTANT DATES

Jan. 22 (10 a.m.)	Registration Opens
Feb. 28	Last day for early-bird registration discounts
March 31	End of no-charge camp/ activity changes (\$10 change fee per activity starting April 1)
June 9	Last day for cancellation refunds (less \$50 per week deposits)
June 16–Aug. 15	USM Summer Camps (closed June 19 and July 4)

SUMMER CAMP HOURS

USM Summer Camps run from 9 a.m. to 3:30 p.m. every weekday during the nine-week program, with the exception of skating. Extended Time Care (E.T.C.) is also offered every morning from 8 to 9 a.m. and every afternoon from 3:30 to 5:30 p.m. at an additional cost.

REGISTRATION / MIX AND MATCH

Registration for USM Summer Camps programs can be completed online through the school's UltraCamp registration program. Simply create an UltraCamp account using the link at www.usm.org/summer. Families are welcome to mix and match our camp offerings to create their ideal summer experience! Choose from a variety of camps to build a schedule that works best for your child and family.

We encourage early registration to secure your spot in your preferred programs. If a program is full, you can join the waitlist, and we'll notify you as space becomes available.

CAMP HANDBOOK

The Summer 2025 Parent-Participant Handbook with detailed information regarding camp policies, pickup/drop off, materials, and more will be made available closer to the start of USM Summer Camps.

ATTENDANCE

Report any camper absences to the USM Summer Camps office at 414.540.3350 or summer@usm.org.

ILLNESS

USM Summer Camps has a nursing staff available during the regular summer program hours. If a camper becomes ill or requires medical attention, a parent/caregiver may be required to pick up the child from the program. There will be no refunds for any absences due to illness.

BEHAVIOR

Appropriate camper behavior is expected during all on- and off-campus programs. If a camper's behavior disrupts others' ability to learn and enjoy their experiences, or affects teachers' ability to teach effectively, a member of the USM Summer Camps leadership team will address the situation with the parent or caregiver. If problematic behavior persists, the camper may be required to withdraw from the program without a refund. Acts of violent or aggressive behavior will not be tolerated and may result in immediate intervention.

TOILET TRAINING POLICY:

Children coming to USM Summer Camps must be 3 years old by Sept. 1 of the coming school year. In order to ensure a smooth and sanitary environment, we require that all campers be fully toilet trained before attending camp. Fully toilet trained means that the camper no longer requires training pants/pull-ups while awake or asleep and is able to recognize and respond to the need to use the bathroom independently, with no frequent accidents. We do understand accidents happen, and our staff will assist campers with cleanup and changing.

If a camper has multiple accidents during camp, we may need to pause their participation until they are fully toilet trained. This is to maintain the health and comfort of all our campers and staff. Should this occur, parents or guardians will be notified, and we will work together to determine the best plan for returning to camp when the camper is ready.

We recognize that some campers may have medical or developmental needs that impact toileting. If this applies to your child, we encourage you to share this information with us prior to the start of camp, so we can determine how best to support them while maintaining the health and comfort of all campers and staff.

CONTACT INFORMATION

Families are encouraged to discuss any questions or concerns with USM Summer Camps program staff. For additional assistance, please contact USM Summer Camps at 414.540.3350 or summer@usm.org. Program information can be found at www.usm.org/summer.

SAFETY MISSION STATEMENT

At University School of Milwaukee, the safety and wellness of our campers is our highest priority. Our dedicated team of staff members is certified in CPR and extensively trained in administering emergency rescue medications, ensuring that every child is cared for with the utmost professionalism and preparedness.

We are committed to fostering an environment where campers can thrive, both academically and personally, by prioritizing their health and safety. This mission extends to our summer programming, where our goal is to provide a vibrant, well-rounded experience that promotes balance and wellness. By collaborating with families to ensure campers arrive healthy and ready to learn, we can maximize their potential for growth and engagement.

Aligned with the latest guidelines from the CDC, the Wisconsin Department of Health Services, and state laws governing school health, our policies reflect best practices and remain dynamic to meet evolving health and safety needs. Together, we create a nurturing community where every child feels safe, supported, and ready to excel.



All camps will be closed on June 19 and July 4, 2025.

Table of Contents

■ Discovery Camp (PK-K Campers)	6-7
■ Explorers Camp (Grades 1-4)	8-15
■ Adventure Camp (Grades 1-4)	16-25
■ Odyssey Camp (Grades 5-8)	26-36
■ Theatre Camp (Grades 2-9)	37-41
■ Summer Skate at USM (All levels, no skating experience required)	42-43
■ Basketball Skills Camp	44
USM Summer Camps Pricing	45
Planning Grid	46

Discovery Camp

Prekindergarten (ages 3 and 4)
Junior Kindergarten (ages 4 and 5)
Kindergarten (ages 5 and 6)



Summer days for prekindergarten, junior kindergarten, and kindergarten students in Discovery Camp are spent with a lead teacher and support staff, as well as smiling friends, in a comfortable and safe classroom setting. The schedule of the morning program reflects a typical academic morning during the school year, with emphasis on utilizing USM's outdoor classroom. Activities vary from week to week, but the schedule is consistent and structured. Full-day campers have lunch in their classroom followed by rest time and additional enrichment opportunities in the afternoon.



Discovery Camp

Prekindergarten, Junior Kindergarten, and Kindergarten

Sample Schedule

8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)
9–9:20 a.m.	Arrival and free choice
9:20–9:45 a.m.	Morning meeting
9:45–10:30 a.m.	Thematic activities
10:30–11:15 a.m.	Snack and outdoor play
11:15 a.m.–Noon	Thematic activities
Noon	Dismissal (half-day campers) or Lunch
1–2 p.m.	Rest time
2–3:30 p.m.	Thematic activities
3:30 p.m.	Dismissal or transition to Extended Time Care
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)





Explorers Camp

1st-4th Grade



Dive into a summer of adventure, creativity, and discovery at Explorers Camp! Guided by enthusiastic and inspiring counselors, campers will build confidence, form meaningful friendships, and explore a wide range of activities. Each week is thoughtfully structured around a unique theme, with rotating activity categories like outdoor exploration, arts and crafts, sports, and team-building workshops. Activities vary throughout the week and across all nine weeks, ensuring that campers have the opportunity to learn something new.

Each week, campers participate in a special on-campus activity or an exciting off-campus trip centered on exploration, followed by time to debrief, celebrate accomplishments, and develop community. Join us for a summer full of adventures, new experiences, and lasting memories!

Explorers Camp

1st-4th Grade

Sample Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–9:30 a.m.	Community Time				
9:30–10:30 a.m.	Outdoor Exploration	Cooperative Games	Sports	Arts and Crafts	Field Trip or Special Activity
10:30–10:45 a.m.	Snack				
10:45–11:45 a.m.	Arts and Crafts	Outdoor Exploration	Cooperative Games	Sports	
11:45 a.m.–12:45 p.m.	Lunch and Community Time				
12:45–1:45 p.m.	Sports	Arts and Crafts	Outdoor Exploration	Cooperative Games	Field Trip or Special Activity
1:45–2 p.m.	Snack				
2–3 p.m.	Cooperative Games	Sports	Arts and Crafts	Outdoor Exploration	
3–3:30 p.m.	Community Time				
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

Activities include time for transitions.

Schedule will rotate and vary depending on grade and week.



Explorers Camp

1st–4th Grade

Week 1: June 16–20, 2025 *(camps closed June 19)*

Superheroes Unite!

Calling all superheroes! Discover your unique powers and unleash your inner superheroes. Through action-packed challenges, creative crafts, and teamwork missions, learn what it takes to save the day—courage, kindness, and collaboration. Design your own superhero identities and train in exciting activities that test your skills and super strengths. Join us for a week of adventure, imagination, and heroic fun.

Sample Activities

Outdoor Exploration

Super Strength Obstacle Course
Villain Chase

Arts and Crafts

Pipe Cleaner Superhero
Superhero Persona (name, uniform, backstory, and all!)
Paper Airplane Creation and Competition

Sports

Super Shield Dodgeball
Hero Target Practice

Cooperative Games

Save the Day Relay
Bridge the Gap Challenge
Hero Graduation Ceremony

No field trip (4-day week)

Sample activities subject to change.

Week 2: June 23–27, 2025

Treasure Hunt

Channel your inner explorer as you solve puzzles, follow mysterious maps, and embark on thrilling scavenger hunts to uncover hidden treasures. Along the way, develop teamwork, problem-solving, and critical thinking skills while diving into swashbuckling, hands-on activities. Get ready for a week of excitement, discovery, and surprises at every turn—X marks the spot!

Sample Activities

Outdoor Exploration

Treasure Hunt for Gold
Compass Navigation
Nature Treasure Collection

Arts and Crafts

Create Your Own Treasure Maps
Make Your Own Pirate Hats and Eye Patches
Treasure Chest Building
Parrot Puppet Creation
Beaded Pirate Jewelry Making

Sports

Capture the Treasure (Flag)
“Cannonball” Toss
Pirate Ship Relay
Gold Rush Sprint

Cooperative Games

Raft Building Challenge
Build a Pirate Ship
Treasure Chest Lock Puzzle

Field trip: Wisconsin Maritime Museum

Sample activities subject to change.

Explorers Camp

1st-4th Grade

Week 3: June 30–July 3, 2025 *(camps closed July 4)*

Ultimate Holiday Mashup

Why celebrate just one holiday when you can enjoy them all? Dive into the fun of Halloween, the excitement of the Fourth of July, the magic of Christmas and Hanukkah, and the kindness of Valentine's Day—all in one incredible week! From spooky crafts to patriotic games and festive winter treats, each day is packed with themed activities that bring the best of the holidays to life. Join us for a week full of joy, creativity, and holiday cheer!

Sample Activities

Outdoor Exploration

Trick or Treat (dress up in costumes)
Independence Day Mini Carnival
Message of Kindness Hunt

Arts and Crafts

Make Valentines and Friendship Bracelets
Decorate Ornaments
Mini Pumpkin Painting
Patriotic Pinwheels

Sports

Monster Freeze Dance
Snowball Toss
Reindeer Tag

Cooperative Games

Friendship Web
Holiday Tower Challenge
Elf Express

No field trip (4-day week)

Sample activities subject to change.

Week 4: July 7–11, 2025

Into the Wild

Gear up for a wild journey! Explore the wonders of the animal kingdom through outdoor expeditions, nature-based crafts, and thrilling games inspired by life on the savanna. From creating animal masks and tracking "wildlife" to engaging in team challenges and learning about habitats and conservation, every day will be an exciting adventure. Join us for a week of discovery, imagination, and untamed fun that will leave you roaring for more!

Sample Activities

Outdoor Exploration

Outdoor Sculpture
Safari Hike
Safari Journals
Track the Animals
Safari Survival Skills

Arts and Crafts

Outdoor Sculpture
Animal Paper Crafts
Make Animal Masks
Clay Animal Sculptures

Sports

Crocodile River Crossing
Elephant Soccer
Lion's Den Tag

Cooperative Games

Build a Safari Camp
Safari Puzzle Challenge
Wildlife Rescue Mission

Field trip: Milwaukee County Zoo

Sample activities subject to change.

For the most current information and to register, visit www.usm.org/summer.

Week 5: July 14-18, 2025

Space Odyssey

Blast off into a week of adventure and discovery! Journey through the cosmos as you create constellations, play galactic capture the flag, and explore the mysteries of planets, stars, and galaxies. Through hands-on experiments, space crafts, and thrilling outdoor challenges inspired by astronauts' training, learn about space science and the wonders of the universe. Get ready for a week filled with imagination, teamwork, and out-of-this-world fun as we uncover the secrets of the final frontier!

Sample Activities

Outdoor Exploration

Galactic Capture the Flag
Spacewalk Obstacle Course
Martian Rock Scramble

Arts and Crafts

Create Your Own Constellation
Paper Roll Rocket
Aluminum Foil Moon
Solar System Bingo

Sports

Solar System Frisbee Golf
Planet Toss
Asteroid Dodgeball

Cooperative Games

NASA Kid's Club
"Moonball" Volleyball

Field trip: Discovery World

Sample activities subject to change.

Week 6: July 21-25, 2025

Olympics

Let the games begin! Represent "countries" as you compete in exciting challenges, team-building activities, and creative games from around the world. Design team flags, participate in relay races and obstacle courses, and learn about sportsmanship, teamwork, and international traditions. With opening and closing ceremonies, medals, and plenty of fun, this action-packed week will be one for the record books!

Sample Activities

Outdoor Exploration

Relay Races
Long Jump
Foam Ball Shot Put

Arts and Crafts

Create the Olympic Torch
Craft the Olympic Rings
Make Your Own Medal
Design the Team Uniform

Sports

Track and Field
Basketball
Soccer
Badminton
Wiffle Ball

Cooperative Games

Opening and Closing Ceremonies
Team Parade
Tower Building Contest
Medal Presentation

Field trip: TBA (half-day morning field trip, afternoon closing ceremonies)

Sample activities subject to change.

Explorers Camp

1st-4th Grade

Week 7: July 28-Aug. 1, 2025

Color Explosion

Get ready for a week bursting with creativity and vibrant fun! Dive into a world of color through exciting art activities, rainbow science experiments, and colorful outdoor games. With plenty of hands-on crafts, messy art projects, neon dance parties, and surprises at every turn, this camp is a kaleidoscope of excitement!

Sample Activities

Outdoor Exploration

Rainbow Scavenger Hunt
Color Relay Races
Color Freeze Tag

Arts and Crafts

Tie-dye Creations
Collage Art
Rainbow in a Jar
Chromatography Experiments

Sports

Color Zone Soccer
Four Corners Color Challenge
Color Hoop Shot

Cooperative Games

Camp Mural
Dot Game
Neon Dance Party
Rainbow Ring Relay

Field trip: Milwaukee Art Museum

Sample activities subject to change.

Week 8: Aug. 4-8, 2025

On, Wisconsin!

Discover the heart of the Badger State and explore what makes Wisconsin unique, from its natural beauty to its rich history and traditions. Each day is filled with activities inspired by Wisconsin's landmarks, wildlife, and famous foods—think dairy-themed fun, outdoor adventures, and hands-on crafts. Celebrate the state's spirit with games, stories, and experiences that highlight the best of Wisconsin, culminating in a trip to Old World Wisconsin. It's a camp week full of state pride and unforgettable memories!

Sample Activities

Outdoor Exploration

Nature Hikes
"Campfire" Storytelling
Maple Syrup Tapping Explanation

Arts & Crafts

Make Your Own Cheesehead Hats
State Flag Art
Nature Collages
Watercolor Lake Art

Sports

Ice Fishing Relay
Volleyball
Cheese Wheel Roll
Football Toss

Cooperative Games

Build a Log Cabin
Farm-to-table Relay
State Fair Competitions

Field trip: Old World Wisconsin

Sample activities subject to change.

For the most current information and to register, visit www.usm.org/summer.

Week 9: Aug. 11-15, 2025

Secrets and Sleuths

Put on your detective hat and sharpen your sleuthing skills. Dive into an action-packed week of solving puzzles, cracking codes, and unraveling thrilling mysteries. From scavenger hunts and escape room challenges to creating secret messages and following hidden clues, every day brings a new adventure. Teamwork, critical thinking, and a keen eye for detail will lead to the ultimate solution—can you solve the mystery before time runs out? Join us for a week of intrigue and excitement!

Sample Activities

Outdoor Exploration

Forensic Nature Walk
Coded Message in the Trees

Arts and Crafts

Rhythm Detective
Invisible Ink Messages
Fingerprint Art
Design your own Detective Badges

Sports

Clue Relay Race
Laser Maze

Cooperative Games

Spy Mission
Code-breaking Challenge
Silent Spy Communication

Field trip: Escape Room Games at USM

Sample activities subject to change.



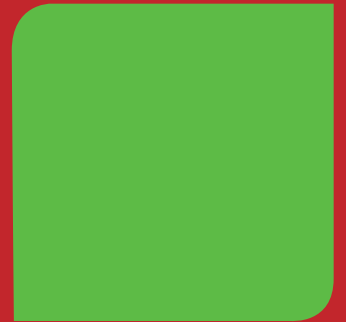
Adventure Camp

1st-4th Grade



The afternoon in Adventure Camp focuses on building a community where campers are known, engaged, and safe. Dedicated summer staff design a variety of fun and educational activities throughout the week. In addition to the on-campus schedule, campers will also travel to unique Milwaukee-area destinations once a week. Adventure Camp encourages independence, fosters new friendships, and inspires curiosity, creating a summer experience to remember.

Adventure Camp provides children entering 1st through 4th grade with an engaging and supportive environment where they can have fun while exploring specific passions. For the morning, campers register for either two 70-minute classes or one 140-minute class each week, allowing them to tailor their morning experience to their interests. Full-day campers then enjoy lunch with friends before diving into engaging afternoon activities.



Adventure Camp

1st-4th Grade

Sample Schedule

	1st and 2nd Grade		3rd and 4th Grade	
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)			
9-10:10 a.m.	Single Period Option #1	OR Extended Period Full Morning Option (with 20-minute break)	Single Period Option #1	OR Extended Period Full Morning Option (with 20-minute break)
10:10-10:30 a.m.	Outdoor Play		Outdoor Play	
10:30-11:40 a.m.	Single Period Option #2		Single Period Option #2	
11:40 a.m.-1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)			
1-2 p.m.	Community Time and Adventure Afternoon			
2-2:15 p.m.	Free Time/Outdoor Play			
2:15-3:30 p.m.	Community Time and Adventure Afternoon			
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)			

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.
 The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.



Adventure Camp

1st-4th Grade

Week 1: June 16-20, 2025 *(camps closed June 19)*

	1st and 2nd Grade				3rd and 4th Grade			
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)							
9–10:10 a.m.	Mixed Media Art	OR	Ukulele	Computer Explorers: LEGO Mania	Basketball	OR	Voyage Around the World	Computer Explorers: LEGO Mania
10:10–10:30 a.m.	Outdoor Play				Outdoor Play			
10:30–11:40 a.m.	Basketball	OR	Voyage Around the World		Mixed Media Art	OR	Ukulele	
11:40 a.m.–1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)							
1–2 p.m.	Community Time and Adventure Afternoon							
2–2:15 p.m.	Free Time/Outdoor Play							
2:15–3:30 p.m.	Community Time and Adventure Afternoon							
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)							

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.

The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Mixed Media Art: Dive into a world of creativity, combining collage, textiles, and painting to make one-of-a-kind art! You'll cut, stitch, and paint your way to colorful creations, mixing textures and materials to explore and express your unique style and bring your imagination to life!

Ukulele: Learn the basics of notes and chords to create beautiful music on this small instrument. We'll provide you with a ukulele to use!

Basketball: Boost your basketball skills, develop teamwork, and delight in the wonders of the court, diving into confidence-building drills and games designed to foster a love for the game, whether you're on the path to becoming a basketball star or taking your first steps onto the court.

Voyage Around the World: "Traveling" to different countries, you will explore unique cultures, foods, and traditions through fun activities, games, and crafts. From making art inspired by distant lands to learning about global landmarks, it's the perfect adventure if you're eager to discover the wonders of the world!

Computer Explorers: LEGO Mania: Build the foundations of your creativity and innovation while creating, constructing, and collaborating with LEGOs. You won't just be stacking bricks; you'll be unlocking the unlimited potential of imagination.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st-4th Grade

Week 2: June 23-27, 2025

	1st and 2nd Grade		3rd and 4th Grade		
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9-10:10 a.m.	Ancient Myths, Legends, and Heroes	OR Smile! DIY Portraits	Pond Explorers: A Wetland Adventure	OR Taekwondo	OR Milwaukee Sailing Center: Prams I GRADES 3 AND 4 ONLY
10:10-10:30 a.m.	Outdoor Play		Outdoor Play		
10:30-11:40 a.m.	Pond Explorers: A Wetland Adventure	OR Taekwondo	Ancient Myths, Legends, and Heroes	OR Smile! DIY Portraits	
11:40 a.m.-1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)				
1-2 p.m.	Community Time and Adventure Afternoon				
2-2:15 p.m.	Free Time/Outdoor Play				
2:15-3:30 p.m.	Community Time and Adventure Afternoon				
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.
The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Ancient Myths, Legends, and Heroes: Immerse yourself in history while blending imagination, exploration, and the enchantment of ancient stories! As the week unfolds, you will unleash your creativity by crafting your own myths, adding a unique and imaginative touch to the learning experience.

Smile! DIY Portraits: Exploring portrait art inspired by artists such as Frida Kahlo and Andy Warhol, you will get hands-on learning while creating portraits and self-portraits while trying out different styles and techniques. You'll also enjoy fun games with your artwork!

Pond Explorers: A Wetland Adventure: Come explore the magical world of ponds and wetlands in this fun, hands-on class! You'll discover the plants, animals, and

creatures that live in and around water—like frogs, turtles, and dragonflies—and learn how these special places help keep our planet healthy.

Taekwondo: Learn the martial art of taekwondo while focusing on character development, physical fitness, and self-defense—with the primary goal of building discipline, self-confidence, and self-esteem.

Milwaukee Sailing Center-Prams I (Grades 3 and 4 only): Learn to sail aboard colorful prams—small, centerboard sailboats that are simple to rig and fun to sail! You will set up and launch your own boat, learning how to steer with a tiller and trim sails using the mainsheet, taking turns with another camper driving and navigating. (You must pass a 25-yard swim test to participate.)

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st–4th Grade

Week 3: June 30–July 3 *(camps closed July 4)*

	1st and 2nd Grade				3rd and 4th Grade			
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)							
9–10:10 a.m.	Master Gardener	OR	Crafts from Every Corner	Makerspace: Poseable Action Figure	Robotics	OR	Painting Without A Brush	Makerspace: Poseable Action Figure
10:10–10:30 a.m.	Outdoor Play				Outdoor Play			
10:30–11:40 a.m.	Robotics	OR	Painting Without A Brush		Master Gardener	OR	Crafts from Every Corner	
11:40 a.m.–1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)							
1–2 p.m.	Community Time and Adventure Afternoon							
2–2:15 p.m.	Free Time/Outdoor Play							
2:15–3:30 p.m.	Community Time and Adventure Afternoon							
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)							

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.

The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Master Gardener: Embarking on the gardening journey, you will be part of this educational and environmentally conscious venture, cultivating the knowledge and skills necessary to enhance the flourishing beauty of USM's gardens.

Crafts from Every Corner: Embark on a global journey through stories and art in this fun and interactive camp! Each day, you will explore a new culture by reading a traditional folktale and creating a craft inspired by the story.

Robotics: Learn to code and program interactive robots Dash and Dot in a fun introduction to robotics while you complete exciting challenges. Through hands-on activities, you'll discover how to make the robots move, respond, and solve problems.

Painting Without A Brush: Explore the many different tools you can use to paint without a paintbrush, including the original painting tool: your fingers!

Makerspace: Poseable Action Figure: Create a posable action figure through diverse techniques such as sketching and crafting, 3D modeling and printing, laser cutting and engraving, and CNC machining. Campers will utilize the design process to turn concepts into prototypes and refine them into poseable figures. They will apply mathematical and engineering principles for precision, involving shape analysis, ratio calculation, measurement, scaling, and computer modeling.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st-4th Grade

Week 4: July 7-11, 2025

	1st and 2nd Grade			3rd and 4th Grade					
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)								
9-10:10 a.m.	If You Build It, It Will Fly!	OR	Nature's Narratives	OR	Soccer	OR	Global Adventure	OR	
10:10-10:30 a.m.	Outdoor Play			Golf	Outdoor Play			Golf	
10:30-11:40 a.m.	Soccer	OR	Global Adventure		If You Build It, It Will Fly!	OR	Nature's Narratives		
11:40 a.m.-1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)								
1-2 p.m.	Community Time and Adventure Afternoon								
2-2:15 p.m.	Free Time/Outdoor Play								
2:15-3:30 p.m.	Community Time and Adventure Afternoon								
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)								

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.
The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

If You Build It, It Will Fly!: Discover the secrets to crafting the ultimate flying object as you experiment with and refine your paper airplane designs. Learn new techniques, test your creations, and master the art of soaring flight.

Nature's Narratives: Dive into a summer of storytelling, campus hiking, creative exploration, and lasting memories. Unleash your imagination, connect with old and new friends, and enjoy unforgettable adventures that inspire both creativity and a love for the outdoors.

Soccer: Improve your soccer skills, boost your confidence, and make lasting friendships with other campers. You'll practice essential techniques like dribbling, passing, shooting, and defending through engaging drills and friendly play.

Global Adventure: Embark on an immersive, global journey through captivating folktales and hands-on activities! Explore a new story from a different region each day, bringing it to life with crafts and art inspired by the culture—perfect for curious, creative young explorers.

Golf: Utilize USM's indoor golf facility, featuring long-range hitting areas, a short game area, and a putting green. You'll also hone your skills through engaging activities like soccer golf, baseball golf, and frisbee golf. You provide your own clubs; overnight storage is available.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st–4th Grade

Week 5: July 14–18, 2025

	1st and 2nd Grade		3rd and 4th Grade		
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:10 a.m.	Racquet Sports	OR Upcycled Orchestra	Comedy in Motion	OR Fairies and Fables	Milwaukee Sailing Center: Prams I GRADES 3 AND 4 ONLY
10:10–10:30 a.m.	Outdoor Play		Outdoor Play		
10:30–11:40 a.m.	Comedy in Motion	OR Fairies and Fables	Racquet Sports	OR Upcycled Orchestra	
11:40 a.m.–1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)				
1–2 p.m.	Community Time and Adventure Afternoon				
2–2:15 p.m.	Free Time/Outdoor Play				
2:15–3:30 p.m.	Community Time and Adventure Afternoon				
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.

The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Racquet Sports: From pickleball to badminton, you will experience the perfect mix of fun and skill development for racquet enthusiasts of all levels.

Upcycled Orchestra: Create your own musical instruments in imaginative ways using recycled materials like plastic bottles, cardboard, and wood. You'll learn about sound, design, and teamwork as you build and play your custom instruments, working with other campers to form a unique upcycled orchestra.

Comedy in Motion: Learn to think on your feet, build hilarious scenes, and bring characters to life through spontaneous action and storytelling in this high-energy improv class. No scripts required—you'll use your imagination as you perform and explore your comedic side!

Fairies and Fables: Explore the enchanting lore of fairies and fables through magical stories and myths. You'll build fairy houses, design protective charms, and create whimsical garden guardians to add protection and a touch of enchantment to your own garden spaces!

Milwaukee Sailing Center-Prams I (Grades 3 and 4 only): Learn to sail aboard colorful prams—small, centerboard sailboats that are simple to rig and fun to sail! You will set up and launch your own boat, learning how to steer with a tiller and trim sails using the mainsheet, taking turns with another camper driving and navigating. (You must pass a 25-yard swim test to participate.)

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st-4th Grade

Week 6: July 21-25, 2025

	1st and 2nd Grade				3rd and 4th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)								
9–10:10 a.m.	Art Through Time	OR	Games Around the World	OR		OR		OR	
10:10–10:30 a.m.	Outdoor Play		Vineyard Apps: Build App Games	Outdoor Leadership	Outdoor Play		Vineyard Apps: Build App Games	Outdoor Leadership	
10:30–11:40 a.m.	Robotics	OR			Backyard Games	Art Through Time			OR
11:40 a.m.–1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)								
1–2 p.m.	Community Time and Adventure Afternoon								
2–2:15 p.m.	Free Time/Outdoor Play								
2:15–3:30 p.m.	Community Time and Adventure Afternoon								
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)								

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option. The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Art Through Time: Immerse yourself in a hands-on exploration of various art forms, including sculpture, painting, and drawing, all inspired by captivating historical periods.

Games Around the World: From exciting global games like cricket, rugby, and bocce ball to other fun challenges, you'll explore the world through play and enjoy a variety of festive and engaging activities.

Robotics: Learn to code and program interactive robots Dash and Dot in a fun introduction to robotics while you complete exciting challenges. Through hands-on activities, you'll discover how to make the robots move, respond, and solve problems.

Backyard Games: Whether a beginner or a more advanced player, this camp offers participants the chance to

learn several different backyard games and develop skills in a small group setting.

Vineyard Apps: Build App Games: Love playing video games and want to build your own? Learn beginner skills of coding and game design while conceiving, designing, and creating custom games, using a simplified coding platform. You can share your games online with friends to play as you become a game developer!

Outdoor Leadership: Get ready for an exciting adventure where young explorers will develop essential leadership skills while connecting with nature! This engaging, action-packed camp is designed to inspire confidence, responsibility, and teamwork in the great outdoors.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st-4th Grade

Week 7: July 28-Aug. 1, 2025

	1st and 2nd Grade				3rd and 4th Grade			
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)							
9-10:10 a.m.	Environmental Art	OR	Ukulele	Golf	Mini Golf	OR	Kite Making and Flying	Golf
10:10-10:30 a.m.	Outdoor Play				Outdoor Play			
10:30-11:40 a.m.	Mini Golf	OR	Kite Making and Flying		Environmental Art	OR	Ukulele	
11:40 a.m.-1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)							
1-2 p.m.	Community Time and Adventure Afternoon							
2-2:15 p.m.	Free Time/Outdoor Play							
2:15-3:30 p.m.	Community Time and Adventure Afternoon							
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)							

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.
The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Environmental Art: Explore the outdoors and use natural materials to create stunning works of art. From leaf prints to rock sculptures, every project will celebrate the beauty of the environment while fostering creativity and an appreciation for the world around us.

Ukulele: Learn the basics of notes and chords to create beautiful music on this small instrument. We'll provide you with a ukulele to use!

Mini Golf: Design your own mini golf holes with fellow campers and play each other while learning the most important aspects of mini golf.

Kite Making and Flying: Design and build your own colorful kite, learning the art and techniques behind these timeless flying wonders. Once crafted, you'll head outdoors to test your creation, experiencing the joy of seeing your kite take to the skies!

Golf: Utilize USM's indoor golf facility, featuring long-range hitting areas, a short game area, and a putting green. You'll also hone your skills through engaging activities like soccer golf, baseball golf, and frisbee golf. You provide your own clubs; overnight storage is available.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st-4th Grade

Week 8: Aug. 4-8, 2025

	1st and 2nd Grade			3rd and 4th Grade		
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)					
9-10:10 a.m.	Taekwondo	OR	Robotics	Basketball	OR	Mini Masterpieces: Dollhouses and Clubhouses
10:10-10:30 a.m.	Outdoor Play		Computer Explorers: Bricks, Bricks, and More Bricks	Outdoor Play		Computer Explorers: Bricks, Bricks, and More Bricks
10:30-11:40 a.m.	Basketball	OR		Mini Masterpieces: Dollhouses and Clubhouses	Taekwondo	
11:40 a.m.-1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)					
1-2 p.m.	Community Time and Adventure Afternoon					
2-2:15 p.m.	Free Time/Outdoor Play					
2:15-3:30 p.m.	Community Time and Adventure Afternoon					
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)					

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.
 The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Taekwondo: Learn the martial art of taekwondo while focusing on character development, physical fitness, and self-defense—with the primary goal of building discipline, self-confidence, and self-esteem.

Robotics: Learn to code and program interactive robots Dash and Dot in a fun introduction to robotics while you complete exciting challenges. Through hands-on activities, you'll discover how to make the robots move, respond, and solve problems.

Basketball: Boost your basketball skills, develop teamwork, and delight in the wonders of the court, diving into confidence-building drills and games designed to foster a love for the game, whether you're on the path to becoming a basketball star or taking your first steps onto the court.

Mini Masterpieces: Dollhouses and Clubhouses: Design and build a personalized dollhouse or clubhouse, crafting walls, furniture, and decorations. You'll learn painting, sculpting, and assembling techniques to bring your vision to life and create a mini masterpiece where creativity knows no limits!

Computer Explorers: Bricks, Bricks, and More Bricks: Become a master LEGO builder while working with over 1 million miscellaneous LEGO bricks, along with various instructional LEGO Dacta kits. You'll enjoy a new challenge each session, with freestyle and instructional builds to explore new engineering concepts at your ability level.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

Adventure Camp

1st–4th Grade

Week 9: Aug. 11–15, 2025

	1st and 2nd Grade			3rd and 4th Grade					
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)								
9–10:10 a.m.	Games Around the World	OR	Upcycled Orchestra	OR	Habitat Hunters: Exploring Wisconsin's Wild Homes	OR	Open Art Studio	OR	
10:10–10:30 a.m.	Outdoor Play			Vineyard Apps: Fashion Camp (1st–4th)	Outdoor Play			Vineyard Apps: Fashion Camp (1st–4th)	
10:30–11:40 a.m.	Habitat Hunters: Exploring Wisconsin's Wild Homes	OR	Open Art Studio		Games Around the World	OR	Upcycled Orchestra		
11:40 a.m.–1 p.m.	Lunch/Outdoor Play (Transition to noon dismissal for morning-only campers)								
1–2 p.m.	Community Time and Adventure Afternoon								
2–2:15 p.m.	Free Time/Outdoor Play								
2:15–3:30 p.m.	Community Time and Adventure Afternoon								
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)								

For the morning, choose between two, single period, 70-minute options or one 140-minute extended period option.

The afternoon camp schedule is approximate and may vary based on weather conditions, available activities, and camper interests.

Activity Option Descriptions

Games Around the World: From exciting global games like cricket, rugby, and bocce ball to other fun challenges, you'll explore the world through play and enjoy a variety of festive and engaging activities.

Upcycled Orchestra: Create your own musical instruments in imaginative ways using recycled materials like plastic bottles, cardboard, and wood. You'll learn about sound, design, and teamwork as you build and play your custom instruments, working with other campers to form a unique upcycled orchestra.

Habitat Hunters: Exploring Wisconsin's Wild Homes: Join us for Habitat Hunters and explore Wisconsin's wild homes! Campers will discover forests, wetlands, prairies, and lakes while learning how animals adapt

and survive. Through walks, games, and activities, they'll track wildlife, build shelters, and uncover tiny creatures in soil and water.

Open Art Studio: Find a space to create whatever inspires you, from painting and drawing to sculpture and mixed media. With plenty of materials available and guidance when needed, this is your time to explore, experiment, and bring your artistic ideas to life.

Vineyard Apps: Fashion Camp (1st–4th): Young fashionistas will embark on a journey of self-expression, designing clothing and accessories or exploring the world of costume design. You'll learn basic design principles and understand different fabrics and styles while unleashing your imagination creating fashion masterpieces.

Adventure Afternoon

Adventure Afternoon focuses on building community through group activities—such as sports, arts and crafts, outdoor exploration, and community-building games—where campers can explore new activities and create new friendships. Field trips on Tuesdays (3rd and 4th grade) and Thursdays (1st and 2nd grade) will include visits to local parks, beaches, and educational institutions to explore and learn about Milwaukee.

For the most current information and to register, visit www.usm.org/summer.

Wildcat Odyssey Camp

5th-8th Grade



Odyssey Camp immerses children entering 5th through 8th grade in workshops designed to empower and inspire them to pursue their passions. Whether they're diving into 3D printing, honing culinary skills, learning how to fish, or exploring a variety of art classes, campers enjoy a dynamic mix of hands-on, engaging activities. Each workshop also incorporates opportunities to connect with nature and foster a sense of community, creating a well-rounded and enriching experience.



Odyssey Camp

5th-8th Grade

Sample Schedule

	5th-8th Grade
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)
9-10:15 a.m.	Morning Option
10:15-11 a.m.	Community Time
11 a.m.-Noon	Morning Option (continued)
Noon-12:30 p.m.	Lunch or Dismissal
12:30-1:45 p.m.	Afternoon Option
1:45-2:30 p.m.	Community Time
2:30-3:30 p.m.	Afternoon Option (continued)
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)



Odyssey Camp

5th-8th Grade

Week 1: June 16-20, 2025 *(camps closed June 19)*

	5th–8th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:15 a.m.	Fishing	OR	Dinger Derby	OR	Introduction to Makerspace
10:15–11 a.m.	Community Time				
11 a.m.–Noon	Fishing (continued)	Dinger Derby (continued)		Introduction to Makerspace (continued)	
Noon–12:30 p.m.	Lunch or Dismissal				
12:30–1:45 p.m.	Painting 101	OR	Ancient Myths, Legends, and Heroes	OR	Racquet Sports
1:45–2:30 p.m.	Community Time				
2:30–3:30 p.m.	Painting 101 (continued)	Ancient Myths, Legends, and Heroes (continued)		Racquet Sports (continued)	
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Fishing: Cast your way to fun as you learn about local species, how to tie the perfect knot, pick the right bait, and handle your catch. Don't forget to bring your fishing rod and tackle box!

Dinger Derby: Get ready for a summer filled with swings, slides, and smiles, combining skill development with the sheer joy of the game as you are introduced to the fundamentals of baseball and softball.

Introduction to Makerspace: Exploring the world of 3D printing and laser cutting, you will design and create unique prototypes and personalized items while gaining valuable skills in design and engineering.

Painting 101: Exploring brushwork, blending and shading techniques, and color theory, you will join other aspiring artists experimenting with acrylics, watercolors, and more while growing artistically in a supportive environment.

Ancient Myths, Legends, and Heroes: Journey through the rich tapestry of ancient tales, exploring the heroic deeds, mythical creatures, and legendary adventures that have captivated cultures throughout history.

Racquet Sports: From pickleball to badminton, you will experience the perfect mix of fun and skill development for racquet enthusiasts of all levels..

Odyssey Camp

5th-8th Grade

Week 2: June 23-27, 2025

	5th-8th Grade					
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)					
9-10:15 a.m.	Escape Room Games	OR	May the Force Be With You	OR	Field Games	Milwaukee Sailing Center: Prams I GRADES 5 AND 6 ONLY
10:15-11 a.m.	Community Time					
11 a.m.-Noon	Escape Room Games (continued)		May the Force Be With You (continued)		Field Games (continued)	
Noon-12:30 p.m.	Lunch or Dismissal					
12:30-1:45 p.m.	International Games	OR	Personal Money Management	OR	Mixed Media Art	
1:45-2:30 p.m.	Community Time					
2:30-3:30 p.m.	International Games (continued)		Personal Money Management (continued)		Mixed Media Art (continued)	
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)					

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Escape Room Games: Put your problem-solving skills to the test in this thrilling camp! You will work with other campers to solve puzzles, uncover clues, and unlock mysteries in a series of exciting escape room challenges.

May the Force Be With You: Calling all young Jedi! Awaken the Force within and embark on a cosmic journey filled with friendship, creativity, and intergalactic excitement. Secure your spot now and may the summer be with you!

Field Games: From classic favorites like kickball and capture the flag to thrilling new challenges like relay races and team obstacle courses, you will enjoy a wide variety of exciting field games.

International Games: Curious about the games kids play in other countries? Explore a variety of sports and activities from different cultures around the world. It's a fun, active way to discover global traditions and make new friends along the way!

Personal Money Management: Discover the basics of budgeting, saving, and spending wisely. Through fun activities and real-life scenarios, you will gain practical skills to take control of your finances and make smart money choices.

Mixed Media Art: Push artistic boundaries and bring your imagination to life by experimenting with paints, collage, fabrics, and found objects. Create vibrant paintings and abstract sculptures while exploring dynamic, multilayered techniques that showcase your unique style.

Milwaukee Sailing Center-Prams I (Grades 5 and 6 only): Learn to sail aboard colorful prams—small, centerboard sailboats that are simple to rig and fun to sail! You will set up and launch your own boat, learning how to steer with a tiller and trim sails using the mainsheet, taking turns with another camper driving and navigating. (You must pass a 25-yard swim test to participate.)

For the most current information and to register, visit www.usm.org/summer.

Odyssey Camp

5th-8th Grade

Week 3: June 30–July 3, 2025 *(camps closed July 4)*

	5th–8th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:15 a.m.	Basketball	OR	Music Production	OR	Art and Wellness
10:15–11 a.m.	Community Time				
11 a.m.–Noon	Basketball (continued)	Music Production (continued)		Art and Wellness (continued)	
Noon–12:30 p.m.	Lunch or Dismissal				
12:30–1:45 p.m.	All Star Sports	OR	Robotics	OR	Smile! DIY Portraits
1:45–2:30 p.m.	Community Time				
2:30–3:30 p.m.	All Star Sports (continued)	Robotics (continued)		Smile! DIY Portraits (continued)	
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Basketball: Develop your shooting, ball-handling, and finishing moves through competitive basketball drills, all while working hard, competing, and improving your game!

Music Production: Explore what it takes to produce a song from start to finish! You will learn how to use samples and layer your music tracks to make your very own hit.

Art and Wellness: Explore how painting, drawing, and other expressive techniques can promote relaxation, reduce stress, and enhance emotional well-being. You'll find a peaceful space to unwind, reflect, and nurture your mind and body through creative expression.

All Star Sports: Not sure which sport you love most? Try them all in this action-packed camp! Learn the basics of soccer, basketball, baseball, and more, while building skills and learning teamwork and sportsmanship in a fun environment.

Robotics: Learning the basic skills of robot design, construction, and programming, you will build and train a robot to complete basic robotic challenges in a quick and efficient manner to win various robot competitions.

Smile! DIY Portraits: Exploring portrait art inspired by artists such as Frida Kahlo and Andy Warhol, you will get hands-on learning while creating portraits and self-portraits while trying out different styles and techniques. You'll also enjoy fun games with your artwork!

Odyssey Camp

5th-8th Grade

Week 4: July 7-11, 2025

	5th–8th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:15 a.m.	Breakfast Bites	OR	Rocket Building	OR	Escape Room Games
10:15–11 a.m.	Community Time				
11 a.m.–Noon	Breakfast Bites (continued)		Rocket Building (continued)		Escape Room Games (continued)
Noon–12:30 p.m.	Lunch or Dismissal				
12:30–1:45 p.m.	Dragons, Fairies, Mermaids, and Goblins: Folktales in History	OR	May the Force Be With You	OR	Golf
1:45–2:30 p.m.	Community Time				
2:30–3:30 p.m.	Dragons, Fairies, Mermaids, and Goblins: Folktales in History (continued)		May the Force Be With You (continued)		Golf (continued)
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Breakfast Bites: From mixing and measuring to stovetop and oven basics, you'll learn essential cooking skills while creating delicious breakfast favorites, mastering a variety of tasty dishes perfect for starting the day right.

Rocket Building: If you dream of rocketing to the moon, you will enjoy this fan-favorite rocket class, where you will design, build, and launch your very own rocket.

Escape Room Games: Put your problem-solving skills to the test in this thrilling adventure, working together with other campers to solve puzzles, uncover clues, and unlock mysteries in a series of exciting escape room challenges

Dragons, Fairies, Mermaids, and Goblins: Folktales in History: Explore fascinating folktales filled

with a world of fantasy. Together with other campers, you'll read stories from different cultures, investigate narratives, and dive into fun craft and game activities that bring these legends to life.

May the Force Be With You: Calling all young Jedi! Awaken the Force within and embark on a cosmic journey filled with friendship, creativity, and intergalactic excitement. Secure your spot now and may the summer be with you!

Golf: Travel with fellow campers to different par 3 courses around Milwaukee and play nine holes each day, improving your short game, increasing confidence, and gaining an appreciation for the game! You provide your own clubs; overnight storage is available.

Odyssey Camp

5th-8th Grade

Week 5: July 14-18, 2025

5th-8th Grade				
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)			
9-10:15 a.m.	Artisan Dips & Spreads	OR	Female Artists of History	OR
10:15-11 a.m.	Community Time			MSS: Sailing for Youth-Novice (all day) GRADES 6-8 ONLY
11 a.m.-Noon	Artisan Dips & Spreads (continued)		Female Artists of History (continued)	Milwaukee Sailing Center: Prams I (morning only) GRADES 5 AND 6 ONLY
Noon-12:30 p.m.	Lunch or Dismissal			
12:30-1:45 p.m.	World of Harry Potter	OR	Racquet Sports	OR
1:45-2:30 p.m.	Community Time			MSS: Sailing for Youth-Novice (continued)
2:30-3:30 p.m.	World of Harry Potter (continued)		Racquet Sports (continued)	Gardening 101 (continued)
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)			

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Artisan Dips & Spreads: From creamy hummus to zesty guacamole, you'll learn to create delicious, handcrafted dips and spreads, exploring essential techniques for blending, seasoning, and garnishing while elevating your flavor game to impress at any gathering.

Female Artists of History: Building on past year's camps, you will learn about the amazing women who have shaped the art world throughout history, with engaging lessons, videos, and hands-on activities inspired by the work of these trailblazers.

Fishing: Cast your way to fun as you learn about local species, how to tie the perfect knot, pick the right bait, and handle your catch. Don't forget to bring your fishing rod and tackle box!

World of Harry Potter: Step into the enchanted world of Harry Potter, exploring the magical universe of Hogwarts, from spell-casting and potion-making to magical creatures and Quidditch! You'll experience a hands-on adventure through J.K. Rowling's beloved series.

Racquet Sports: From pickleball to badminton, you will experience the perfect mix of fun and skill development for racquet enthusiasts of all levels.

Gardening 101: Discover the basics of gardening in this hands-on class! You'll learn everything you need to grow flowers, veggies, and more, from planting seeds to nurturing your garden, along with other campers ready to get their hands dirty.

MSS: Sailing for Youth-Novice

(Grades 6-8 only): Even if you've never sailed before, you can learn and sail on Lake Michigan! You'll get a hands-on approach to sailing and water safety, learning boat handling, sail theory, and rules of the road while learning and practicing overboard maneuvering and capsizing recovery skills. (You must pass a 75-yard swim test to participate.)

Milwaukee Sailing Center-Prarms I

(Grades 5 and 6 only): Learn to sail aboard colorful prarms—small, centerboard sailboats that are simple to rig and fun to sail! You will set up and launch your own boat, learning how to steer with a tiller and trim sails using the mainsheet, taking turns with another camper driving and navigating. (You must pass a 25-yard swim test to participate.)

Odyssey Camp

5th-8th Grade

Week 6: July 21-25, 2025

	5th–8th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:15 a.m.	Cake and Cookie Decoration	OR	Paper Creations	OR	Road Biking
10:15–11 a.m.	Community Time				
11 a.m.–Noon	Cake and Cookie Decoration (continued)	Paper Creations (continued)	Road Biking (continued)		
Noon–12:30 p.m.	Lunch or Dismissal				
12:30–1:45 p.m.	Design for 3D Printing	OR	Field Games	OR	Open Art Studio
1:45–2:30 p.m.	Community Time				
2:30–3:30 p.m.	Design for 3D Printing (continued)	Field Games (continued)	Open Art Studio (continued)		
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Cake and Cookie Decoration: Want to skip the baking and dive right into decorating your own cakes and cookies? You'll learn how to use icings like whipped cream, buttercream, and fondant and master the basic techniques of decorating with a pastry bag and using various piping tips with style.

Paper Creations: Learn to craft beautiful pieces using techniques like origami, paper sculpture, and collage. You'll join campers of all skill levels in learning fun ways to transform simple paper into imaginative works of art.

Road Biking: Learn the basics of bike maintenance and road safety while traveling to destinations near USM. You must know how to ride a bike and will wear a helmet—and encouraged to bring your own bike (although some will be available to borrow).

Design for 3D Printing: Design your own projects using 3D modeling software and then bring them to life with a 3D printer! Whether you design a toy, gadget, or unique prototype, you will be supported in turning your ideas into reality, step by step.

Field Games: From classic favorites like kickball and capture the flag to thrilling new challenges like relay races and team obstacle courses, you will enjoy a wide variety of exciting field games.

Open Art Studio: Find a space to create whatever inspires you, from painting and drawing to sculpture and mixed media. With plenty of materials available and guidance when needed, this is your time to explore, experiment, and bring your artistic ideas to life.

Odyssey Camp

5th-8th Grade

Week 7: July 28-Aug. 1, 2025

	5th–8th Grade				
8–9 a.m.	Optional morning Extended Time Care (E.T.C. AM)				
9–10:15 a.m.	Digital Photography	OR	Gym Games	OR	Life, Art, and Castles in the Middle Ages
10:15–11 a.m.	Community Time				
11 a.m.–Noon	Digital Photography (continued)	Gym Games (continued)		Life, Art, and Castles in the Middle Ages (continued)	
Noon–12:30 p.m.	Lunch or Dismissal				
12:30–1:45 p.m.	Robotics	OR	Introduction to Public Speaking	OR	Golf
1:45–2:30 p.m.	Community Time				
2:30–3:30 p.m.	Robotics (continued)	Introduction to Public Speaking (continued)		Golf (continued)	
3:30–5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)				

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Digital Photography: Learn composition, lighting, and editing basics to transform ordinary snapshots into extraordinary ones! Whether using a DSLR or your phone, you'll gain the skills to capture memorable moments and express your creativity through the lens.

Gym Games: Keep both your mind and body active, engaged, and smiling in this fun and fit camp filled with exciting relay races that boost teamwork, as well as creative obstacle courses that challenge agility.

Life, Art, and Castles in the Middle Ages:

Step back in time and learn how castles were built! You will explore medieval life, that era's art and architecture, and the building techniques used. Discover the fascinating history of the fortresses that shaped the Middle Ages.

Robotics: Learning the basic skills of robot design, construction, and programming, you will build and train a robot to complete basic robotic challenges in a quick and efficient manner to win various robot competitions.

Introduction to Public Speaking: From crafting strong arguments to delivering them with confidence, you will learn the basics of public speaking while having fun building essential communication and persuasion skills.

Golf: Travel with fellow campers to different par 3 courses around Milwaukee and play nine holes each day, improving your short game, increasing confidence, and gaining an appreciation for the game! You provide your own clubs; overnight storage is available.

Odyssey Camp

5th-8th Grade

Week 8: Aug. 4-8, 2025

	5th-8th Grade		
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)		
9-10:15 a.m.	Mixed Media Art	OR Vineyard Apps: Sports Smorgasbord Camp	OR Creative Writing
10:15-11 a.m.	Community Time		
11 a.m.-Noon	Mixed Media Art (continued)	Vineyard Apps: Sports Smorgasbord Camp (continued)	Creative Writing (continued)
Noon-12:30 p.m.	Lunch or Dismissal		
12:30-1:45 p.m.	Drawing and Illustration	OR 3D Printing a Fantasy World	OR Outdoor Sports
1:45-2:30 p.m.	Community Time		
2:30-3:30 p.m.	Drawing and Illustration (continued)	3D Printing a Fantasy World (continued)	Outdoor Sports (continued)
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)		

*Choose between one of three activity options for the morning, and one of three activity options for the afternoon.

Activity Option Descriptions

Mixed Media Art: Push artistic boundaries and bring your imagination to life by experimenting with paints, collage, fabrics, and found objects. Create vibrant paintings and abstract sculptures while exploring dynamic, multi layered techniques that showcase your unique style.

Vineyard Apps: Sports Smorgasbord Camp: Play a different, carefully chosen sport or active game each class while developing functional movement patterns, making you more effective and boosting self esteem! You'll also practice teamwork, communication, and emotional self-regulation skills to help you outside of sports.

Creative Writing: Craft clever compositions, pen prolific prose, and forge fantastic fiction in this creative writing class. Young authors will learn and apply the steps of the writing process to practice different genres of writing, like fantasy realistic fiction, and more.

Drawing and Illustration: Explore everything from sketching basics to advanced illustration methods, and develop your unique artistic voice. Whether you're interested in comics, realism, or abstract art, you build on your skills and bring your visions to life on paper.

3D Printing a Fantasy World: Step into a realm where imagination meets technology! You'll transform your favorite myths, legends, and stories into real, 3D creations. Design magical creatures, legendary pieces, and enchanted landscapes and bring them to life using state-of-the-art 3D printers.

Outdoor Sports: Join this action-packed camp and play soccer, basketball, ultimate frisbee, and more with fellow campers! You will improve your skills, make new friends, and enjoy the outdoors while staying active.

For the most current information and to register, visit www.usm.org/summer.

Odyssey Camp

5th-8th Grade

Week 9: Aug. 11-15, 2025

	5th-8th Grade	
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)	
9-10:15 a.m.	Taekwondo	OR Vineyard Apps: Design and Minecraft: A Summer Journey
10:15-11 a.m.	Community Time	
11 a.m.-Noon	Taekwondo (continued)	Vineyard Apps: Design and Minecraft: A Summer Journey (continued)
Noon-12:30 p.m.	Lunch or Dismissal	
12:30-1:45 p.m.	Frisbee Golf	OR Chess: Road To Grandmaster
1:45-2:30 p.m.	Community Time	
2:30-3:30 p.m.	Frisbee Golf (continued)	Chess: Road To Grandmaster (continued)
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)	

*Choose between one of two activity options for the morning, and one of two activity options for the afternoon.

Activity Option Descriptions

Taekwondo: Learn the martial art of taekwondo while focusing on character development, physical fitness, and self-defense—with the primary goal of building discipline, self-confidence, and self-esteem.

Vineyard Apps: Design and Minecraft: A Summer Journey: Do you love to build and create in Minecraft? Explore and develop your architectural skills while designing innovative buildings, replicating famous landmarks, and creating a Mars rover. You will creatively plan, prototype, and construct your ideas in a virtual world while learning problem-solving and collaboration skills.

Frisbee Golf: Dive into the excitement of frisbee golf on our very own campus course. Each hole is a new challenge, and every throw brings the thrill of competition. If you love outdoor action and adventure, and a little friendly rivalry, this is the perfect game for you!

Chess: Road To Grandmaster: Whether you're a beginner or a seasoned player looking to advance your skills, you will learn chess strategies, improve your game, and sharpen your critical thinking skills in a fun and supportive environment.



Theatre Camp

2nd-9th Grade



Step into the spotlight this summer at Theatre Camp! For campers entering 2nd through 9th grade, Theatre Camp offers a supportive environment to explore and express themselves through various theatre disciplines. Campers will participate in hour-long classes designed to build confidence, creativity, and teamwork.

With offerings ranging from acting and improv to technical theatre and ensemble productions, there's something for every aspiring performer or behind-the-scenes enthusiast. Most sessions culminate in a final showcase where campers share their growth and creativity with family and friends. Theatre Camp fosters a love of the arts, builds a strong sense of community, and provides a safe space for campers to express themselves.



Theatre Camp

2nd-9th Grade

Sample Schedule

	2nd-9th Grade
8-9 a.m.	Optional morning Extended Time Care (E.T.C. AM)
9 a.m.-9:45 a.m.	Opening Circle
9:45-10:45 a.m.	Activity 1
10:45-11 a.m.	Transition/Snack
11 a.m.-Noon	Activity 1
Noon-12:30 p.m.	Lunch
12:30-12:45 p.m.	Game/Transition
12:45-1:45 p.m.	Activity 3
1:45-2 p.m.	Transition/Snack
2-3 p.m.	Activity 4
3-3:30 p.m.	Closing Circle
3:30-5:30 p.m.	Optional afternoon Extended Time Care (E.T.C. PM)

Theatre Camp

2nd-9th Grade

June 16-Aug. 15, 2025 *(camps closed on June 19 and July 4)*

9-week Theatre Camp

In the 9-week package campers will participate in five different offerings including three, 1-week in length fundamentals offerings (varying subjects); one, 2- week theatre intensive offerings (drama, music, dancing and improv); and one 4-week Performance Experience (culminating in a show).

Weekly Offerings

June 16-20, 2025 *(camps closed on June 19; final showcase on June 20)*

Intro to Theatre

For campers entering 2nd through 9th grade. Your camper will cycle through the four disciplines of theatre (singing, acting, dancing, improv).

June 23-July 3, 2025 *(camps closed on July 4; final showcase on July 3)*

Theatre Intensive 1

For campers entering 2nd through 9th grade. Your camper will cycle through the four disciplines of theatre (singing, acting, dancing, improv). They will build upon each of those skills with a deeper look into all four areas. Theatre Intensive 1 will cover different material than Theatre Intensive 2. This camp culminates in a final showcase on Thursday of the second week.

July 7-11, 2025 *(final showcase on July 11)*

Music and Dance Fundamentals

For campers entering 2nd through 9th grade. Your camper will take a deeper dive into these two disciplines of theatre. This camp culminates in a final showcase on Friday.

July 14-18, 2025

Tech Fundamentals 1

For campers entering 2nd through 9th grade. Your camper will gain a deeper knowledge of the behind the scenes of theatre design. This camp teaches technical prep for a show, including gathering and making props and extra set pieces, scenic painting, and learning about lights and sound.

Weekly Offerings con't.

July 21-Aug. 1, 2025

Theatre Intensive 2 *(final showcase on Aug. 1)*

For campers entering 2nd through 9th grade. Your camper will cycle through the four disciplines of theatre (singing, acting, dancing, improv). They will build upon each of those skills with a deeper look into all four areas. Theatre Intensive 2 will cover different material than Theatre Intensive 1. This camp culminates in a final showcase on Friday of the second week.

July 21-Aug. 15, 2025

Performance Experience *(final performance on Aug. 15)*

For campers entering 2nd through 9th grade. Your camper will cycle through the four disciplines (singing, acting, dancing, improv), while also learning about the process of putting on a show, from auditions to rehearsals to closing night. Show title announced in the spring.

Aug. 4-8, 2025

Improv and Drama Fundamentals *(final performance on Aug. 8)*

For campers entering 2nd through 9th grade. Your camper will investigate scenes and characters from different shows and deepen their understanding of improv, moving beyond the short form previously covered. This camp culminates in a final showcase on Friday.

Aug. 11-15, 2025

Tech Fundamentals 2 *(final performance on Aug. 15)*

For campers entering 2nd through 9th grade. Your camper will gain a deeper knowledge of theatre design, as well as the knowledge of how to participate effectively in a theatre run crew. This camp culminates in serving as part of the run crew (backstage) for the Advanced Performance Experience performance on Aug. 15.

Theatre Camp

2nd-9th Grade

9-week Package Groupings:

In the 9-week package campers will participate in five different offerings including three, 1-week fundamentals offerings (varying subjects); one, 2-week theatre intensive offerings (drama, music, dancing and improv); and one, 4-week Performance Experience (culminating in a show).

9-week Package: 6th-9th Grade

Weeks	Class Offerings
Week 1: June 16-20, 2025	Intro to Theatre
Week 2: June 23-27, 2025	Theatre Intensive 1
Week 3: June 30-July 3, 2025	Theatre Intensive 1
Week 4: July 7-11, 2025	Music and Dance Fundamentals
Week 5: July 14-18, 2025	Tech Fundamentals 1
Week 6: July 21-25, 2025	Advanced Performance Experience
Week 7: July 28-Aug. 1, 2025	Advanced Performance Experience
Week 8: Aug. 4-8, 2025	Advanced Performance Experience
Week 9: Aug. 11-15, 2025	Advanced Performance Experience

GREEN

1 week in length, with a presentation at the end of the week

BLUE

2 weeks in length, with a performance at the end of the second week

PURPLE

4 weeks in length, with a performance at the end of the fourth week

Summer Skate at USM

Keep Kool! June/July

For Youth! Ages 3-18 Level: Beginner through Advanced

Prerequisite: Young skaters must be able to use the restroom by themselves and stand upright on the ice without assistance. No skating experience necessary.

Description: Basic skating skills, balance and coordination, daily games and activities, obstacle courses, and challenging building exercises.

June 17 - July 31 (No class June 19 or July 4)

June 17, 18, 24 and 26
July 1, 3, 8, 10, 15, 17, 22, 24, 29, and 31
3:45-4:30 p.m. - Skating and Figure Skating
4:30-5:15 p.m. - Skating and Hockey
Fee: \$305

Learn to Play Hockey Ages 4-12 Level: Beginner through Advanced

Prerequisite: Basic skating skills.

Description: Introduction to hockey is designed for the young skater with little to no hockey experience. This developmental program focuses on teaching basic techniques of skating, gradually introducing teamwork, sportsmanship, and more advanced skating skills. As skaters progress, they will eventually incorporate hockey drills and puck handling.

June 18, 26 July 3, 10, 17, 24, and 31

5:30-6:15 p.m.
Fee: \$155

For Adults Ages 18+

Prerequisite: None

Description: Our adult curriculum caters to both beginner and advanced skaters. Lessons are tailored to meet each skater's individual goals and will focus on skills that challenge balance, body alignment, coordination, agility, and power.

June 17 - July 29

Tuesdays
5:30-6:15 p.m.
Fee: \$155

Advanced Figure Skating Academy Ages 7-18

Prerequisite: Skaters who have mastered basic skating skills.

Description: For skaters who are ready to work on advanced techniques, jumps, spins, choreography, and program composition. The class will also encompass multiple facets of figure skating, from free dance elements through moves in the field. Both on-ice and off-ice instruction is incorporated into the program, and a USM Figure Skating Academy Jacket is also included. Prerequisite: Skaters who have mastered basic skating skills.

June 17 - July 31 (No class June 19 or July 4)

On Ice Session: Tuesdays, Wednesdays, and Thursdays 2:15-3:30 p.m.
Off Ice Workout: Wednesdays 3:45-4:30 p.m.
Fee: \$500



Summer Skate at USM

Keep Kool! August

For the classes below: Skaters may sign up for a full day of skating, but will need snacks, and a lunch. Campers will be escorted to and from the main campus if they are participating in other USM Summer Camps.

Hockey Ages 4-10 Level: Learn to Play, Atoms U6, Mites U8, Squirts U10

Prerequisite: Basic Skating Skills

Description: The focus will be on fundamental skills in skating, footwork, agility, strong edge control, puck handling, sportsmanship, and teamwork. Skaters should bring a healthy snack and drink of choice during breaks. Each day ends with a hockey game and on Fridays, a professional hockey player will be available for autographs.

Session 1: August 4 - 8

Session 2: August 11 - 15

Session 3: August 18 - 22

9 a.m.-Noon

Fees: \$325 for 1 week

\$625 for 2 weeks

\$875 for 3 weeks

Learn to Skate Ages 3-18 Figure or Hockey Skating

Level: Beginner through Advanced

Prerequisites: Young skaters must be able to use the restroom by themselves and stand upright on the ice without assistance. No skating experience necessary.

Description: Area of focus will be on basic-advanced skating skills, balance, and coordination, daily challenges, obstacle courses, and performance and choreography technique. Each class will have a chance to show what they have learned in a skating recital/performance at the end of each week.

Session 1: August 4 - 8

Session 2: August 11 - 15

Session 3: August 18 - 22

12:30-3:30 p.m.

Fees: \$325 for 1 week

\$625 for 2 weeks

\$875 for 3 weeks





Basketball Skills Camp

1st-8th Grade

Wednesdays

June 18, 25 | July 9, 16, 23, 30

(camp closed on July 2)

\$150



Ready to level up your game? Our Basketball Skills Camp is designed for players of all levels who want to build their skills and have a blast doing it!

Intro Session

1st-4th Grade | 3:45-4:30 p.m.

A fun and energetic intro to the fundamentals of basketball.

Intermediate Session

5th-8th Grade | 4:30-5:15 p.m.

Skill-building through drills and games that challenge and inspire.

Each session includes high-energy skill work and fun games to boost confidence and improve on-the-court ability. Come learn, play, and grow your love for the game!



USM Summer Camps Pricing

FULL AND HALF DAY CAMP PRICING

FULL DAY	1-week Session	\$550
	2-week Session (Theatre Only)	\$1,050
	3-week Session*	\$1,575
	4-week Session (Theatre Only)	\$2,000
	6-week Session*	\$3,060
	9-week Session*	\$4,300
HALF DAY	1-week Session	\$290
	3-week Session*	\$840
	6-week Session*	\$1,635
	9-week Session*	\$2,330

Juneteenth (June 19) and Independence Day (July 4) closures will be prorated.

*Indicates special bundle weeks and save pricing.

"Bundle Weeks and Save" pricing does not apply to mix and match camps. To receive the 3-, 6-, and 9-week bundle price, you must register for 3, 6, and 9 consecutive weeks of the same camp (Discover, Adventure, Explorers, Odyssey)

MULTI-SESSION DISCOUNTS

Receive the listed discount per child for each additional session after the first.

Full day	\$30
Half Day	\$10
Theatre Camp	\$25

EXTENDED TIME CARE (E.T.C.)

Families can choose to sign up for either or both options on a week-to-week basis.

E.T.C. AM (8-9 a.m.): \$30/week

E.T.C. PM (3:30-5:30 p.m.): \$60/week

TRANSPORTATION

Families can choose to sign up for either or both options on a week-to-week basis.

Morning transportation to USM: \$55/week

Afternoon transportation from USM: \$55/week

FEES AND PAYMENT PLANS

A non-refundable deposit of \$50 per week, per camper is due at registration. Early-bird registration pricing is available through Friday, Feb. 28. Additionally, families receive a multi-session discount per child for each additional session added after the first.

Registration on or after Monday, June 9 must be paid in full at the time of registration. There are no fees to change or cancel a program selection through Monday, March 31. After that date there will be a \$10 change fee per activity. Tuition must be paid in full at least one week prior to the start of each week's camp to attend camp. The last day for cancellation refunds is Monday, June 9.

USM Summer Camps accepts ACH (electronic check payments) and VISA, Mastercard, and American Express. Credit cards and debit cards will incur a 3% surcharge. ACH payments will not incur a surcharge. There will be a \$2.50 fee for any ACH returned payments.

USE THE GRID BELOW TO HELP PLAN YOUR SUMMER!

Week		Child #1	Child #2	Child #3
June 16–20 (camps closed June 19)	a.m.			
	p.m.			
June 23–27	a.m.			
	p.m.			
June 30–July 3 (camps closed July 4)	a.m.			
	p.m.			
July 7–11	a.m.			
	p.m.			
July 14–18	a.m.			
	p.m.			
July 21–25	a.m.			
	p.m.			
July 28–Aug. 1	a.m.			
	p.m.			
Aug. 4–8	a.m.			
	p.m.			
Aug. 11–15	a.m.			
	p.m.			



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