# USM SUMMER CAMPS

**Full-Day and Half-Day Camps**
**Age 3–12th Grade | June–August**

**Academic and Enrichment Programs**
**www.usm.org/summer**

UNIVERSITY SCHOOL OF MILWAUKEE

At USM Summer Camps, we believe summer is a time for discovery, adventure, and personal growth. Our camps are designed to help campers spark curiosity, build confidence, encourage creativity, and develop friendships. Through hands-on activities, exploration, and teamwork, campers develop essential life skills—independence, resilience, leadership, and collaboration—that extend far beyond summer.

Rooted in University School of Milwaukee's commitment to excellence in learning, leadership, and citizenship, USM Summer Camps create a space where every child is engaged, known, and valued guided by our Common Trust.

## THE COMMON TRUST

The basic philosophy of community behavior at University School of Milwaukee is the Common Trust, which is expressed in the following pledge:

"We, the members of the University School of Milwaukee community, commit to and practice the Common Trust. We agree to relate to one another and the school with respect, trust, honesty, fairness, and kindness."

## AMERICAN CAMP ASSOCIATION ACCREDITATION

USM Summer Camps are now officially accredited by the American Camp Association (ACA)—the only national accrediting body for camps of all types. This recognition follows an extensive review of more than 200 standards in safety, health, staff training, and risk management. We're thrilled to have met every single one. ACA accreditation affirms our commitment to excellence and to providing a safe, enriching experience for every camper and staff member.

UNIVERSITY SCHOOL OF MILWAUKEE

**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 Jan. 30, 2026 to lock in early-bird rates!**

# Welcome to USM Summer Camps

Dear USM Families,

We are thrilled to share the guidebook for summer 2026 and invite you to join us in celebrating a truly remarkable milestone: 35 years of USM Summer Camps!

For over three decades, the USM campus has been a vibrant home to sun-soaked summers filled with discovery and exploration. Our goal continues to be to help every camper spark curiosity, build confidence, and encourage creativity. This foundational commitment is why families across the greater Milwaukee area return year after year.

While we cherish our past, we are always innovating for the future. We are thrilled to announce that our 35th year is bringing some of our most exciting additions yet. This year, we're launching brand new Sports Camps! Designed for young athletes of all skill levels, these specialized camps offer focused training, skill refinement, and team-building across multiple sports, all centered on fun, positive coaching, and healthy competition. For our older, future leaders, the new Counselors in Training program provides an invaluable opportunity for mentorship, leadership development, and hands-on experience working with younger campers. This is the perfect bridge for teens ready to transition from camper to camp staff.

We invite you to dive into the rest of this guidebook to explore our expanded offerings and begin crafting a custom summer schedule for your child.

Thank you for being part of the USM Summer Camps legacy. Here's to making our 35th year the most memorable one yet!

Warmly,

Sabrina Raber

*Director of Auxiliary Programs*

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# 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.

## 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. For more pricing information, see page 42.

**9-Week Full Session**

June 15–Aug. 14, 2026

**6-Week Extended Sessions**
*(Available for Discovery, Explorers, Adventure, and Odyssey Camps only)*

Session 1: June 56–July 24, 2026

Session 2: July 6–Aug 14, 2026

**3-Week Sessions**
*(Available for Discovery, Explorers, Adventure, and Odyssey Camps only)*

Session 1: June 15–July 2, 2026

Session 2: July 6–24, 2026

Session 3: July 27–Aug. 14, 2026

## CAMP TRANSPORTATION

USM Summer Camps (other than Skating Camp) will have morning pickup and afternoon drop-off options in central locations in Whitefish Bay and downtown Milwaukee. Families can choose round-trip or one-way transportation service for their child. We own and operate our own van and bus fleet, with buses driven by dedicated and experienced USM employees whose primary focus is the safety of the campers.

## 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 immediately following camp, 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.

## IMPORTANT DATES

| | |
|---|---|
| **Dec. 10 (10 a.m.)** | Registration Opens |
| **Jan. 30** | Last day for early-bird registration discounts |
| **March 2** | End of no-charge camp/ activity changes ($10 change fee per activity starting March 3) |
| **April 15** | Last day for cancellation refunds (less $50 per week deposits) |
| **June 15–Aug. 14** | USM Summer Camps (closed June 19 and July 3) |

## 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.

## WAITLISTS

Waitlists are handled on a first-come, first-served basis. When space becomes available, families will be notified via an email from UltraCamp and will have three days to accept the space. If they do not accept the space, UltraCamp will automatically contact the next person on the waitlist.

# General Information

## CAMP HANDBOOK

The Summer 2026 Parent Handbook with detailed information regarding camp policies, pickup and 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 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. For the safety and general welfare of all campers, instances of physical aggression and/or concern for safety of any camper(s) can lead to immediate termination of summer attendance. In addition, if a parent is unwilling to follow camp rules, or if a parent hinders the relationship between their child, their peers and/or teachers, the camp administration may determine that termination from the camp is necessary. If a camper is unable to manage daily activities and requires more adult support than the school can provide, the camp administration may determine that termination from the camp is necessary. Specific behavior and a policy on bullying will be available in the Summer 2026 Parent Handbook.

## 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

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.

## CAMPUS CONSTRUCTION

Construction will begin this summer on the school playgrounds. While we are excited for these upgraded facilities, the playgrounds will be inaccessible during camp. Campers will instead enjoy our school's ample alternative outdoor spaces, including athletic fields and trails, where we will create intentional games and engaging activities.

**All camps will be closed on June 19 and July 3, 2026.**

# 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 campers 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 Ming Ming Voo MDS'63 Dining Room 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) |

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

# 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 games, and team-building workshops. Activities vary throughout the week and across all nine weeks, ensuring that campers have the opportunity to try 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.*
*The Explorers Camp schedule may vary based on weather conditions, available activities, and camper interests.*

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

# Explorers Camp
## 1st–4th Grade

# Week 1: June 15–18, 2026 *(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.

**No field trip (4-day week)**

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# Week 2: June 22–26, 2026

## Magic, Marvels, and More!

Enter a world where mystery and imagination swirl together in a week full of wonder! Uncover the secrets of magic through creative crafts, puzzling challenges, and enchanting games that spark curiosity at every turn. Each day will bring a new sense of discovery as they explore illusions, hidden surprises, and the joy of the unexpected. Get ready for a week where the air feels alive with possibility and a little bit of everyday magic!

**Field trip: Mitchell Park Domes**

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# Week 3: June 29–July 2, 2026 *(camps closed July 3)*

## Winter in July

Cool off and dive into a week of frosty fun! Experience the magic of winter in the middle of summer through snow-inspired crafts, icy games, and cool-weather adventures that bring a refreshing twist to the sunny season. Each day will be filled with laughter, creativity, and a flurry of surprises as campers celebrate the wonder of snowflakes, and everything chilly. Get ready for a week where cold-weather excitement melts perfectly into the warmth of summer!

**No field trip (4-day week)**

*Field trips subject to change.*

# Explorers Camp
**1st–4th Grade**

# Week 4: July 6–10, 2026

## 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!

**Field trip: Discovery World**

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# Week 5: July 13–17, 2026

## Space Odyssey

Blast off into a week of adventure and discovery! Journey through the cosmos as you create constellations, play extraterrestrial games, 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!

**Field trip: Milwaukee Public Museum**

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# Week 6: July 20–24, 2026

## Wilderness of Wisconsin

Step into a week of outdoor adventure and discovery! Explore the wild beauty of USM's natural spaces while uncovering the wonders of Wisconsin's great outdoors. Dive into hands-on adventures, creative nature crafts, and outdoor challenges that celebrate curiosity, teamwork, and exploration. With sunshine, laughter, and a spirit of adventure guiding the way, it's the perfect week to experience just how wild—and wonderful—our Wisconsin wilderness can be!

**Field trip: Local fruit farm**

*Field trips subject to change.*

# Explorers Camp
## 1st–4th Grade

# Week 7: July 27–31, 2026

## 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!

**Field trip: Milwaukee County Zoo**

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# Week 8: Aug. 3–7, 2026

## 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!

**Olympics Field Day at USM**

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# Week 9: Aug. 10–14, 2026

## Color Explosion Week

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!

**Field trip: Milwaukee Art Museum and Wicks Park**

*Field trips subject to change.*

# Adventure Camp

## 1st–4th Grade

Adventure Camp provides children entering 1st through 4th grade with an engaging and supportive environment where they can have fun while exploring specific passions. In 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.

In the afternoon, counselors design a variety of fun activities and camp games throughout the week meant to build community and allow for more free-play fun. 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.

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

# 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.** | Class A | OR Extended Period Full Morning Option *(with 20-minute break)* | Class A | OR Extended Period Full Morning Option *(with 20-minute break)* |
| **10:10–10:30 a.m.** | Snack and Outdoor Play | | Snack and Outdoor Play | |
| **10:30–11:40 a.m.** | Class B | | Class B | |
| **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 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 1: June 15–18, 2026 *(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.** | Taylor Swift: Swiftie Nation OR | Racquet Sports OR | Makerspace: Digital Pet Habitats | Computer Explorers: LEGO Mania | Mini Golf OR | Girls Basketball OR | Intro to Chess | Computer Explorers: LEGO Mania |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Mini Golf OR | Girls Basketball OR | Intro to Chess | | Taylor Swift: Swiftie Nation OR | Racquet Sports OR | Makerspace: Digital Pet Habitats | |
| **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

**Taylor Swift: Swiftie Nation:** Calling all Swifties! Celebrate the music, creativity, and sparkle of Taylor Swift through themed crafts, lip-sync performances, friendship bracelet making, and fun games inspired by her Eras tour. It's friendship, fun, and fearless energy all week long!

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

**Makerspace: Digital Pet Habitats:** Invent a "digital pet" and then design and build a physical habitat for it. The habitat will include interactive elements made with simple circuits, such as LED lights, allowing you to blend imaginative world-building with the foundational principles of electronics.

**Mini Golf:** Use your imagination to design and build your own mini golf holes using fun materials and creative problem-solving. Once complete, you'll get to explore each other's courses and see everyone's ideas come to life!

**Girls Basketball:** Dribble, pass, and shoot your way through a fun week of basketball! This camp focuses on teamwork, skill-building, and confidence through games, challenges, and friendly scrimmages. Learn the fundamentals of basketball in a positive, encouraging environment where everyone gets to shine on the court!

**Intro to Chess:** This introductory class welcomes beginner and intermediate level players. Newer players will learn the rules of the game, as well as the fundamentals of how to safely attack and defend. More experienced players will have lessons on middle game strategy and tactics. At every class, there will be a lesson followed by practice positions and open play. At the end of the session, there will be a small in-group tournament.

**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. **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

# Week 2: June 22–26, 2026

| | 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 Makerspace: Shadow Box Building OR Kickball | Upcycled Orchestra OR Pond Explorers: A Wetland Adventure OR Fairies and Fables OR Milwaukee Sailing Center: Prams I |
| **10:10–10:30 a.m.** | Snack and Outdoor Play | Snack and Outdoor Play |
| **10:30–11:40 a.m.** | Upcycled Orchestra OR Pond Explorers: A Wetland Adventure OR Fairies and Fables | Mixed Media Art OR Makerspace: Shadow Box Building OR Kickball |
| **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!

**Makerspace: Shadow Box Building:** Design and build a custom shadow box, filling it with keepsakes or symbolic items that represent a chosen theme. Each box will be painted and finished to express your identity or honor a special person in your life.

**Kickball:** Lace up and step up to the plate for a week of exciting kickball action!

**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.

**Pond Explorers: A Wetland Adventure:** 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.

**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:** 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. *Campers must pass a 25-yard swim test to participate.* **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

# Week 3: June 29–July 2, 2026 *(camps closed July 3)*

| | 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.** | Crafts From Every Corner OR | Robotics OR | Taekwondo | Beginners Golf | Junior Journalists OR | Watercolor Painting OR | Adventure: Singing Superstars | Beginners Golf |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Junior Journalists OR | Watercolor Painting OR | Adventure: Singing Superstars | | Crafts From Every Corner OR | Robotics OR | 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

**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.

**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.

**Junior Journalists:** Step into the newsroom! Campers will become reporters and anchors as they write articles, record video segments, and create their own school-style broadcast using iPads. A fun mix of storytelling, teamwork, and creativity!

**Watercolor Painting:** Explore the beauty of watercolor as they experiment with color blending, brush techniques, and creative composition. Each session encourages imagination while helping artists bring their unique visions to life.

**Adventure: Singing Superstars:** Discover your voice and confidence! Spend the week exploring your voice, gaining confidence, and working as a team to learn songs. This class will help you develop your voice in an age-appropriate environment, building a musical foundation, and showcase your learning with a performance at the end of the week.

**Beginners Golf:** Perfect for new players, this camp introduces the fundamentals of golf—grip, stance, swing, and putting—through fun games and practice sessions designed to build confidence and a love for the game. **(Full Morning activities remain on the USM campus)**

# Adventure Camp
## 1st–4th Grade

**1st and 2nd Grade:**
Spots still available for Theatre Adventure!
**See page 34.**

# Week 4: July 6–10, 2026

| | 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 | Games Around the World OR | Ukulele | Makerspace: Poseable Action Figure | Master Gardener OR | Beginners Golf OR | Painting Without a Brush | Makerspace: Poseable Action Figure |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Master Gardener OR | Beginners Golf OR | Painting Without a Brush | | If You Build It, It Will Fly OR | Games Around the World 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

**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.

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

**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!

**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.

**Beginners Golf:** Perfect for new players, this camp introduces the fundamentals of golf—grip, stance, swing, and putting—through fun games and practice sessions designed to build confidence and a love for the game.

**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 poseable action figure through diverse techniques such as sketching and crafting, 3D modeling and printing, laser cutting and engraving, and CNC machining. You will utilize the design process to turn concepts into prototypes and refine them into poseable figures, applying mathematical and engineering principles for precision, including shape analysis, ratio calculation, measurement, scaling, and computer modeling. **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

**1st and 2nd Grade:**
Spots still available for Theatre Adventure!
**See page 34.**

# Week 5: July 13–17, 2026

| | 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.** | Backyard Games OR Messy Science and Creations; Makerspace: Structures Design | Comedy in Motion OR Habitat Hunters; Makerspace: Structures Design; Milwaukee Sailing Center: Prams I |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR Makerspace: Structures Design | Snack and Outdoor Play OR Makerspace: Structures Design OR Milwaukee Sailing Center: Prams I |
| **10:30–11:40 a.m.** | Comedy in Motion OR Habitat Hunters; Makerspace: Structures Design | Backyard Games OR Messy Science and Creations; Makerspace: Structures Design; Milwaukee Sailing Center: Prams I |
| **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

**Backyard Games:** Step outside and jump into a week of classic outdoor fun! Play your favorite neighborhood games like ghost in the graveyard, kick the can, dodgeball, freeze tag, and more high-energy backyard challenges. Get ready to run, laugh, and play the ultimate lineup of timeless games that never get old!

**Messy Science and Creations:** Get ready to mix, build, and discover! Dive into hands-on experiments that bubble, fizz, and spark curiosity while exploring how science shapes the world around you. Through creative projects and wild reactions, you'll uncover how imagination and experimentation lead to exciting discoveries—and a little bit of mess along the way!

**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!

**Habitat Hunters:** Join us as we explore Wisconsin's wild homes! You will discover forests, wetlands, prairies, and lakes while learning how animals adapt and survive. Through walks, games, and activities, you'll track wildlife, build shelters, and uncover tiny creatures in soil and water.

**Makerspace: Structures Design:** Explore architecture and design by creating models of self-designed structures. Choosing from a tower, home, or sport, you will learn the basics of planning and modeling through hand-drawn sketches and 3D design. You will be given some premade building components to help create your structures.
**(Full Morning)**

**Milwaukee Sailing Center: Prams I:** 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. *Campers must pass a 25-yard swim test to participate.*
**(Full Morning)**

# Adventure Camp
## 1st–4th Grade

**1st and 2nd Grade:**
Spots still available for Theatre Adventure!
**See page 34.**

# Week 6: July 20–24, 2026

| | 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 | Robotics OR | Outdoor Leadership | Build App Games | Taekwondo OR | My Monster and Me OR | Kite Making and Flying | Build App Games |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Taekwondo OR | My Monster and Me OR | Kite Making and Flying | | Art Through Time OR | Robotics OR | Outdoor Leadership | |
| **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.

**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.

**Outdoor Leadership:** Get ready for an exciting adventure where you 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.

**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.

**My Monster and Me:** Uncover the deeper meaning behind the monsters of literature! Explore how classic and modern stories use monsters to represent fear, difference, and humanity itself. Through reading, discussion, and creative projects, you'll analyze what truly defines a "monster" and how these characters often reflect more about us than the creatures themselves.

**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!

**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! **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

**1st and 2nd Grade:**
Spots still available for Theatre Adventure!
**See page 34.**

# Week 7: July 27–31, 2026

| | 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 OR Intro to Field Hockey OR Cardboard Arcade | Splatter Studio OR Kids Run The World! OR Dragons, Doodles, and Story Quest OR Cardboard Arcade |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR Cardboard Arcade | Snack and Outdoor Play OR Cardboard Arcade |
| **10:30–11:40 a.m.** | Splatter Studio OR Kids Run The World! OR Dragons, Doodles, and Story Quest OR Cardboard Arcade | Environmental Art OR Ukulele OR Intro to Field Hockey OR Cardboard Arcade |
| **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!

**Intro To Field Hockey:** Learn the fundamentals of field hockey through fun drills, games, and teamwork challenges! Participants will practice dribbling, passing, and shooting while building confidence, coordination, and a love for the game in a supportive, energetic setting. **(Run by a USM Varsity Coach)**

**Splatter Studio:** Grab a brush, a sponge, or even a straw—it's time to paint like never before! Explore fun, messy painting techniques inspired by Jackson Pollock and other abstract artists. The result? Bold, colorful masterpieces that celebrate creativity and movement.

**Kids Run The World!:** Lace up your shoes and get moving in this high-energy camp designed to make running fun! Play running games, complete obstacle courses, and explore different ways to build endurance and teamwork. With a focus on positivity, goal-setting, and outdoor adventure, everyone will discover that running can be exciting, rewarding, and full of smiles.

**Dragons, Doodles, and Story Quest:** Create your own illustrated fantasy world by designing creatures, building quest locations, crafting treasure maps, and inventing imaginative villains. Each day brings a new story challenge where campers work together, problem-solve, and use hands-on creations to complete exciting quests, shaping an adventure-filled world powered entirely by your creativity and ideas.

**Cardboard Arcade:** Design, build, and test your own arcade-style games using cardboard, creativity, and teamwork. From concept to playtesting, you'll engineer imaginative games and bring your ideas to life! **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

# Week 8: Aug. 3–7, 2026

| | 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.** | Dinger Derby OR | USM Conservation OR | Illustration/ Comic Book Art | Bricks, Bricks, and More Bricks | Advanced Chess OR | Nature's Narrative OR | Robotics Exploration | Bricks, Bricks, and More Bricks |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Advanced Chess OR | Nature's Narrative OR | Robotics Exploration | | Dinger Derby OR | USM Conservation OR | Illustration/ Comic Book Art | |
| **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

**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.

**USM Conservation:** Become an environmental steward as you take part in hands-on conservation projects right here on campus. From restoring natural habitats to exploring local wildlife, you'll learn how small actions can make a big impact on the environment.

**Illustration/Comic Book Art:** Calling all future comic book artists! Explore the world of illustration and comic book art. Through fun and simple activities, you will learn how to draw characters, create comic panels, and use your imagination to tell stories. You'll learn how to bring characters to life in exciting and creative ways!

**Advanced Chess:** Sharpen your strategic thinking and elevate your chess skills through advanced lessons, tactics, and guided play. The week wraps up with a fun tournament where players showcase what they've learned in friendly competition.

**Nature's Narrative:** 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.

**Robotics Exploration:** Explore robotics by building and programming a variety of robots, from beginner-friendly Dot and Dash to LEGO Spike Prime. You will complete fun challenges and even design your own.

**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. Enjoy a new challenge each session, with freestyle and instructional builds to explore new engineering concepts at your ability level. **(Full Morning)**

# Adventure Camp
## 1st–4th Grade

# Week 9: Aug. 10–14, 2026

| | 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 | Open Art Studio | Maker Space: Interactive Storytelling Machines OR | VYA: Fashion Camp | Wild Secrets OR | Mini Masters Art | Maker Space: Interactive Storytelling Machines OR | VYA: Fashion Camp |
| **10:10–10:30 a.m.** | Snack and Outdoor Play OR | | | | Snack and Outdoor Play OR | | | |
| **10:30–11:40 a.m.** | Wild Secrets OR | Mini Masters Art | | | Games Around the World OR | Open Art Studio | | |
| **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.

**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.

**Wild Secrets:** Step into the wild and uncover the hidden stories of nature's hidden wonders. Explore plants, animals, insects, and ecosystems through hands-on discovery, observation, and outdoor exploration. From studying animal tracks and habitats to learning.

**Mini Masters Art:** Explore the styles and techniques of famous masters while creating your own inspired works. Each day introduces a new artist and medium, encouraging creativity, expression, and artistic confidence.

**Maker Space: Interactive Storytelling Machines:** Design and build simple mechanical sculptures, called automata, using cams, cranks, and levers. Each machine will tell a short story or depict a scene from a book you are reading, bringing your narrative comprehension to life through hands-on engineering and art. **(Full Morning)**

**VYA: Fashion Camp:** 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. **(Full Morning)**

# 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 community time opportunities for campers to play with one another and spend time outdoors, 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) |

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

# Odyssey Camp
**5th–8th Grade**

# Week 1: June 15–18, 2026 *(camps closed June 19)*

## Morning Options

**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!

**Intro 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.

**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.

## Afternoon Options

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

**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!

**Painting 101:** Discover the joy of painting both in the studio and outdoors! Learn foundational techniques while exploring color, texture, and composition. Through hands-on projects and creative expression, you will develop your own artistic style and create beautiful works of art to take home.

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# Week 2: June 22–26, 2026

## Morning Options

**Escape Rooms:** 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.

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

**Harmony Hub:** Dive into the joys of singing and being a part of something bigger! Strengthen your vocal technique, musical literacy, and the ability to sing in harmony. You will showcase your learning with a culminating performance on the last day of the week.

JUST ADDED **Digital Design:** Create digital design projects such as posters, collages, wallpapers, drawings, invitations, and edited photos. Students will take photos and turn them into designs, make posters on topics they enjoy, design device wallpapers, and craft mock ads for a pretend small business—learning creative skills they can use in future school or personal projects.

## Afternoon Options

**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.

**Ready, Set, Golf:** Tee up for a fun introduction to golf, learning swing basics, putting techniques, and course etiquette through engaging drills and games designed to build confidence and love for the sport. (**Activities remain on the USM campus)**

**Mixed Media Arts:** 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.

JUST ADDED **Pickelball:** Hit the court and learn one of the fastest-growing sports around! Campers will build skills in serving, scoring, strategy, and teamwork through drills and friendly games. Perfect for beginners and experienced players alike—grab a paddle and get in the game!

# Odyssey Camp
**5th–8th Grade**

# Week 3: June 29–July 2, 2026 *(camps closed July 3)*

## Morning Options

**Culinary Boot Camp:** Dive into the world of cooking as you learn essential kitchen skills, experiment with fresh ingredients, and create delicious dishes from scratch. Each day builds confidence, creativity, and flavor!

**Star Wars 101:** Explore the art of storytelling, explore the biology of iconic aliens, and see how droids inspire real-world robots. Learn Hollywood prop-painting and weathering techniques before tackling your final mission: constructing a high-quality, light-up Neopixel lightsaber of your very own.

**Field Sports:** Stay active through fast-paced team challenges that focus on movement, coordination, and strategy. Each day brings new games that inspire teamwork, friendly competition, and outdoor fun.

## Afternoon Options

**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!

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

**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.

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# Week 4: July 6–10, 2026

## Morning Options

**Breakfast Bites: Eggcellent Dishes:** Practice essential cooking skills while whipping up breakfast favorites. From mixing and measuring to cooking scrambled eggs, omelets, and other simple egg dishes, you'll learn stovetop basics and enjoy creating tasty meals to start the day right.

**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.

**Rocketry:** This camp is all about building and launching rockets. After learning the basics of flight, you'll get to design your own custom parts to make your rocket fly higher and faster. Each day culminates in the big event, as every student gets to launch a rocket and watch it blast off! It's a full week of hands-on, high-flying fun.

JUST ADDED **Printmaking:** Explore the art of printmaking in this hands-on class for 5th–8th graders! Campers will experiment with techniques like linocuts, monotypes, and collographs using materials such as Styrofoam, linoleum, and cardboard. By carving, inking, and pressing their own designs, students will create a collection of unique prints while learning the basics of this exciting art form.

## Afternoon Options

**Next Level Golf:** Designed for players ready to advance their game, this camp focuses on refining swing technique, improving accuracy, and mastering strategy through targeted drills and visits to local par-3 courses for real play experience.

**Resin Creations:** Experiment with resin to make colorful, shiny creations. Using molds and decorative items like glitter, beads, and small trinkets, you will create keychains, coasters, or small sculptures. Explore new techniques and create one-of-a-kind pieces!

**Game On!:** It's a week of epic gaming—without screens! Experience tournaments of strategy, teamwork, and quick thinking using classic and custom-designed games. From outdoor strategy hunts to card and board game showdowns, this camp celebrates friendly competition and creative play.

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

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

# Odyssey Camp
## 5th–8th Grade

# Week 5: July 13–17, 2026

## Morning Options

**Artisan Dips and 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.

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

**Legends of Middle-earth:** Explore two worlds at once. This camp connects the fantasy of Middle-earth to the real-world history of runes, heraldry, and map-making. Bring history to life as you craft and paint your own 3D-printed legendary broken sword in this hands-on, non-digital adventure.

## Afternoon Options

**Mixed Media Arts:** 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.

**Marble Olympics:** Get ready for the ultimate competition of creativity and strategy! Design, build, and race your own marble courses while competing in exciting events like speed trials, obstacle runs, and team challenges. It's a mix of engineering, problem-solving, and friendly rivalry—all in the spirit of Olympic fun!

**The Rhyme and Shine Camp:** Discover the joy of language through rhythm, rhyme, and imagination! Explore different styles of poetry, from haikus to slam, and experiment with creative wordplay. Through group games, outdoor inspiration walks, and mini open mic sessions, you will learn to express yourself confidently and craft verses that make words dance off the page.

## Full-Day Option

**Milwaukee Sailing Center: Sailing for Youth (Novice):** 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, boat handling, sail theory, and rules while learning and practicing overboard maneuvering and capsize recovery skills. *(You must pass a 75-yard swim test to participate.)*

# Odyssey Camp
**5th–8th Grade**

# Week 6: July 20–24, 2026

## Morning Options

**Cakes and Cookie Decorations:** 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.

**Fairytale Fables:** Explore fascinating folktales filled with 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.

**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!

## Afternoon Options

**Board Game Creation:** Campers will design, build, and play their own original board games, developing creative themes and unique rules while crafting game pieces and testing strategies. You will put your creations to the ultimate test with a final game day showcase!

**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.

**Calligraphy:** Learn the basics of calligraphy while keeping a personalized journal to showcase your progress and creativity. Explore different lettering styles and techniques, practice with special pens and tools, and fill your journal with elegant designs, quotes, and decorative pages to treasure long after camp ends.

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# Week 7: July 27–31, 2026

## Morning Options

**Appetizers and More:** Explore the art of bite-sized creations as you learn to make fun and flavorful appetizers and snacks. Each day brings hands-on cooking experiences filled with creativity, flavor, and presentation.

**DIY Discovery Lab:** Roll up your sleeves and dive into hands-on science! Design, build, and test creative experiments and projects—mixing chemistry, engineering, and imagination. Each day brings new challenges to explore how things work and discover the fun of doing science your way!

**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.

## Afternoon Options

**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.

**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.

**The Amazing USM Race:** Inspired by The Amazing Race, teams will work together to complete exciting challenges, puzzles, and physical activities that test creativity, teamwork, and problem-solving. Each day brings new clues, detours, and surprises as campers race to the next checkpoint. From obstacle courses to brain teasers, this camp is full of fun competition and school spirit.

# Odyssey Camp
**5th–8th Grade**

# Week 8: Aug. 3-7, 2026

## Morning Options

**Mixed Media Art: Bob Ross:** Explore both abstract and landscape art, learning to blend texture, color, and form to create vibrant, layered masterpieces. Channeling your inner Bob Ross, you'll practice painting mountains, forests, and "happy little trees," discovering that in art, there are no mistakes, just happy accidents.

**Who Done Did It?:** Put your detective skills to the test as you work through puzzling scenarios and uncover hidden clues! Each day brings a new mystery full of twists, teamwork, and creative problem-solving. Investigate, question, and analyze as you race to crack the case before time runs out!

**Quidditch:** Take flight in this magical, fast-paced game inspired by the world of Harry Potter! Learn the roles of Chasers, Beaters, Keepers, and Seekers as you practice teamwork, strategy, and friendly competition, all while "flying" across the field with broomsticks in hand while using fun, safe, and creative adaptations.

**Chopped:** Learn essential kitchen skills before putting them to the ultimate test in a creative culinary challenge! Learn to think on your feet as you transform mystery ingredients into unique, flavorful dishes from scratch. Each day builds technique, resourcefulness, and kitchen confidence!

JUST ADDED

## Afternoon Options

**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.

**USM Conservation:** Become an environmental steward as you take part in hands-on conservation projects right here on campus. From restoring natural habitats to exploring local wildlife, you'll learn how small actions can make a big impact on the environment.

**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.

# Week 9: Aug. 10-14, 2026

## Morning Options

**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.

**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!

**Camp Hogwarts:** Journey into the magical pages of Harry Potter and explore the world of Hogwarts through reading, storytelling, and hands-on creativity. From crafting your own magical artifacts and writing new spells to uncovering hidden secrets within the books, you will bring the wizarding world to life in fun and imaginative ways. It's the perfect mix of reading, magic, and creativity for every young witch or wizard!

## Afternoon Options

**Life 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.

**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 competition, this is the perfect game for you!

**Design and Minecraft: A Summer Journey:** 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.

# Theatre Camp

## 1st–9th Grade

Step into the spotlight this summer at Theatre Camp! For campers entering 1st through 9th grade, Theatre Camp offers a supportive environment to foster a love for the arts, build a strong sense of community, and explore and express themselves through various theatre disciplines. Campers will participate in hourlong classes designed to build confidence, creativity, and teamwork.

With offerings ranging from theatre fundamentals for 1st and 2nd grade to acting and improv to technical theatre and ensemble productions for older campers, 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
## 1st–9th Grade

# Sample Schedules

| | 1st–2nd Grade (Theatre Adventure) |
|---|---|
| 8–9 a.m. | Optional morning Extended Time Care (E.T.C. AM) |
| 9–9:30 a.m. | Opening Circle |
| 9:30–10 a.m. | Activity 1 |
| 10–10:30 a.m. | Activity 2 |
| 10:30–10:45 a.m. | Transition/Snack |
| 10:45–11:15 a.m. | Activity 3 |
| 11:15–11:40 a.m. | Closing Circle |
| 11:40 a.m.–Noon | Noon Transition to Lunch and Adventure Afternoon OR Transition to pick up |

| | 3rd–9th Grade (All Other Camps) |
|---|---|
| 8–9 a.m. | Optional morning Extended Time Care (E.T.C. AM) |
| 9–9:45 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
**1st–9th Grade**

# Nine-week Theatre Camp Offering

## June 15–Aug. 14, 2026 *(Entering 3rd–9th grade)*

**Camps closed on June 19 and July 3**

In this nine-week package campers will participate in a variety of different offerings. You and your camper will choose either the Junior Show camp or the Build a Show camp, and we will fill in the rest of the weeks with our other offerings! This option mixes a variety of one-, two-, and four-week camps!

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# Four-week Theatre Camp Offerings

## Junior Show *(Entering 3rd–9th grade)*

**June 29–July 24, 2026; final showcase on Friday, July 24 from 2-3:30 p.m.; camps closed on Friday, July 3**

Take your passion for the stage to the next level with our Junior Show camp—a full-day, four-week camp where young performers become part of a full-scale musical production! From auditions to curtain call, you will dive into every step of the rehearsal process, building skills in acting, singing, and dancing while working together as a true ensemble. Each day will mirror the rhythm of a professional rehearsal, leading up to tech week and an exciting final performance of a full-length Junior Show on stage. Whether you're a seasoned performer or stepping into the spotlight for the first time, this performance experience is your chance to shine in an unforgettable summer production of a pre-existing Junior Show!

## Build a Show *(Entering 3rd–9th grade)*

**July 13–Aug. 7, 2026, final showcase on Friday, Aug. 7 from 2-3:30 p.m.**

Unleash your creativity this summer in Build a Show—a full-day, four-week theatre camp where YOU are the creator! Collaborate to develop an original production from the ground up, crafting characters, storylines, songs, and choreography to bring their unique vision to life.In addition to creating and performing your own show, you will also gain valuable behind-the-scenes experience by serving on the run crew for the Performance Experience camp's final production. From brainstorming ideas to the excitement of Tech Week and a performance, Build a Show offers the perfect blend of imagination, performance, and hands-on theatre magic!

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# Two-week Theatre Camp Offerings

## Theatre Intensive *(Entering 3rd–9th grade)*

**Session 1: June 15–26, 2026; final showcase on Friday, June 26 from 2:30-3:30 p.m.; camps closed on Friday, June 19**

**Session 2: June 29–July 10, 2026; final showcase on Friday, July 10 from 2:30-3:30 p.m.; camps closed on Friday, July 3**

Take center stage this summer in our Theatre Intensive, a two week, full-day performing arts experience designed for students who love to sing, act, dance, and create! Rotate through exciting classes in music, drama, improv, and dance, while building skills, confidence, and friendships along the way. Session 1 and Session 2 will each feature new material—so you can join one or both for a fresh creative challenge every time! Whether you're stepping into the spotlight for the first time or expanding your performance skills, Theatre Intensive offers an inspiring and high-energy journey into the world of theatre.

# Two-week Theatre Camp Offerings con't.

## Tech Intensive: Behind the Scenes

*(Entering 3rd–9th grade)*

**July 27-Aug. 7, 2026**

Step into the world behind the curtain with our two-week, full-day Tech Intensive! In this hands-on camp, you will explore the art and craft of theatrical design—from concept to creation. Learn how to design and build props, sets, and stage elements, while discovering how lighting, sound, and stage management bring a production to life. Each participant will also take on an important run crew role for the final performance of our "Build a Show" camp, gaining real backstage experience in a live theatre setting. Perfect for creative problem-solvers and makers who want to see how theatre magic really happens!

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# One-week Theatre Camp Offerings

**Spots still available!**

## Theatre Adventure *(Entering 1st or 2nd grade)*

**Session 1: July 6–10, 2026, final showcase on Friday, July 10 from 11 to 11:30 a.m.**

**Session 2: July 13–17, 2026, final showcase on Friday, July 17 from 11 to 11:30 a.m.**

**Session 3: July 20–24, 2026, final showcase on Friday, July 24 from 11 to 11:30 a.m.**

**Session 4: July 27–31, 2026, final showcase on Friday, July 31 from 11 to 11:30 a.m.**

Step into a world of imagination and play with Theatre Adventure! In this one week, half-day camp, you will explore the magic of storytelling through creative drama, music, and movement. Each day brings new games, characters, and adventures that spark confidence, teamwork, and creativity. Perfect for curious minds who love to pretend, move, and make stories come to life!

## Missoula Children's Theatre *(Entering 1st-9th grade)*

**Aug. 10–14, 2026, final showcase on Friday, Aug. 14 from 2-3:30 p.m.**

Get ready for an unforgettable week of theatre magic with Missoula Children's Theatre! When two professional tour actors roll into town with their iconic Little Red Truck, they bring everything needed to stage a full 60-minute musical—from sets and costumes to props and lights. The week kicks off with auditions, followed by daily rehearsals packed with learning, laughter, and creativity. By week's end, campers will take the stage in a fully produced show—all in just five days! This full-day camp offers an incredible opportunity to experience the excitement, teamwork, and joy of putting on a full-length production in one amazing week.

NEW CAMP

# Sports Camps

## 3rd–12th Grade

New this year, USM Sports Camps are for campers entering 3rd through 8th grade with some prior experience in their sport. The goal of each camp is to provide young athletes skill advancement opportunities in the sports they love the most! If you have a child who is looking to grow their abilities, skills, and experience with varsity level coaches from USM, then this is the program for you! Sports camps include coed field hockey, girls and boys basketball, and coed football.

# Sports Camps
## 3rd–12th Grade

NEW CAMP

| SPORTS CAMPS PRICING | |
|---|---|
| Coed Football Camp | $275 |
| Coed Field Hockey | $315 |
| Girls Basketball Camp (June 22-26) | $315 |
| Girls Basketball Camp (June 29-July 2) | $275 |
| Boys Basketball Camp (Aug. 3-7) | $315 |
| Boys Basketball Camp (Aug. 10-14) | $315 |
| Coed Fitness Camp: Weight-Based Training Camp | $275 |
| Coed Fitness Camp: Agility and Speed Training Camp | $315 |
| Coed Fitness Camp: Weight Training and Speed Camp | $315 |

# Coed Football Camp *(Entering 3rd–5th grade)*

**June 15–18, 2026 | 12:30 p.m.–2:30 p.m.**

Join Brian Sommers, USM's varsity head football coach and Upper School health and physical education teacher, along with other coaches, and current players for a non-padded football camp. Learn the FUNdamentals of football, focusing on passing, catching, footwork, and teamwork through engaging drills and games. Emphasizing skill development, sportsmanship, and fun, this camp is perfect for young athletes eager to build confidence and improve their understanding of the game in a safe, supportive environment.

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# Coed Field Hockey Camp *(Entering 5th–8th grade)*

**July 6–10, 2026 | 9 a.m.–noon**

Are you ready to take on the pitch and elevate your game? Join our new co-ed field hockey camp, led by Andrea Burlew '93, USM's varsity field hockey coach and kindergarten teacher! This camp is designed to help players learn, develop, and advance their stick and dribbling skills through engaging drills and team play. Coach Burlew will bring her experience and enthusiasm to guide you in strengthening existing techniques while introducing new skills to enhance your overall performance on the field. Bring your own sticks, or sticks can be provided for you. Whether you have some experience with field hockey or none, this camp is open to all abilities!

NEW CAMP

# Girls Basketball Camp *(Entering 5th or 6th grade)*

**June 22–26, 2026 | 9 a.m.–noon**

Directed by Brian Hendricks, USM's varsity girls basketball head coach and associate director of College Guidance, this camp focuses on building confidence and developing core basketball skills in a supportive and energetic environment. Work on fundamentals such as dribbling, shooting, passing, and teamwork through engaging drills and friendly competitions. Each day includes skill-building challenges, mini scrimmages, and opportunities to learn game strategies from experienced coaches. Whether you're just starting out or looking to elevate your game, this camp is designed to help young athletes strengthen their abilities, grow their love for basketball, and have fun on the court!

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# Girls Basketball Camp *(Entering 7th or 8th grade)*

**June 29–July 2, 2026** *(Camps closed on July 3)* **| 9 a.m.–noon**

Take your game to the next level with this advanced basketball camp led by Brian Hendricks, USM's varsity girls basketball head coach and associate director of College Guidance. Designed for players with prior experience, this camp focuses on refining technique, improving consistency, and building strategic understanding of the game. You will strengthen your shooting accuracy, ball control, defensive skills, and offensive movement through focused drills and competitive scrimmages. With an emphasis on leadership, teamwork, and game IQ, this camp is perfect for players preparing to join or return to school teams in the upcoming year.

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# Boys Basketball Camp *(Entering 5th or 6th grade)*

**Aug. 3–7, 2026 | 9 a.m.–noon**

Join Andy Fitzgerald, USM's varsity boys basketball head coach and associate director of Auxiliary Programs, and members of the varsity basketball team, for an exciting week of skill development and teamwork on the court. This camp will focus on building strong fundamentals in shooting, dribbling, passing, defense, and overall game strategy. Each day features engaging drills, friendly competitions, and guidance from both coaches and varsity players who bring their experience and enthusiasm to every session. You will gain confidence, improve your skills, and deepen your love for the game in a fun and supportive environment.

NEW CAMP

# Coed Fitness Camp: Weight-Based Training Camp *(Entering 6th–8th grade)*

**June 15–18, 2026** *(Camps closed on June 19)* | **12:30– 3:30 p.m.**

Led by ACE Certified Personal Trainer and USM 4th Grade Teacher Chloé Wilkins, Fitness Camp will be focused on developing strength and weight lifting techniques. Utilizing the USM weight room, you will learn proper form and safe lifting practices while working with free weights, benches, resistance bands and more! Each training day will include rotating workout stations focused on different muscle groups to promote educated and balanced, full-body fitness. This camp is perfect for campers looking to refine their lifting forms in a healthy and constructive way.

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# Coed Fitness Camp: Agility and Speed Training Camp *(Entering 6th–8th grade)*

**June 22–26, 2026 | 9 a.m.–noon**

Looking to develop explosive speed, balance, and coordination through high-energy workouts? Under the supervision and coaching of ACE Certified Personal Trainer and USM 4th Grade Teacher Chloé Wilkins, this camp is focused on providing proper training mechanics for speed and agility! Using the USM athletic facilities, you will train with resistance bands, perform bleacher workouts, and tackle high-intensity interval training (HIIT) circuits. These workouts will be designed to improve agility, endurance, and overall athletic performance. You will gain the foundational skills to take your speed and agility to the next level!

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# Coed Fitness Camp: Weight Training and Speed Camp *(Entering 9th–12th grade)*

**June 22–26, 2026 | 12:30–3:30 p.m.**

Looking to learn how to safely and effectively train your body in both the weight room and on a run? Then sign them up for Chloé Wilkins' Weight Training and Speed camp! Wilkins is an ACE Certified Personal Trainer and USM 4th grade teacher, and she is focused on providing campers with proper workout form and technique. You will use USM's athletic facilities including the weight room, turf practice fields, and the track! Wilkins and her team will refine lifting techniques, incorporate tackle resistance, high-intensity interval training (HIIT) drills, and challenge you through rotating workout circuits. This camp is perfect for the athlete or the individual looking to prepare for the upcoming season or to push their limits in a structured, motivating environment.

# 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.

Learn basic skating skills, balance and coordination while playing daily games and activities, obstacle courses, and challenge-building exercises.

**June 16 – July 30**

Tuesdays and Thursdays

3:45–4:30 p.m. - Learn to Skate and Figure Skating

4:30–5:15 p.m. - Learn to Skate and Hockey

Fee: $305

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

**Prerequisite:** Basic skating skills, the ability to skate forwards the width of the ice.

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, 25**
**July 2, 9, 16, 23, and 30**

Thursdays

5:30–6:15 p.m.

Fee: $155

### For Adults Ages 18+

**Prerequisite:** None

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 16, 23, and 30**
**July 7, 14, 21, and 28**

Tuesdays

5:30–6:15 p.m.

Fee: $155

### Advanced Figure Skating Academy Ages 7–18

**Prerequisite:** Skaters who have mastered basic skating skills.

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. A presentation of skating skills will be held on July 30, 2026.

**June 16-July 30**

Tuesdays: Off Ice Workout: 1:15–2 p.m.

Tuesdays and Thursdays: On Ice Workout:
2:15-3:30 p.m.

Fee: $375

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

# Summer Skate at USM

## Keep Kool! August

**For the classes below: Anyone participating in a full day of skating will remain at the rink and will need to bring their own snacks and lunch. Anyone participating in a half-day of skating and USM's Adventure camp will be escorted to and from the main campus, and will receive lunch.**

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

**Prerequisite:** Basic Skating Skills

In this course 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: Aug. 3–7**
**Session 2: Aug. 10–14**
**Session 3: Aug. 17–21**

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.

Campers will learn basic-advanced skating skills, balance, and coordination through 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: Aug. 3–7**
**Session 2: Aug. 10–14**
**Session 3: Aug. 17–21**

12:30–3:30 p.m.

Fees: $325 for 1 week
$625 for 2 weeks
$875 for 3 weeks

# USM Summer Camps Pricing

### FULL-DAY AND HALF-DAY CAMP PRICING

| | | |
|---|---|---|
| **FULL-DAY CAMPS** | 1-week Session | $575 |
| | 2-week Session (Theatre Only) | $1,100 |
| | 3-week Session* | $1,625 |
| | 4-week Session (Theatre Only) | $2,100 |
| | 6-week Session* | $3,175 |
| | 9-week Session* | $4,500 |
| **HALF-DAY CAMPS** | 1-week Session | $305 |
| | 3-week Session* | $875 |
| | 6-week Session* | $1,720 |
| | 9-week Session* | $2,450 |

Sessions including Weeks 1 and 3 are prorated for Juneteenth (June 19) and Independence Day (July 3) closures.

*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, OR 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 Camps | $30 |
| Half-Day Camps | $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.): $35/week

E.T.C. PM (3:30–5:30 p.m.): $65/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 nonrefundable deposit of $50 per week, per camper is due at registration. Early-bird registration pricing is available through Friday, Jan. 30, 2026. Additionally, families receive a multisession discount per child for each additional session added after the first.

There are no fees to change or cancel a program selection through Monday, March 2, 2026. 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 Wednesday, April 15, 2026. Registration on or after Wednesday, April 15, 2026 must be paid in full at the time of registration.

USM Summer Camps accepts ACH (electronic check payments) and VISA, Mastercard, and American Express. Credit cards 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 15–18** (camps closed June 19) | a.m. | | | |
| | p.m. | | | |
| **June 22–26** | a.m. | | | |
| | p.m. | | | |
| **June 29–July 2** (camps closed July 3) | a.m. | | | |
| | p.m. | | | |
| **July 6–10** | a.m. | | | |
| | p.m. | | | |
| **July 13–17** | a.m. | | | |
| | p.m. | | | |
| **July 20–24** | a.m. | | | |
| | p.m. | | | |
| **July 27–31** | a.m. | | | |
| | p.m. | | | |
| **Aug. 3–7** | a.m. | | | |
| | p.m. | | | |
| **Aug. 10–14** | a.m. | | | |
| | p.m. | | | |

**www.usm.org/summer**

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