



What to Bring

Campers should bring comfortable clothing and close toed shoes that can get dirty. Our camps vary from outdoor experiences to messy chemistry experiments so please prepare! Bring lunch and plenty of snacks! Bring a water bottle! See below for more information on what to bring and what NOT to bring to camp.



Cancellation

We will cancel camps two weeks before the start date if there are fewer than 5 campers registered. If this happens we will provide you a full reimbursement.

If you need to cancel your camp you have up to two weeks before to receive a full refund minus a \$25 processing fee. All cancellations after this date will not receive a reimbursement.



Location

ScienceWorks camps are located at the museum 1500 E. Main Street in Ashland, OR.

At the museum your child will be in a classroom setting as well as a public museum setting. We may go outside if weather is pleasant. Your child will have access to the museum exhibits as part of their camp experience.

We look forward to seeing you!

Waiver info:

ScienceWorks will base decisions regarding cohorting and masking on CDC and Ashland School District guidelines

SOCIAL DISTANCING

Students will be separated into cohorts which will be in separate classrooms in the building. Each classroom will be set up to allow for at least 3 feet between students. Additionally, museum staff will do their best to create situations where students can be physically separate. However, we cannot guarantee students will always remain three or more feet apart.

HYGIENE

Campers wash their hands before using shared materials, eating, and after using the bathroom. Hand sanitizer is readily available in the classrooms and museum spaces and campers are encouraged to use it regularly. Museum spaces, shared materials, and equipment is regularly sanitized.

WHAT TO WEAR and Bring to Camp

Campers should bring comfortable clothing that can get dirty and closed-toed shoes-- no open-toed sandals or flip flops. Camp activities include outdoor investigations when weather permits and hands-on activities that can be messy. Please apply sunscreen to your camper's face, neck, ears, and exposed skin before arriving at camp.

What to bring to camp:

- A packed lunch
- Two snacks
- A water bottle

What not to bring to camp:

- Money
- Cell phones - please contact ScienceWorks education department at education@scienceworksmuseum.org if use of a cell phone is part of a

necessary contact with your camper.

Precious or irreplaceable items

Weapons - including toy weapons Dangerous or distracting items

ScienceWorks cannot be responsible for loss or damage to items campers bring to camp

PICK-UP

Sign in time for camp is from 8:45 AM - 9:00 AM.

You will be notified of your sign in location two weeks before camp. Camp activities begin at 9:00 AM. Please sign your child in on time, so your camper doesn't miss out on any of the fun planned for the day.

Camper sign out is at 3:00 PM.

You will be notified of your sign out location two weeks before camp. Please notify ScienceWorks in writing if your camper will be picked up by anyone other than those you authorize to sign them out.

Further instructions for sign in/sign out may be given two weeks before camp.

NOTE: Campers must be signed out by a designated person authorized to pick them up before they leave our care.

ABSENCES

If your child will not be attending the program on a specific day, please notify ScienceWorks as soon as possible by emailing camps@scienceworksmuseum.org or calling.

PROBLEM SITUATIONS

Notify us if your child is having a problem while at the museum. Children may share information with family before program staff, if they are having some type of trouble. We want your child to have an enjoyable and rewarding time at ScienceWorks. With your help, we can ensure that all students are at ease and comfortable. Program administrators and educators will be available to discuss any issues or problems that may arise for your child. Campers who persistently disregard safety rules or who exhibit violent behavior will not be able to remain in camp. If a camper is unable to stay in camp for these

reasons, refunds are not applied

EMERGENCIES OR ACCIDENTS

If you must reach your child in the event of an emergency, you may call and a message will be relayed to the program administrator and/or educators. In the unlikely event that your child experiences a health emergency or accident, we will notify you immediately and seek advice. In the event that a child needs immediate medical attention or needs to be taken to the hospital, we will inform you of our actions as soon as possible.

Please notify us of any allergies, ongoing medical needs, or other essential medical information we need to know to help support your camper.

ScienceWorks staff cannot administer medications.

MEDIA RELEASE

By signing your child up for this program, you authorize ScienceWorks to photograph and/or videotape your child for publicity purposes (including visits from news media and photos on our website). ScienceWorks will not release any personal information regarding your child. These materials will be the property of ScienceWorks, not to be sold or loaned and will be used only to promote ScienceWorks programs. If you do not wish your child to be photographed, please contact camps@scienceworksmuseum.org.

WALKING TRAVEL RELEASE

ScienceWorks may take short walking trips away from the museum when weather permits. Please note your understanding and permission for your camper to participate in short walking trips as part of the day camp program. Trips will be conducted during the camp day and campers will return in time for sign out and pick up.