



# **SUMMER CAMP 2024**

Full Day - \$399 | 9:00 am — 3:30 pm





Half Day: \$230/week

Preschool: \$240/week



## JUNIOR | 5-7 yrs.

## SENIOR | 8-12 yrs.

JUNE	6/10
	6/17
	6/24
JULY	7/01
	708
	7/15
	7/22
	7/29

STEM Explorers Jr	<b>30</b>
The Science of You	
Engineering in Motion	Q
Super Secret Spy School	<b>Q \$\phi</b>
Jurassic Explorers	
FUNdamentals of Engineering	9
Space Explorers	8
Artful Engineers	
Pet Vet	8
Silly Science	8
Artist in Training	

	STEM Explorers Sr	
	Peculiar Prototypes	Q
Q	Gotta Catch'em All! Zoology	<b>89</b> 8
<b>\$</b>	Innovation Lab	<b>\$</b>
	Funky Forensics	<b>\$</b>
Q	Comic Book Creators	
<b>\$</b>	World Traveler	E
	Doctors in Training	<b>89</b> 8
	Motion Makers	Q
	Entrepreneurs In Training	
	Enchanted Science	<b>\$</b>

#### 1:12 teacher to student ratio





**AUGUST** 



Engineering





Robotics

8/05

8/12

8/19





Coding & Programming



- Before and After Care Available (8:00 am 6:00 pm)
- Snack/Lunch Policy: Provide **NUT-FREE** AM and PM snacks and lunch.
- Lunch and Snacks available for purchase.
- Bring LABELED water bottle and light jacket.





# SUMMER CAMP 2024

Half Day - \$249 | AM 9:00 am - 12:00 pm | PM 12:30 pm - 3:30 pm

**Combine AM & PM Camp** to stay all day.



## JUNIOR | 5-7 yrs.

## SENIOR | 8-12 yrs.

		AM		PM		AM	PM
JUNE	6/10	Stop Motion Animation		Arcade Mania		Space Tech Mission	Stop Motion Animation
	6/17	Space Tech Mission		Computer Science		Computer Science	Arcade Mania 🕌
	6/24	YouTube Content Creator		Robotic Stomp & Chomp		Amusement Park	YouTube Content Creator
JULY	7/01	Robotics Challenges		Scratch Coding		Website Development	Robotics Challenges
	708	Robot Design & Build		Scratch Coding	>	Roblox Game Development	Unseen Science Robotics 🦣
	7/15	3D Explorers		Game Design & Developme	nt <mark>&gt;</mark>	Building Science with Robots 🧗	3D Printing & Design
	7/22	Scratch Coding		Building Science with Robot	ts 🔲	Robot Design & Build	Minecraft Game Development
ALIQUET	7/29	Scratch Coding		Unseen Science Robotics		Robotic Rescue & Animals	Roblox Game Development
AUGUST	8/05	Robotic Rescue & Animals		Scratch Coding	>	Minecraft Game Developmen	EV3 Mindstorm Builder
	8/12	Stop Motion Animation		Amusement Park		Arcade Mania	Website Development
	8/19	Scratch Coding	 	Robot Design & Build		EV3 Mindstorm Builder	Game Design & Development

#### 1:12 teacher to student ratio





Technology





Engineering





Robotics







- Before Care (8:00am AM camp only) and After Care (until 6pm PM camp only)
- Snack/Lunch Policy: Send NUT-FREE AM and PM snacks and lunch.
- Lunch and Snacks available for purchase.
- Bring LABELED water bottle and light jacket.
- Bring LABELED wired Head Phones





# **SUMMER CAMP 2024**

Half Day - \$259 | AM 9:00 am - 12:00 pm

- Before and After Care NOT Available
- Send NUT-FREE snacks.
- Bring LABELED water bottle and light jacket.



### PRESCHOOOL| 3-5 yrs.

JUNE	6/10
	6/17
	6/24
JULY	7/01
	708
	7/15
	7/22
AUCHET	7/29
AUGUST	8/05
	8/12

Little STEM Explorers	<b>8</b>
The Science of You	<b>\$</b>
Storybook Adventures	TO CO
Messy Science	<b>\$</b>
Jurassic Explorers	
Planes, Trucks & Automobiles	Q
Space Explorers	<b>8</b>
Playful Picassos	
Pet Vet	8
Amazing Coding & Robots	
Silly Science	

Our preschool curriculum is designed to engage children in participatory learning. Through hands-on activities, we aim to develop an academic foundation as well as life skills, such as communication, problem-solving, and conflict resolution. Each day, we use pretend play, sensory experiences, and both group and individual work strategies as we focus on these three areas of development

#### Literacy

- Retelling and sequencing
- Phonological awareness
- Phonics & alphabet
- Writing

#### Math

- One-to-one correspondence
- Patterns & sorting
- Shapes & colors
- Numeral knowledge & counting
- Graphing
- Measurement

#### **Science**

- Scientific observation and investigation
- Force and motion
- Physical properties
- Chemical reactions
- Engineering

### 1:8 teacher to student ratio











Engineering



Robotics

8/19





Codina &



Arts &