

Grade 1

Advanced Beginner Swim (Session 1, 2, and 3)

To determine your child's ability level, please refer to the descriptions below. All children will be tested by the instructors on the first day of each session and appropriately placed based on their ability level. *A student must be enrolled in Enrichment and Recreation to participate in the swimming program.*

Advanced Beginner: Child must be able to swim the length of the pool (25 yards) using the freestyle stroke in 7-foot deep water.

American Sign Language (Session 2)

Learn the ABCs of sign language! This introductory course will teach students basic signs, including letters, colors, relatives, and animals, to tell well-known stories, have introductory conversations, and describe themselves. A great experience to begin to learn a new language.

Animals in Art (Session 1)

Join our art safari! Students who love animals will enjoy creating a variety of paintings, drawings, and clay pieces inspired by animals found in their natural settings as well as animals found in famous paintings by artists such as Henri Rousseau.

Art Electric (Session 1 and 3)

Inspire creativity and self-expression with programmable art. Art Electric explores the basics of design, art, and programming. Students bring STEAM concepts (and their very own interactive art project) to life using coding, design, electronics, motors, 3D sculpted pieces, light, and sound.

Art for the Heart (Sessions 1, 2, and 3)

Creative mindfulness is the goal for this class! Join us through many art strategies and projects that help facilitate mindfulness and self-care. Based on the basics of art therapy, students will gather skills to carry through everyday life while having a blast being creative.

Artworks (Session 2 and 3)

Be creative! Students will strengthen their problem-solving skills by engaging in art activities that will require them to think creatively, develop unique details and style, and produce individual solutions. Students will be introduced to the artistic process and to historical artists who were confident in being themselves.

Beginner Swim (Session 1, 2, and 3)

To determine your child's ability level, please refer to the descriptions below. All children will be tested by the instructors on the first day of each session and appropriately placed based on their ability level. *A student must be enrolled in Enrichment and Recreation to participate in the swimming program.*

Beginner: Child must be able to comfortably submerge their head in the pool.

Books and Beats (Session 1 and 2)

Come to the noisiest library around! In this summer program class, students will experience a new book each day and a musical activity. Some of the books will center around a composer or composition while others will use music to enhance the work of incredible authors and illustrators. Young musicians and readers will sing along, practice body percussion, or compose short rhythms after a quick read aloud.

Chess Basics and Beyond (Session 1, 2, and 3)

This beginning level class is designed to take each student from basic knowledge to a more proficient level of play. Students will:

- Learn opening principles of the game: setting up the board and moving the pieces
- Study special rules: castling, under promotion, and en passant
- Understand pins, forks, check and checkmate
- Master quick ways to win, including the 4-move checkmate and the 2-move checkmate
- Study the history of chess ... and much more.

Chess Competitive (Session 1, 2, and 3)

This class is for students with advanced technical knowledge of the game and who enjoy competitive game play. This is the ideal choice for students who would like to compete in state and national tournaments. Students will:

- Study notation
- Review famous games
- Practice the rules of tournament play
- Learn more complex openings
- Practice understanding the opponent
- Study end game techniques ... and much more.

Chess Great Gameplay (Session 1, 2, and 3)

This class requires knowledge of all concepts listed under "Basics and Beyond." This course focuses on starting and completing a full game. Students will:

- Review tactics such as pins, forks, and getting out of check
- Learn notation
- Master opening strategies and middle game planning
- Study common end game combinations such as king and two rooks, king and queen, and king and one rook
- Review games ... and much more.

Diggin' Dinos (Session 1 and 3)

Dig into the fascinating, extinct world of dinosaurs. In this introductory class, students will become junior paleontologists and study a variety of these terrestrial reptiles focusing on names, classifications, sizes, habitats, food, and more.

Escape (Session 2)

Help open the lock! Participants work together to solve a series of engaging problems to achieve a common goal: open the locked box. A class that cultivates the life-long skills of critical thinking, collaboration, creativity, and communication.

Exploring Math (Session 1 and 2)

Enhance the mathematical skills learned in the early grades. Students will participate in many fun, hands-on math activities that incorporate art, literature, manipulatives, and puzzles. Each session is different, so sign up for more math fun. This is an exploratory course, not a review class.

FUNtastic Fine Arts (Session 1 and 3)

Cover multiple disciplines in one hour! Each session, students will follow a different theme in literature which carries over into art and music. In art, students will complete a wide variety of activities which may include painting, drawing, collage work, sculpture, and puppetry. In music, students will explore the world around them using a variety of media, including music, movement, and homemade instruments.

Hands off! Feet only (Session 3)

World Cup winner! This course teaches basic skills and rules for the most popular sport in the world. Great for those who have little or no experience, or those who just want to get better at the basics.

Kids in Action (Session 1)

Let us challenge ourselves! Avery Coonley's outdoor challenge course will be the setting for this dynamic class. We will play games utilizing our low ropes course, adventure elements, and Avery Coonley's beautiful woodland backyard. We will have a blast while playing games that incorporate physical activity, creativity, and adventure. Our goal for your child is to gain confidence, develop self-awareness, increase cognitive skills, and have fun!

Movin' and Groovin' (Session 1 and 3)

Develop and challenge your expressive and creative talents. This course will guide students to do this through a variety of dance movement explorations. No previous dance experience is required. Each session culminates in an informal presentation for family and friends. Comfortable, loose clothing should be worn.

Music Appreciation (Session 1 and 2)

This course is intended for younger students with no background in music who would like to develop a theoretical and practical understanding of music and how music works. Students will be introduced to the technical details of music such as musical symbols and rhythm. Students will also learn the different musical instruments and their sounds.

NU CTD From Pets to Maps (Session 3)

Week 1: Are You My Perfect Pet?: Mathematical Decision Making – Zeus the Great Dane is a dog who stands over seven feet tall, weighs about 200 pounds and holds the title of world’s tallest dog according to Guinness World Records. His owner must love him very much. How much? We may not be able to find the answer to that question, but we can find out a lot about our pets and other animals by asking, "How much?" Students calculate and compare, building computation and data skills as they find the solutions to the mathematical problems of pet ownership.

Week 2: Treasure Hunt: Math and Maps - Making maps, or cartography, involves many different geometry skills. Adding the mystery of buried treasure makes the process even more fun! Students apply principles of geometry and concepts of cartography to create their own treasure maps and use classmates’ maps to locate their treasure.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Human Body and Science of Color (Session 2)

Week 1: Grossology – The human body conducts fascinating and sometimes repulsive bodily functions, but all serve a valuable purpose. From spit and vomit to sweat and snot, curious students expand their critical thinking skills as they engage in experiments and activities to learn about systems of the human body and their role in indicating illness and maintaining health.

Week 2: The Art and Science of Color: Through hands-on science experiments and arts activities, explore how we experience color, and where color comes from. By investigating the electromagnetic spectrum, the visible spectrum, and the fundamentals of the color wheel, students learn how color is perceived. Discover the importance of color in the plant and animal world and create art using both natural and man-made pigments.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Physical Science and Engineering (Session 2)

Week 1: Awesome Explosions and Collisions – Hands-on science experiments allow students to bump, crash and jolt a wide variety of materials. Students develop critical thinking skills as they explore how explosive phenomena such as impact craters, the Big Bang, and plate tectonics reveal a wealth of scientific knowledge about our world.

Week 2: Engineering Simple Machines: Young engineers develop an understanding of simple machines, exploring terms like work, energy, force, and effort through hands-on experiments. Students gain experience with foundational physics concepts, discover where simple machines are

used in everyday life, and then apply this knowledge to create original multi-step machines that perform simple tasks.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Robots and Rockets (Session 1)

Week 1: Robots and Roadways – Learn how to tell robots where to go and what to do when they do not listen! Write your own programs and represent that code in a variety of ways using words and symbols. Through hands-on activities, role play, and acquisition of basic programming vocabulary, students build an early foundation for future computer science experiences.

Week 2: Rocket Science: Blast off with Newton - Junior rocket scientists investigate Newton’s laws of motion through demonstrations, online simulations and by conducting experiments. Students will apply what they learn by building and launching their own simple rockets.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Storytelling and Computer Programming (Session 1)

Week 1: Heroes and Villains –As they read a variety of stories, students analyze the power of plot, explore the ways heroes and villains can interact in a story, and develop their own original archetype story. Students develop creative writing skills through role-play, writing, illustrations, and dictation, and create stories about their own hero or villain.

Week 2: Storytelling with Scratch - Create original storylines and narratives across genres and animate them in Scratch, a block-based programming language for kids. Design code, sketch animations and backgrounds, and develop characters that tell your story in a digital format. Explore how technology can enrich our storytelling experience and abilities.

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

NU CTD Zoology and Chemistry (Session 3)

Week 1: Animal Adaptations: Zoology - Investigate amazing animals from around the world, each with astounding physical traits and behaviors that help them survive in their environments. Through research and hands-on activities, students learn about animal classification, a variety of habitats, and the survival methods of animals that live in them.

Week 2: Kitchen Chemistry: Did you know your kitchen is really a chemistry lab? Unravel mysteries of food preparation through chemistry and human biology. Students employ hypothesis testing, create, and record chemical reactions and observe how many of the foods we love are the result of scientific processes at work. NOTE: Students will be viewing demonstrations and engaging directly with food products in this course that may contain allergens (no peanuts or tree nuts, however).

Special Notes:

- This class is a 3-hour course. No other Enrichment courses can be chosen during the session.
- Lunch and recreation can be added to the registration of this class.

Read, Write (Session 1, 2, and 3)

Reinforce the reading, decoding, phonetic, and writing skills developed in kindergarten. Literature-based lessons will incorporate exciting read-aloud, writing, and art projects. Each session's stories and activities will be different and unique, so sign up more than once and help your child to READ and to WRITE all summer long.

Science Sampler (Session 1, 2, and 3)

Investigate scientific areas such as color and light, rocks and minerals, plants and animals, land and water, planets, and more! Hands-on experiments lead students to an interest and knowledge of various aspects of science.

Storytelling (Session 2 and 3)

Captivate your audience! Young storytellers will relive the days before radio, TV, or the Internet when people were entertained by live performers as they read and heard famous stories. This class is designed to promote speaking, listening, writing, and performing as they create and present their own original tales.

T-Ball (Session 1)

Play ball! Players in this class will be taught a basic understanding of the fundamental rules of the All-American game while working on developing control of various muscles as they hit, run, field, and throw. This is a great way to enter the sports of baseball and softball.

Theater Arts for the Younger Student (Session 1 and 2)

Do you have a flair for the dramatic? Put that creative energy to use! The focus of this course will be to develop imagination and creativity through a variety of games and activities which are designed for full and active participation by all students. Each session will culminate in a public production.

Yoga for Kids (Session 1)

Have fun while developing focus, awareness, and coordination. Taught by a trained yoga instructor, this class stresses flexibility and balance as students participate in imaginative poses, games, songs, and relaxation - a beneficial class for the whole body.

Your Amazing Body (Session 2 and 3)

What a wonderful body you live in! Students will gain knowledge and appreciation for their bodies as they study the organs, bones, muscles, skin, the heart, and how the body protects itself.

1st Group	Grade	9:00 AM	10:00 AM	11:00 AM
SESSION 1				
Art for Heart	1-2	X		
Chess: Basics and Beyond	K-8	X		
EXploring Math	1-2	X		
Movin' and Groovin'	1-2	X		
Robots and Rockets	1-2	X	X	X
Science Sampler	1-2	X		
Storytelling and Computer Programming	1-2	X	X	X
T-Ball	K-1	X		
Books and Beats	1-2		X	
Chess: Competitive	K-8		X	
Diggin Dinos	K-2		X	
FUNtastic Fine Arts	K-2		X	
Kids in Action	1-2		X	
Theater Arts Younger	1-2		X	
Animals in Art - It's a Jungle!	1-2			X
Art Electric	1-2	X		
Chess: Great Gameplay	K-8			X
Music Appreciation	1-2			X
Read, Write	1-2			X
Yoga for Kids	K-1			X
SESSION 2				
Art for Heart	1-2	X		
Chess: Great Gameplay	K-8	X		
Escape	1-2	X		
Human Body and Science of Color	1-2	X	X	X
Physical Science and Engineering	1-2	X	X	X
Storytelling	1-3	X		
Your Amazing Body	1-2	X		
American Sign Language	K-1		X	
Artworks	1-2		X	
Chess: Basics and Beyond	K-8		X	
EXploring Math	1-2		X	
Music Appreciation	1-2		X	
Read, Write	1-2		X	
Books and Beats	1-2			X
Chess Competitive	K-8			X
Escape	1-2			X
Science Sampler	1-2			X
Theater Arts Younger	1-2			X
SESSION 3				
Art for Heart	1-2	X		
Chess Competitive	K-8	X		
From Pets to Maps	1-2	X	X	X
Hands Off! Feet Only	1-2	X		
Read, Write	1-2	X		
Zoology and Chemistry	1-2	X	X	X
Art Electric	1-2	X		
Artworks	1-2		X	
Chess: Great Gameplay	K-8		X	
Movin' and Groovin'	1-4		X	
Science Sampler	1-2		X	
Your Amazing Body	1-2		X	
Chess: Basics and Beyond	K-8			X
Diggin Dinos	K-2			X
FUNtastic Fine Arts	K-2			X
Storytelling	1-3			X