

Grade 2

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

To determine your child's ability level, please refer to the description 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.

Ahoy, Mateys! (Session 2)

Join the crew! Swashbucklers in this cross-curricular class will experience the life of pirates by learning the lingo, making treasure maps, designing flags for their ships, navigating using stars and compasses, wearing eye patches, learning about famous pirates, and more. Fun-rated: Arrr!

AI-Gaming Fusion: Crafting the Future (Session 1)

Students embark on an exhilarating summer adventure at our AI-Inspired Game Making Class! This innovative program immerses students into the dynamic realms of game design and artificial intelligence within our Makerspace. Using various tools, and collaborative teamwork, students will delve into the fundamentals of game design while exploring the transformative power of AI in gaming. From learning the essentials of game design and integrating intelligent AI elements, this course offers an immersive experience where creativity flourishes, and participants develop the skills to craft their cutting-edge game prototypes. We look forward to an unforgettable journey where innovation meets imagination and discover the endless possibilities at the intersection of AI and game creation.

Animals in Art (Session 3)

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.

Artworks (Session 1 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 description 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.

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 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.

Enchanted Castle (Session 1 and 2)

Enter the fantasy world of imaginative literature while developing critical, creative, and higher-level thinking skills. Through game activities, students will learn more about the elements, styles, and characters in fairy tales, will increase their vocabularies, and will discuss moral values. They will even create their own fairy tales to share with family and friends.

Escape (Session 1 and 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 2)

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.

Game Making for a Greener Future (Session 3)

This visionary game-making class held in our innovative Makerspace, is dedicated to fostering sustainability and environmental awareness through gaming. Students will blend creativity with environmental consciousness, learning to design games that advocate for sustainability, biodiversity, and ecological balance. Students will develop game.

Hands off! Feet only (Session 1)

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.

How to Win at Games and Influence People (Session 1)

Inspired by best-selling writer and lecturer Dale Carnegie's work *How to Win Friends and Influence People*, this class will combine introductory game theory, European-style board games, and social interactions into a friendly, no-pressure environment. Students will have the opportunity to delve into a world where competition and cooperation work hand-in-hand to achieve their goals.

It's Greek to Me (Session 2)

Travel through time and space to climb Mt. Olympus. Students will study Greek mythology, learning about the Olympian gods and goddesses, and exploring the connections these ancient stories have with modern society.

Kids in Action (Session 2)

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!

Medical Marvels: Board Game Design (Session 2)

Students explore the captivating world of board game creation, focusing on medical themes and healthcare scenarios. Through interactive sessions, students will learn the art of game mechanics, strategic thinking, and narrative development, using their creativity to design engaging board games centered around medical challenges, wellness journeys, or healthcare advancements. From diagnosing mysteries to managing public health crises, students will explore the vast landscape of medical scenarios while honing their game design skills. Students will unleash their creativity to craft board games that entertain, educate, and inspire.

Movin' and Groovin' (Session 1)

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.

NU CTD Cryptography and Spies (Session 3)

Students learn about the surprising and sneaky role math plays in keeping or revealing secrets through encryption and decryption methods. Like other successful spies and cryptographers of history and today, students apply a series of logical and systematic steps to solve problems and build their algorithmic thinking skills. The computational thinking and investigational approach used in this course are foundational for the ongoing study of math, computer science and engineering.

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 Life on Mars (Session 3)

Scientists have predicted that one day, a space colony will be established on Mars. Imagine you are an astronaut preparing to build and live in a space colony on Mars. What will you need to bring? How will you prepare your body? What will ensure the colony survives? Read fiction and nonfiction about the Red Planet. Make a plan to grow food. Build a prototype of the imagined colony in a strange new world. Extend creative writing skills and design thinking skills in researching, imagining and writing about planets and space travel.

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 Life Science: Blood and Bones (Session 2)

Young biologists investigate the systems of cells circulating within the human body. Activities range from creating models of cells and organs to demonstrating the effects of exercise on circulation. This course develops scientific inquiry skills as students make connections between their experiences and new knowledge of the skeletal and circulatory systems.

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 Physics: Force and Motion (Session 1)

In this fast-paced course, students investigate and apply physics principles by designing and building marble mazes and vehicles that move. What begins as a question of speed becomes a fun ride on the road of creative reinvention, where design-engineering skills get better with every test drive. Can you win a marble maze race by going the slowest? Discuss physics examples from human history and the animal world. Skills in computational thinking, observation, and data collection are critical for the ongoing study of engineering, physics, and other lab sciences.

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 Race Cars and Rockets (Session 2)

Indy500 cars and space shuttle launches have long fascinated us. Humans' need for speed has inspired aerodynamic racing cars and rockets to go fast and crash safely. Young engineers explore the physics principles behind designing vehicles and discover what increases and decreases velocity and acceleration as they build and race their own homemade rockets and race cars—and try to crash them safely.

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 Young Entrepreneurs (Session 1)

In this course, students learn to see a business not only as its brick and mortar or online presence, but as something that can be described and understood with numbers. Business rookies engage in both imaginative activities and analytical thinking as they build their computation and data analysis skills with budgets. Building data and calculation skills and applying them to a specific context are foundational for the ongoing study of mathematics and science.

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 in and knowledge of various aspects of science.

See The USA (Session 1)

10 states in 10 days! Students will play games, sing songs, and solve puzzles as they discover interesting facts about a different state each day. Included in this fun study will be its location, its capital, its nickname, its bird, some of its famous people and landmarks. A great introduction for future Social Studies classes.

Theater Arts for the Younger Student (Session 2 and 3)

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 two-week 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.

Grade 2

CLASS	GRADES	9:00	10:00	11:00	12:30
Session 1					
AI-Gaming Fusion: Crafting the Future	2-3			X	
Artworks	1-2			X	
Chess: Basics and Beyond	K-8		X		
Chess: Competitive	K-8			X	
Chess: Great Gameplay	K-8	X			
Enchanted Castle	2-4		X		
Escape	1-2	X			
Exploring Math	1-2		X		
Funtastic Fine Arts	K-2	X			
Hands off! Feet only	1-2		X		
How to Win at Games and Influence People	2-5		X		
Movin' and Groovin'	1-2		X		
Physics:Force and Motion	1-2	X	X	X	
Read, Write	1-2	X			
Science Sampler	1-2		X		
See the USA	1-2			X	
Yoga for Kids	2-4		X		
Yoga for Kids	2-4	X			
Young Entrepreneuers	1-2	X	X	X	
Session 2					
Ahoy, Mateys!	2-3	X			
Chess Competitive	K-8			X	
Chess: Basics and Beyond	K-8	X			
Chess: Great Gameplay	K-8		X		
Enchanted Castle	2-4		X		
Escape	1-2		X		
Exploring Math	1-2			X	
Funtastic Fine Arts	K-2	X			
It's Greek to Me	2-3		X		
Kids in Action	1-2		X		
Life Science: Blood and Bones	1-2	X	X	X	
Medical Marvels: Board Game Design	2-3			X	
Race Cars and Rockets	1-2	X	X	X	
Read, Write	1-2			X	
Science Sampler	1-2	X			
Theater Arts Younger	1-2		X		
Session 3					
Animals in Art - Jungle!	1-2			X	
Artworks	1-2		X		
Chess Competitive	K-8	X			
Chess: Basics and Beyond	K-8		X		
Chess: Great Gameplay	K-8			X	

Cryptography and Spies	1-2	X	X	X	
Diggin Dinos	1-2	X			
Game Making for Greener Future	1-2	X			
Life on Mars	1-2	X	X	X	
Read, Write	1-2		X		
Science Sampler	1-2			X	
Theater Arts Younger	1-2		X		