

Grade 3

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.

Author, Author (Session 2 and 3)

Be an author with your own literary work complete with illustrations, cover, and title page. This course is designed to lead each student through the writing process from generating ideas to drafting, from proofreading to editing. Opportunity for independent, creative expression will be integrated with age-appropriate instruction on writing mechanics, grammar, and style. Students will have fun and take pride in sharing their works with each other, family, and friends. Each session is a new experience, so sign up for many fun-filled hours of creative writing.

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.

Beginning Basketball (Session 2)

Dribble, pass, shoot, score and more! Budding athletes will work on their motor abilities as they develop the basic skills of this popular sport. Eight-foot baskets and smaller basketballs help the players have a successful experience.

Blooket Masters (Session 1)

Remember how exciting it was when your classroom teacher opened the Blooket website? If Blooket challenges are your thing, then you will want to join this class! Each day, students will play curated Blooket games independently and as teams, working on strategies and honing their skills. Each student will also learn how to create their own Blooket challenges, and we will play those, too! Become a Blooket master, ready to conquer your classroom challenges next school year!

Brain Games (Session 3)

Exercises for the mind! Through a variety of games, puzzles, and activities, students will sharpen their skills and abilities in thinking logically, spatially, mathematically, linguistically, and creatively.

Challenge Yourself (Session 1 and 2)

It will take teamwork, planning, listening, and compromise to complete the challenges of the Avery Coonley School adventure course. Students will test their bodies and minds as they work through new tasks on the low ropes course. No one gets left behind in this class as we strive to accomplish new heights together.

Chapter Book Challenge (Session 1, 2, and 3)

Dive into a chapter book! Each day students will strengthen their thinking skills by listening to parts of a classic novel, participating in class discussions, and completing a written response. This summer's featured books are; Session 1 - *Holes*, Session 2 - *My Father's Dragon*; and *The Cricket in Times Square*; Session 3 - *The Lion, The Witch, and the Wardrobe*.

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.

Clay Creations (Session 1)

Fire up the kiln! Students will be introduced to a variety of basic ceramic techniques, including pinch and coil, in this beginning clay course. Be ready to display wonderful fired and glazed works of art from these budding artists.

Creative Concoctions (Session 1, 2, and 3)

Explore simple science experiments using common household ingredients. Based on the scientific method, this class will teach young minds to make connections and discoveries, to develop hypotheses and conclusions, and to keep logs of their observations.

Enchanted Castle (Session 1 and 3)

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 Painting (Session 1 and 3)

Calling all artists to explore the art of painting! Concepts covered will include color theory, brush and non-brush techniques, and composition, as students use a variety of paints and mediums. Students will enjoy creating many works of art while expanding their creative skills.

Fractured Fairy Tales: Peter and the Wolf (Session 2)

Remix this classic through theater and dance! Students will improve their coordination, flexibility, and imagination as they create various animal characters to help capture the wolf. Participants will also help choreograph their interpretation of this tale which they will perform for family and friends. Note: No previous dance experience required.

Fundamentals of Public Speaking (Session 2 and 3)

Learn the fundamentals of public speaking while having fun. In this class, students will learn the correct method of writing a two to three-minute speech they will present for the class. Along the way they will also play games that teach projection, hooking the audience's attention, and listening skills.

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 prototypes that engage players in addressing real-world environmental challenges using 3D printing, laser cutting, and Makerspace tools. Students will craft game prototypes that showcase the importance of sustainability and raise awareness about environmental challenges.

Golf Club (Session 1)

Come and join the Avery Coonley Golf Club! Our classes are taught by a certified Site Coordinator from the Kids Golf Foundation. Designed for children, this course introduces them to the foundational skills of golf through a variety of full swing stations, chipping challenges, putting courses, and more! The SNAG (Starting New At Golf) equipment, available in different sizes, ensures that kids of all ages can participate. With oversized, colorful clubs, velcro balls, and targets, this program provides a fantastic opportunity to develop skills in a fun and safe environment. Ready to tee off on your golfing journey?

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.

Knock, Knock: SCARY is Here! (Session 1)

Have fun making scary objects! Students will have a delightfully creepy time learning about "frightening" things from the past to the present through art, literature, and science, and then create their own scary works of art.

Look Out, Rube Goldberg! (Session 2)

Build amazing and complex machines to accomplish very easy tasks. That is what cartoonist Rube Goldberg was famous for, and that's what teams do in national competitions. That is what students will be doing at ACS. A fun and interesting way to develop higher levels of thinking in science, logic, and creativity.

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 3)

Develop and challenge your expressive and creative talents 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 Chemistry: Liquids and Mixtures (Session 2)

Aspiring scientists develop their reasoning skills through exploration of the properties of liquids, solids, and gases, including differences in shape, boundaries, visibility, and stability. Students create their own crazy concoctions, observe the amazing (sometimes messy) results, and document their discoveries and conclusions. Playful exposure to the scientific practices of inquiry, including detailed observation and documentation of variables and outcomes are foundational for the ongoing study of all sciences.

Admission Criteria, Grades 3-4:

- Scores of 90% or above in either verbal or math
- If no scores are available, portfolio can be submitted for grades 3-4
- Portfolio is a grade report and a teacher recommendation

- Registration for this course is not complete until paperwork is fully submitted
- 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 Civil Engineering: LEGO® Metropolis (Session 2)

In this course, students collaborate to plan and create buildings, roads, and city infrastructures using building materials including LEGO® architecture bricks. Students also challenge and strengthen their critical and design thinking skills as they consider how to meet a community's needs based on principles of urban planning and design engineering. The design and problem-solving approaches used in this course are important for the ongoing study of engineering and architecture.

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NU CTD Debate: Fairy Tale Ethics (Session 1)

Revisit classic fairytales to explore topics of fairness, justice, and human rights. Work individually and in teams to pose, research and answer ethical questions found in well-known children's stories.

Develop preliminary debate skills and practices and attempt to craft airtight arguments.

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NU CTD Digital Architects (Session 1)

How do architects use math, physics, and art to design buildings? Explore the architectural design process through hands-on building projects, blueprint sketching, and SketchUp-Make® 3D modeling software. Novice architects investigate how buildings come to be and how people interact with the built environment. Using famous and historically significant architecture for inspiration, students experience how math and art come together as they design and create their own building models.

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- Lunch and recreation can be added to the registration of this class.

NU CTD Dimensions of Geometry (Session 3)

In this course, students complete playful challenges and hands-on projects that satisfy their inner puzzle master and call for using spatial visualization skills to extend their understanding of geometry in the world around us. Exploring, creating, and finding new ways to play with objects in two and three dimensions build students' spatial reasoning skills important for later study of mathematics, engineering, and other academic areas.

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- If no scores are available, portfolio can be submitted for grades 3-4
- Portfolio is a grade report and a teacher recommendation
- Registration for this course is not complete until paperwork is fully submitted
- 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 Engineering: Building Skyscrapers (Session 3)

Students explore the challenges faced by architects of tall towers and stupendous skyscrapers as they design and build models that express ideas from their own up-and-coming imaginations. Foundational knowledge of physics becomes stronger and design thinking skills soar with each iteration. The design and problem-solving approaches used in this course are important for the ongoing study of engineering and architecture.

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- Portfolio is a grade report and a teacher recommendation
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Nutty Nutcracker (Session 1)

The holiday classic — without the snow! In this course, students will jump, turn, leap, and sword fight their way through the familiar Christmas tale while exploring a variety of ballet movements as they produce one nutty Nutcracker performance on the final day. **Note:** No previous dance experience required. Ballet shoes may be worn but are not required; students should wear comfortable, loose clothing.

Penning Poems (Session 1 and 3)

Be inspired by poetry. Young writers in this class will study the structure of a variety of poetic forms to ignite their imaginations as they pen their own poems. Emphasis will be put on the creative writing process as students produce a book of their original poems to take home.

Pine Car Derby (Session 2 and 3)

Physics, engineering, and racing: OH MY!! Students will design and construct their own wooden car, then race them against their classmates. Be the first under the checkered flag and win the Coonley Cup.

Science Olympics (Session 3)

Experiment and explore! This course is a hands-on science, focusing on experimentation and discovery. The world is the classroom for students as they get involved in this active learning process.

Soccer Skills (Session 1)

In this class, your child will learn the basic soccer skills of dribbling, passing, and shooting a goal. There will be mini-games, tournaments, and a lot of team building to ensure your child is having fun while learning the basics of soccer.

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.

Theater Arts (Session 2 and 3)

Calling all aspiring thespians! This course teaches the fundamentals of theater including acting, improvisation, projection, and stage presence. The highlight is a final, fun-filled performance, which will be shared with family and friends during the last hour of class. A new play will be performed each session, so this course may be taken more than once.

Ukulele (Session 3)

The ukulele craze started in 1915 and continues to this day! Students will enjoy learning how to play this compact and sweet-sounding instrument in just two weeks. With only four strings, students will be able to master many techniques and songs ranging from folk to pop. A recital will be held at the end of the session for students to showcase their newfound abilities.

Wild Math (Session 1)

Sharpen math skills while playing! This course will have students playing games and creating projects which are designed to have them improve in math without knowing it - a fun way to work on those skills during the summer.

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 3

CLASS	GRADES	9:00	10:00	11:00	12:30
Session 1					
AI-Gaming Fusion: Crafting the Future	2-3			X	
Blooket Masters	3-4		X		
Challenge Yourself	3-4			X	
Chapter Book Challenge	3-4			X	
Chess: Basics and Beyond	K-8		X		
Chess: Competitive	K-8			X	
Chess: Great Gameplay	K-8	X			
Clay Creations	3-5	X			
Creative Concoctions	3-4			X	
Debate: Fairy Tale Ethics	3-4	X	X	X	
Digital Architects	3-4	X	X	X	
Enchanted Castle	2-4		X		
Escape	3-4			X	
EXploring Painting	3-4			X	
Golf Club	3-5		X		
How to Win at Games and Influence People	2-5		X		
Knock, Knock: SCARY	3-4	X			
Nutty Nutcracker	3-6			X	
Penning Poems	3-4	X			
Soccer Skills	3-4	X			
Wild Math	3-4		X		
Yoga for Kids	2-4		X		
Yoga for Kids	2-4	X			
Session 2					
Ahoy, Mateys!	2-3	X			
Author, Author	3-5	X			
Beginning Basketball	3-4		X		
Challenge Yourself	3-4			X	
Chapter Book Challenge	3-4	X			
Chemistry:Liquids and MiXtures	3-4	X	X	X	
Chess Competitive	K-8			X	
Chess: Basics and Beyond	K-8	X			
Chess: Great Gameplay	K-8		X		
Civil Engineering:LEGO Metropolis	3-4	X	X	X	
Creative Concoctions	3-4		X		
Enchanted Castle	2-4		X		
Escape	3-4			X	
Fractured Fairy Tale: Peter & the Wolf	3-5			X	
Fundamentals of Public Speaking	3-5			X	
It's Greek to Me	2-3		X		
Look Out, Rube Goldberg!	3-6		X		
Medical Marvels: Board Game Design	2-3			X	

Pine Car Derby	3-4	X			
Storytelling	3-5	X			
Theater Arts	3-5	X			
Session 3					
Author, Author	3-5		X		
Brain Games	3-4			X	
Chapter Book Challenge	3-4			X	
Chess Competitive	K-8	X			
Chess: Basics and Beyond	K-8		X		
Chess: Great Gameplay	K-8			X	
Creative Concoctions	3-4	X			
Dimensions of Geometry	3-4	X	X	X	
Engineering:Building Skyscrapers	3-4	X	X	X	
Exploring Painting	3-4		X		
Fundamentals of Public Speaking	3-5			X	
Game Making for a Greener Future	3-4		X		
Movin' and Groovin'	3-5		X		
Penning Poems	3-4	X			
Pine Car Derby	3-4	X			
Science Olympics	3-4	X			
Storytelling	3-5	X			
Theater Arts	3-5	X			
Ukulele	3-5			X	