

Grade 6

Actor's Workshop (Session 2)

Perform on stage! This course concentrates on developing acting skills through various activities and exercises, both improvised and rehearsed. Students will work on characterization, physical and verbal expression, stage movement, and other facets of bringing a fictional character to life. The class concludes with each student performing a professional monologue and/or scene.

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.

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.

Altruistic Ad Agency (Session 2)

Meld economics and philanthropy. As members of an ad agency, students will study the psychology and techniques of oral, written, and visual language. They will then develop an ad campaign for a non-profit organization they select and analyze its effectiveness through its use around the ACS campus to gather actual donations for the organization.

Animation (Session 1)

Learn to shoot stop-action animation and make your own movie. Students provide the material (clay, pen and paper, watercolors, etc.) and the story and script. We provide the lights, cameras, and computers for capturing and editing movies. Animated movies will be shown through a secured internet link.

Archery (Session 3)

Do more than just shoot arrows into hay bales. This course utilizes the school's archery range and will focus on the safety measures and skills needed to master this challenging sport. Each session ends with a skills contest.

Art of Paper (Session 3)

There is a lot more to paper than what goes on with a pen or paint! This class shows us how to make art forms that use paper in 3 dimensions. Explore all the diverse ways we use paper in creating artwork! Get creative with folding, building, sculpture, shadows, papier mâché, and more!

Astronomy (Session 2)

Study the stars! Through a series of hands-on activities, students will be introduced to such topics as the planets of our solar system, solar and lunar eclipses, the reasons for the seasons, comets, asteroids, meteors, and more. Students will also be introduced to Stellarium, an astronomical simulator, to complete a series of challenging lab investigations.

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.

Bing, Bang Boom (Session 1 and 3)

STOMP...ACS style! From boomwhackers and rainsticks to guiros and djembe, from snare drums and bongos to doumbeks and coffee cans, students will explore the world of percussion in this fun and dynamic class. Students will compose multiple percussion ensembles based on traditional, fixed-pitch instruments as well as non-traditional, student-created instruments.

Blooket Masters (Session 2)

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!

Bridge Building (Session 2)

Build a working bridge! Using math, physics, and intuition, students will learn how bridges are designed. They will then build their own model bridge using the same techniques used in San Francisco and Brooklyn. The final result will be tested for strength, practicality, and beauty.

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.

Courts and Trials (Session 3)

Guilty or innocent? You decide! In this course, students will learn about this country's legal system through situational, role-playing activities. This course leads to a mock trial.

Create-a-Play (Session 1)

Build a play from scratch! Students will brainstorm ideas; write a script outline through discussions and improvisations; develop situations, characters, and dialogue; rehearse scenes; build and/or borrow sets, props, and costume pieces; and present a final production during the last class.

Daily Survival (Session 3)

Can you survive? Students will sharpen their skills in reading, math, and critical thinking as they apply them to everyday living using authentic scenarios (i.e., planning a budget, living on a professional salary, planning a vacation) and sources. This practical class includes economics, geography, and more.

Dissecting (Session 1 and 2)

Cut and learn! This zoology course will teach young scientists the inner workings of animals from worms to frogs through a combination of dissections on the computer monitor and the laboratory table.

Fantasy Baseball (Session 1 and 2)

Pick your roster and manage your team to first place. Students will learn statistical analysis by following the performances of their favorite baseball players.

Floor Hockey (Session 3)

This class will teach your child the basics of floor hockey in a gym setting. There will be mini-games, tournaments, and lots of fun. No roller skates are required, just some gym shoes and lots of energy! Your child will work with partners and teams while enjoying some fast-paced games of floor hockey.

Games Galore (Session 1)

Did you ever play Monopoly and think, "that's fun . . . for a while." Or Clue and wish, "if only we could just focus on solving the mystery." Did you know that there are versions of these kinds of games that already exist? And did you know that you can make one up yourself? In Games Galore we will spend one week learning about the structures (called mechanisms) that make games . . . games. We will do this by playing various card and board games and finding the themes and mechanisms that we find fun. In week two, we will take this knowledge and create a quick "brainstorm" game, where the emphasis will be on design, prototype, test, and redesign. This class would be a great follow up to the "How to Win at Games and Influence People" class.

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.

GO for Beginners (Session 1)

Learn the world's most popular board game. Invented 2,500 years ago Go (in Japan), Weiqi (in China), or Baduk (in Korea) is the oldest game that has been played continuously to the present day. Students will learn the rules and the basic strategies behind this fascinating game. Students will practice with Tesuji (clever play) puzzles, review games, and will apply the ancient proverb, "lose your first 50 games as quickly as possible." Students will need to register for a free account with an online go server to fully participate. *This class is for true beginners. Mr. Leesch is an enthusiastic student of the game but is an advanced beginner himself.

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?

Gotta Dance (Session 2)

Move your body to the beat. Designed and taught by a professional dance instructor, this course introduces students to a variety of basic jazz, contemporary, and musical theater dance techniques. Note: Comfortable, loose clothing should be worn; jazz or ballet shoes may be worn but are not required.

Guitar for Beginners (Session 3)

All great musicians were beginners at some time. Who knows what learning to play this popular instrument will do for any child? In nine short lessons, students will be taught basic fingering, fretting, and strumming, using an acoustic guitar. They will also receive individual instructions to help them progress more quickly with these skills. Classroom guitars will be available or bring your own acoustic guitar from home.

Hidden Universe (Session 2)

Through a series of hands-on lab activities, students will be exposed to both beginning and advanced observation techniques, using the standard light microscope. Students will participate in on-campus "field trips," where they will explore biological sample gathering techniques, followed by direct examination under the microscope. Some topics of interest will include animal/plant cells, pond water samples, polarized microscopy, micro-photography techniques, and more. Students will also have the opportunity to hatch and raise "Sea Monkeys," tracking their growth and development under the microscope, throughout the duration of the course.

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.

Intro to Movie Making (Session 2)

Become a filmmaker! Taught by the ACS Director of Drama, this class will guide students through creating short movies including generating ideas, scriptwriting, acting, videography, directing, and editing. On the final day of class, movie premiers will be shown to family, friends, and family campers either live or through video links. *Please note by enrolling in this class you are agreeing to your image being used on our secure ACS YouTube link.*

Note: Intro to Movie Making meets for two hours per day and is therefore priced as two courses.

Journalism (Session 2 and 3)

Be a reporter, editor, and publisher in this popular course. Using desktop publishing methods, students will produce a summer program newspaper using “all the news that’s fit to print.” After looking for news, conducting interviews, and writing and editing stories, the class will publish the paper using the school’s latest computer technology.

King Arthur: Fact or Fiction? (Session 2)

Merlin. Excalibur. Camelot. Stuff of legend, people say. Yet was King Arthur a real person? Join the quest to learn the history behind King Arthur and how facts became stories, which turned into legends. We will explore different ways the Arthurian legend has been portrayed in books, TV, and movies to determine why the Arthurian legends are so embedded in popular culture. Do you think you have what it takes to be part of Arthur’s knights of the round table?

Lights! Camera, Action (Session 1 and 3)

Perform on the big screen! This course serves as an introduction to the art of making films and videos. The first week will focus on learning the basic techniques of filmmaking, with students creating short silent movies. The second week will incorporate sound as well as working in a group process of telling a story in a sound movie. Final productions will be available for viewing via a secure link. *Please note by enrolling in this class you are agreeing to your image being used on our secure ACS YouTube link.*

Note: LCA meets for two hours per day and is therefore priced as two courses.

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.

Magical Printmaking (Session 2)

Printmaking is magical! The process of creating images and transferring the images to a variety of paper, wood, or cloth is exciting, along with learning how to make multiple copies. Try foam printing plates, alternative photography processes, relief printing, stamping, and more.

Making a Music Video (Session 2)

Develop the next music video hit! From idea and conception to choreography and post-production, this course focuses on the creating of a music video. Team-taught by the ACS Director of Drama and an experienced choreographer educator, students will select one or more songs, write a script, act, shoot the video, and edit the final footage. Family and friends will be able to view the videos on a secured internet link. *Please note by enrolling in this class you are agreeing to your image being used on our secure ACS YouTube link.*

The Many Faces of Sherlock Holmes (Session 3)

Did Sir Arthur Conan Doyle ever write the famous line, “Elementary, my dear Watson”? How many actors have played Sherlock Holmes? In this class, we will read one or two of Sir Arthur Conan Doyle’s short stories about Sherlock Holmes and explore adaptations of Sherlock and Watson in films, TV, and games. The game’s afoot to unlock the mystery of why this beloved character still endures.

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.

The Mermaid and The Ice Queen: What Disney Got Wrong Part 2 (Session 3)

Ariel and Elsa are two of Disney’s most popular princesses; but are they anything like their source material? In this class, we will learn about Hans Christian Andersen and his unique take on fairy tales. We will dive deeply into the original stories of *The Little Mermaid* and *The Snow Queen* to compare them to other adaptations, especially the Disney versions. Would Hans Christian Andersen approve of the changes? Students will have an opportunity to apply their artistic talents to a final project inspired by the fairy tales.

Modern Abstract Art Happening Now (Session 2)

Create art like living modern abstract artists of today. Learn how they develop their specialized ideas and messaging, and try their tips to have fun experiencing drawing, painting, layering, adding the illusion of depth, and experimenting with your messaging and ideas.

Monsters and Mazes (Session 3)

Ever wonder what an orc eats for breakfast? Hopefully, not your brave hero! Join an adventure party and journey through swamps, forests, and yes, dungeons. Dragons are not the only danger your party shall face; you may also encounter orcs, goblins and... umber hulks? Dungeons & Dragons 5th edition will be the template followed for this class..

Musical Theater Dance (Session 3)

For everyone who loves musical theater! Performing artists will combine acting with dance and choreography. The session culminates with a debut performance in the ACS Performing Arts Center

for family and friends. Please note by enrolling in this class you are agreeing to your image being used on our secure ACS YouTube link.

National Park Art (Session 1)

Creatively capture the wondrous lands and animals from our United States National Parks. Art and science-based, this class is packed with art projects using paint, papers, pastels, maps, photographs, and print-made images. Curious collage ideas and varied natural materials encourage unique eye-catching creations.

Novel Study (Session 2 and 3)

Session 2: Come and explore the world of science, creativity, ingenuity, and social justice as we read *The Boy Who Harnessed the Wind*. We will discover and experiment with the science behind the story, as we read the novel.

Session 3: What was it like to live at a time when a “magical element” had just been discovered? This novel study will delve into *The Radium Girls: Young Reader’s Edition* and offer exploration of this fascinating time in history by focusing on science, ELA, and social justice projects.

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.

Phun with Physics (Session 3)

Can gravity be overcome? Find out in this exciting and fun introduction to physics. Using a hands-on approach, students will study the laws that govern aspects of the physical world such as gravity, electricity, and motion.

Physics in Action! (Session 1 and 2)

Welcome to the action-packed world of Physics! In this 100% hands-on course, you will design, build, and test unique devices such as a mousetrap-powered car, a medieval catapult, a Newton’s cradle, and more! If you enjoy working with your hands and building projects that you can take home, this is the class for you!

Pickleball (Session 2 and 3)

Ping-pong on the court. Players use an enlarged paddle to volley an enlarged ball over a net set on the gym floor while developing their eye/hand coordination and agility. This is a great game for all ages with skills that are also used in tennis.

Plan New Worlds (Session 1)

Become problem solvers and problem seekers. This class combines a creative problem-solving model and Bloom's taxonomy of the levels of thinking to provide students with a systemic approach to evaluate and act when faced with difficulties. Hypothetical problems may include but are not limited to, issues related to weightlessness, transportation, space colonies, robots, and the environment, which will help students gain new insights into the possibilities and challenges of the future while practicing valuable problem-solving skills that can be used in real life situations.

Podcasting (Session 1 and 2)

Share interest, share knowledge, share music, share anything: PODCAST! This class will teach students the basics of podcasting as they plan, research, script, and record their own digital broadcasting program. Podcasts will be uploaded throughout the session to our own Blogspot website.

Raiders of the Lost Arch(eology) (Session 3)

Follow in the footsteps of Indiana Jones! Students will develop skills in archaeology, geography, history, and sociology from around the world. A great class to develop a broader worldview.

Robotics (Session 1 and 3)

Design, build and program a vehicular robot using the LEGO® Mindstorm EV3 kit. Students will learn how to use the programming software to power their robot to complete challenges. Logic, creativity, problem-solving, STEM, and teamwork skills are evident during robot missions throughout the session.

Sculpture (Session 1)

Artists will use building, sculpting, and learning compositional techniques to construct three-dimensional works of art. The first week will explore clay, paper mache, even wire mediums! During the second week, artists will glaze their ceramic pieces and explore additional three-dimensional media.

Shooter's Workshop (Session 3)

Nothin' but net! That is the goal in this course that is individualized to help each player improve in this important basketball skill. From lay-ups to three-pointers, technique and practice are the focus during this hour of shooting fun.

Sing! Sing! Sing! An Intro to Choir (Session 3)

Do you love to sing? Come join the ACS Summer Program Choir! We will learn proper singing technique, how to be expressive while singing, and how to sing as a group. We will challenge ourselves to learn several choral songs in time for an awesome mini performance at the end of the session! Bring your beautiful voice, favorite songs to sing, and be a part of the choir this summer!

Theater Sports (Session 3)

Whose line is it? This class emphasizes the building of skills in improvisational theater. Through theater games and drama exercises, students will learn to "act on their feet" and generate characters, situations, dialogue, and assorted ideas and themes generated on the spur of the moment. Students' experiences in the art of writing-directing and acting without prior planning will culminate in an improv performance.

Volleyball (Session 1)

Bump, set, spike! Add serving, and students are playing an extremely popular game filled with skill and strategy. This course is designed to have students work on basic skills and rules, so players of any ability can have fun and improve on the court.

WACS Newsroom (Session 3)

Join the WACS news team and report on breaking news and special reports at Avery Coonley. Students will concentrate on writing news stories for newscasters, reporting on various happenings, and highlighting individuals. The class will also focus on creating an interesting documentary about life at the ACS Summer Program. Students will have the opportunity to participate in all facets of the team, from writing and reporting to shooting and editing.

When Fairytales Play Nice: What Disney Got Wrong Part 1 (Session 2)

Explore the origins of popular fairy tales and examine why Disney changed them. We will venture deep into the forest to discover the origins of Cinderella, Beauty and the Beast, and Little Red Riding Hood, and ask the question of why such grim and cautionary tales became Disney classics. We will read and watch a variety of adaptations of these stories – some serious, and others not so serious - to figure out why they endure. Students will also partake in writing their own fractured fairy tale.

Wizards of Wall Street (Session 2)

Journey through the world of investments and high finances. This course will expose students to economic principles and theories for investing in the stock market and other commodity markets in the US and other countries. Activities will lead to an understanding of the terminology of investments, the use of the internet as a research tool, and the creation of a mock portfolio - an important first step forward into economics and financial planning in our growing global economy.

Wonders of the World (Session 2)

What makes something worth of the title, "Wonder of the World"? This class is designed to stimulate students' critical-thinking skills as they study Ancient Wonders of the World, Natural Wonders of the World, and Modern Wonders of the World, and as they compile their own unique lists. A great way to study world geography.

Wreck this Art (Session 3)

Document personal life through art, inspired by Keri Smith's *Wreck this Journal*, this mixed media class concentrates on the exploration and creation process of art. Instead of worrying about making the "perfect" work, students will be asked to "wreck" journals that artistically capture their personal lives during the two weeks of class.

Writeology (Session 1)

Learn the ins and outs of writing. From simple summaries to informative essays, students will focus on clearly expressing themselves using the written word. Emphasis will be put on the importance of writers to support their main ideas with appropriate examples and explanations. Appropriate for authors of all abilities.

Grade 6

CLASS	GRADES	9:00	10:00	11:00	12:30
Session 1					
AI-Gaming Fusion: Crafting the Future	4-6	X	X		
Animation	5-8		X		
Astronomy	5-8			X	
Bing! Bang! BOOM!	4-8		X		
Chess: Basics and Beyond	K-8		X		
Chess: Competitive	K-8			X	
Chess: Great Gameplay	K-8	X			
Create-A-Play	4-6	X			
Dissecting	6-8		X		
Fantasy Baseball	4-8	X			
Games Galore	5-8			X	
Go! For Beginners	5-8	X			
Golf Club	6-8	X			
How to Win at Games and Influence People	6-8	X			
Lights, Camera, Action!	6-8				X
National Park Art	5-6		X		
Nutty Nutcracker	3-6			X	
Physics in Action	6-8	X			
Plan New Worlds	5-8			X	
Podcasting	5-8	X			
Robotics	5-8			X	
Sculpture	5-7		X		
Volleyball	5-8			X	
Writeology	5-8			X	
Session 2					
Actor's Workshop	5-8	X			
Altruistic Ad Agency	5-6		X		
Blooket Masters	5-6	X			
Bridge Building	5-8	X			
Chess Competitive	K-8			X	
Chess: Basics and Beyond	K-8	X			
Chess: Great Gameplay	K-8		X		
Dissecting	6-8	X			
Fantasy Baseball	4-8		X		
Gotta Dance	4-6		X		
Hidden Universe	6-8		X		
Intro to Movie Making	5-6				X
Journalism	5-8			X	
King Arthur: Fact or Fiction?	6-8	X			
Look Out, Rube Goldberg!	3-6		X		
Magical Printmaking	4-6	X			
Making a Music Video	5-8		X		

Medical Marvels: Board Game Design	4-6	X	X		
Modern Abstract Art	6-8		X		
Novel Studies	6-8			X	
Physics in Action	6-8			X	
Pickleball	5-8			X	
Podcasting	5-8			X	
When Fairytales Play Nice: What Disney Got Wrong	6-8		X		
Wizards of Wall Street	5-7	X			
Wonders of the World	4-8			X	
Session 3					
Archery	5-6		X		
Art of Paper	5-8	X			
Bing! Bang! BOOM!	4-8	X			
Chess Competitive	K-8	X			
Chess: Basics and Beyond	K-8		X		
Chess: Great Gameplay	K-8			X	
Courts and Trials	5-7	X			
Daily Survival	5-6			X	
Floor Hockey	6-8	X			
Game Making for a Greener Future	5-6			X	
Guitar for Beginners	5-7		X		
Journalism	5-8			X	
Lights, Camera, Action!	6-8				X
Many Faces of Sherlock Holmes	6-8			X	
Mermaid and The Ice Queen	6-8	X			
Monsters and Mazes	5-8		X		
Musical Theater Dance	6 8			X	
Novel Studies	6-8		X		
Phun with Physics	5-8			X	
Pickleball	5-8			X	
Raiders of the Lost Arch(aeology)	4-6		X		
Robotics	5-8		X		
Shooters Workout	5-7		X		
Sing, Sing Sing	4-8	X			
Theater Sports	5-8	X			
WACS Newsroom	5-8		X		
Wreck this Art	5-8			X	