

Grade 8

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.

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 secure 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 three 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 1)

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 and non-traditional, student-created instruments.

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.

Cartooning and Advanced Drawing (Session 2)

Develop drawing skills. Students will spend the first week exploring the techniques and skills of cartooning: creating characters, developing storylines, and layout. The second week will be spent building on foundational drawing techniques such as still-life, sketchbook, and observational drawing.

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.

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.

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. **Note:** 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?

Great Debaters (Session 2)

Convince people to agree with your point of view. Students in this class will refine their skills in using logic and public speaking to develop oral arguments on debate topics ranging from historic contexts to current events. A great way to develop higher levels of thinking, to prepare for Forensics in high school, or to just be better at winning arguments with friends and family.

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 Psych (Session 3)

Is the brain in charge of who you are and what you do? Begin to better understand human behavior by studying brain structure and brain chemistry. Learn how structure and chemistry affect a variety of areas, such as personality, motivation, cognition, consciousness, sensation and perception, memory, sleep, and language. A class designed to provide insight into what it means to be human.

Journalism (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. The 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.

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.

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.

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.

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.

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.

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!

Take a Chance (Session 1)

Learn the math that helps us make decisions in an uncertain world. Through experiments and data analysis, students will learn how to predict outcomes, determine rational costs, and interpret statistical information. Students will learn why Vegas and lotteries are poor economic choices, how sports teams make decisions about plays and players, and how to simulate the outcomes of random events. Topics covered will include counting techniques, simple and compound probability, and expected value.

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.

Wonders of the World (Session 2)

What makes something worthy 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 wonderful 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 8

CLASS	GRADES	9:00	10:00	11:00	12:30
Session 1					
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			
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
Physics in Action	6-8	X			
Plan New Worlds	5-8			X	
Podcasting	5-8	X			
Robotics	5-8			X	
Take a Chance	7-8		X		
Volleyball	5-8			X	
Writeology	5-8			X	
Session 2					
Actor's Workshop	5-8	X			
Bridge Building	5-8	X			
Cartooning & Advanced Drawing	7-8			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		
Great Debaters	7-8			X	
Hidden Universe	6-8		X		
Journalism	5-8			X	
King Arthur: Fact or Fiction?	6-8	X			
Making a Music Video	5-8		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		
Wonders of the World	4-8			X	
Session 3					

Archery	7-8			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	
Floor Hockey	6-8	X			
Intro to Pysch	7-8	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	
Robotics	5-8		X		
Sing, Sing Sing	4-8	X			
Theater Sports	5-8	X			
WACS Newsroom	5-8		X		
Wreck this Art	5-8			X	