

Week 1 - Once Upon a Time



Using creativity and imagination, campers will act out different tales from a variety of perspectives. They'll play storytelling games and create a work of art that a storybook character might create. Some tales they'll connect with are *The Boy Who Cried Wolf*, *The Three Billy Goats Gruff*, and *The Three Little*

Pigs. Lots of laughs and fun will be had as we "step into character" to learn about point of view, personification, and plot development!

Week 3 - Let's Build!



Campers will explore geometry and measurement while learning about the career of an architect. Decision making and logical reasoning will be used as they problem solve to construct new monuments, arches, castles, and bridges. Imaginations will soar as blueprints for new structures are created.

Week 5 - Explore Galore!!



Our campers will explore the use of simple machines in our everyday lives. They will create catapults, design a work of art inspired by gears, develop and test zip lines, and create marble runs using inclined planes. They'll explore Rube

Goldberg machines and develop their own machine to solve a simple task. Hands on creativity will help students as they collaborate with their friends to successfully design their own machine!

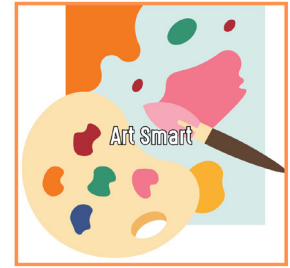
Week 7 - Imagination Station



This week kids will put on their "thinking caps" to plan, draw, and create a story tower of their favorite fairytale. They'll explore figurative language and create their own pictures. Creativity will be flowing as they create their own biographical pictures and use their imagination as they create inspirational artwork for their community!

Week 2 - Art Smart

Campers will explore some dynamic artists of the past and how they used math concepts in works of art that continue to inspire us today. Based on these observations, our young artists will use imagination and creativity as they design their own art using math in the planning process: Symmetry, concentric circles, two and three dimensional paper sculptures, and using colors to express ideas in nature are a few works they'll be designing.



Week 4 - Beat the Clock!

This week the students will be challenged in many different activities such as cup stacking, obstacle course fun, relay races, and a variety of "Minute to Win It" games! Campers will have loads of fun as they challenge themselves and others to Beat the Clock!



Week 6 - Invention Convention

This week our campers will develop their problem solving and engineering skills as they create original inventions, graphite circuits, and participate in a brush bot competition! Our campers will be using modern day items such as toothbrushes and umbrellas to invent items of the future!



Week 8 - Transformation of Automation

Campers will become different types of engineers as they design the ultimate amusement park, experiment with sound, develop automobiles, and solve pollution concerns. During this week they will also learn how environmental engineers work to preserve our planet and how we can be part of that solution!



Week 9 - Adventure Zone

Come join us as we embark on a whirlwind adventure! Campers will travel far and wide to experience amazing destinations and meet some of the world's most adventurous people! Join in as we discover the thrill of ADVENTURE!

