

STEAM Classes**July 10 – July 28, 2023****Grades K-1****Art Start (Grades K-1)**

Develop an artistic eye for color, shape, texture and form. Work with materials like chalk, paint, fabric and clay as you explore different media and techniques to express your creativity.

8:45 AM -10:15 AM or 10:30 AM – Noon**Bridging the Gap (Grades K-1)**

Our world is filled with amazing bridges. Although they serve the same function, no two bridges are the same. Our friend Javier is looking for a team of Civil Engineers to help him design the perfect bridge to get to his Island Play Fort. Do you have what it takes to be on this exclusive team?

8:45 AM -10:15 AM or 10:30 AM - Noon**Marvelous Machines (Grades K-1)**

The world is filled with machines designed to make our lives easier. Aisha and her friend need to complete their summer project. Come help them learn to work smarter not harder by using the Engineering Design Process to imagine, plan, create, and improve your own marvelous machine!

8:45 AM -10:15 AM or 10:30 AM – Noon**Race to Recycle: One Mouse's Journey (Grades K-1)**

What a mess! Come join Julius Cheeser on his quest to cleanliness! By programming him, we can help Julius learn to count items and figure out which ones can be recycled all while helping him clean up the park and getting trash out of the landfill.

8:45 AM -10:15 AM or 10:30 AM – Noon**Grades 2-3****Air Up There (Grades 2-3)**

NASA has a problem. They need to drop a package on a planet whose atmospheric pressure is different than here on Earth. They are assembling a team to design a parachute to complete this mission. Do you have what it takes to be part of NASA's aerospace engineers?

8:45 AM -10:15 AM or 10:30 AM - Noon**Catching the Wind: Designing Windmills (Grades 2-3)**

Mechanical engineering involves the design of anything with moving parts. In this session, students will think like mechanical engineers—and also use their understanding of air as wind—to design and create wind-powered machines. Students will be introduced to wind turbines that generate renewable energy and study how common machines such as mechanical pencils and egg beaters work. They will use their mechanical engineering skills to design sailboats and windmills that catch the wind.

8:45 AM -10:15 AM or 10:30 AM – Noon**The Sunny Side of Cooking (Grades 2-3)**

It's so hot! It's the perfect time for S'Mores, but wait...we can't start a fire in the backyard. No problem! With the right conductors and insulators, the sun can help you cook. Solar power has many uses, so come learn how to harness its power and use it to design an actual working oven.

Grab your shades and join us in designing ways to make the perfect summertime treat!

8:45 AM -10:15 AM or 10:30 AM – Noon**Music to My Ears (Grades 2-3)**

The yearly festival is about to start and we still don't have a sound system? You can be the hero! Join India and Jacob, who will guide you through engineering activities that will help you learn more about shapes and materials that reflect or absorb sound. You will learn about sound, vibrations, and acoustical engineering to design acoustic devices that can project sound from a speaker, so you can save the day!

8:45 AM -10:15 AM or 10:30 AM – Noon**No Bones About It! (Grades 2-3)**

Calling all future medical researchers! Are you interested in learning more about the human body? Do you want to help an injured classmate? Join us as you imagine, plan, and create your own knee brace design. Do you have what it takes to get your classmate up and moving, again?!

8:45 AM -10:15 AM**Young Chefs (Grades 2-3)**

Have you ever wondered how the food on your plate gets there? Join us this summer for a 3-week introduction to nutrition, food groups, farm to table plating and food production. Through daily activities, lessons and labs, we will learn the ins and the outs of food, where it comes from, and how to create some

yummy snacks! Come take the first steps to becoming a young chef!

10:30 AM-Noon

Grades 4-5

Digit Defenders (Grades 4-5)

You will be in good hands as you travel to Antarctica with the Digit Defenders to help NASA engineers design space gloves to protect astronauts' hands from the extreme temperatures, impact, and dangerous dust they will encounter in space.

8:45 AM -10:15 AM or 10:30 AM – Noon

Rocket Camp (Grades 4-5)

Explore the forces necessary for a rocket, or any flying object, to take flight. Young aviators will experience each of the forces of flight through a series of interactive activities and see how they all come together to make flight possible for humans and animals. Then, build and launch your own model rocket. Students also will learn about the US space program, space tourism, and NASA's next step to establish a sustainable presence on the Moon and prepare for missions to Mars.

8:45 AM -10:15 AM or 10:30 AM – Noon

Toadly Out of Here (Grades 4-5)

India and Jacob are engineers who travel to faraway lands in search of solutions to some very unique problems. Unfortunately, a trip to New Zealand has brought some unexpected consequences. A cane toad jumped in their suitcase and is wreaking havoc. Come join them as they engineer a humane trap to catch the toad before it toadly gets out of control!

8:45 AM -10:15 AM or 10:30 AM – Noon

Bubble Bonanza (Grades 4-5)

Some bubbles are big and some are small. Some float away and some just POP! Come explore which materials make the best bubble wands, as you compete for best bubble in the Bubble Bonanza Showcase!

8:45 AM -10:15 AM or 10:30 AM – Noon

Young Chefs (Grades 4-5)

Are you ready to elevate your abilities in the kitchen? Over the three weeks of this course, you will learn about the nutritional value of food, how to read a recipe, budget meals and meal plan a menu. Young Chefs will also learn basic knife skills and receive basic kitchen training, prepare snacks, and small

8:45 AM -10:15 AM

Grades 6-7

A Tail of Hope: Prosthetic Tails (Grades 6-7)

Finneus Fish lost his tail in a boating accident, but don't be sad because you can help save him! Become a biomechanical engineer and put the Engineering Design Process to use by designing prosthetics not only for Finneus, but a variety of animals, too!

8:45 AM -10:15 AM

Eco Warrior (Grades 6-7)

As our population continues to grow, our natural resources are diminishing at an alarming rate. Food is becoming harder and harder to come by. Begin your eco-journey as we discover ways to feed a community by designing vertical gardens in order to sustain life for years to come.

8:45 AM -10:15 AM or 10:30 AM – Noon

Outbreak! Pandemic Response (Grades 6-7)

In a world where we are more connected than ever, diseases can spread rapidly! Become a biomedical engineer and explore how to prepare for outbreaks of highly contagious diseases and design an antiviral to stop a newly discovered virus from infecting a model cell.

8:45 AM -10:15 AM or 10:30 AM – Noon

Here Comes the Sun: Insulated Housing (Grades 6-7)

Living in the desert or the arctic? What can we do to make our living situations more comfortable? I know! Come experiment and take inspiration from insulation used in homes around the world while you engineer a design process to create a model home that remains at a constant temperature regardless of the temperature outside.

8:45 AM -10:15 AM or 10:30 AM – Noon

Music Camps (Grades 4-7)

Band - Have fun playing your instrument this summer. Learn band music and work on fundamentals, do some ear-training, and perform in our summer band concert.

Advanced - Must have completed at least 2 or more years of band.

8:45 - 10:15 AM

Intermediate - Must have completed at least 1 year of band.

10:30 AM - Noon

Intermediate Mentor

An advanced student who is registered for Advanced Band. Students are welcome to stay for extra practice and to help Intermediate students.

10:30 AM - Noon

Orchestra - Play new music, learn new techniques, have fun making music with friends, and perform in our summer band concert.

Advanced -Must have completed at least 2 or more years of orchestra.

8:45 - 10:15 AM

Intermediate - Must have completed at least 1 year of orchestra.

10:30 AM - Noon

Intermediate Mentor

An advanced student who is registered for Advanced Orchestra. Students are welcome to stay for extra practice and to help Intermediate students.

10:30 AM-Noon

Sports Camps (Grades 4-7)

Sports camps are a great way to hone your skills and release some energy! We are excited to be able to offer each sports camp for a full 3 weeks! Lunch is included with a Sports Camp registration.

12:15-2:00 PM

Soccer

Basketball