

## June-24th-28th

### 9:00 am - 12:00 pm

## Painting into Art

### 2nd -6th

"Painting into Art" invites students to explore the diverse techniques, styles, and expressive possibilities of painting as a visual art form. From the basics of color theory to the mastery of various painting mediums, students will embark on a journey that combines technical skill with personal expression, fostering creativity and a deeper understanding of the visual language. Letting the students know that they can express their vision with anything that they decide to touch.



## STEM into Science

### 2nd-4th

Who is ready to have hands-on experience with Science? The goal is to provide hands-on learning to help students engage in science. Students who do hands-on activities tend to remember more of what they were taught. During this course, students will build rockets, build 3-D diagrams of solar systems, create weather tools, use household items, and use a variety of edible treats to show the physical changes of the Earth. Using what they learn, from each activity, students will be able to identify the steps of the scientific process.

## Mission to Mars

### 3rd-5th

Ever wanted to an exciting journey? What if you could take that journey from the comfort of the classroom? Welcome to Mission to Mars! Over the course of these lessons, students will learn about and plan a mission to Mars. Students will apply their creativity and science and math knowledge to explore the Red Planet. Not a scientist or engineer? That's okay! You're going to learn everything you need to know while preparing for and conducting these lessons. And you actually already have some engineering skills, whether you know it or not. Ready, set, let's go!



## The Mysterious Mask: Creating and Understanding Mask-work 4th-6th

What do the Ancient Greeks, Japanese, people of sub-Saharan Africa, Italian comedy, and the tribes of Native American peoples all have in common? They are among the many cultures that use masks in performance. All around the world, people have been using masks in rituals and performances to celebrate and tell the stories of their people. In this course, students will not only learn about how cultures around the world use masks in performance but also what inspires them to create these pieces of art. To truly experience mask work, students will build their own masks. After the masks have been created, students use improvisation and acting techniques to find the character their mask embodies. The course concludes with students hosting a tea party for their families as their masks, giving a brief introduction to the group telling them about themselves as the mask character. Paint and mask embellishments will be available, and students are encouraged to bring in any additional paints or embellishments they wish to adorn their masks.

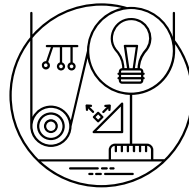
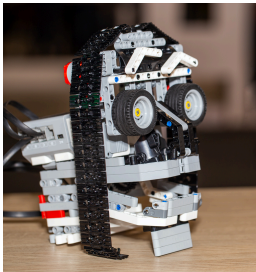
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## Lego Robotics I

### 5th-7th

This is a beginning course in robotics. We will be utilizing Lego Mindstorm kits. The objective of this course is to introduce the student to basic programming as well as problem-solving strategies. This course will involve students in the development, building and programming of a LEGO Mindstorm robot. Students will work to design, build, and program. Topics may include motor control, gear ratios, friction, sensors, program loops, decision making, and timing sequences. Student designed robots will be programmed to complete various assigned tasks (challenges).



## Middle School Physics

### 6th-8th

**Course Description:** In this high energy course your middle schooler will delve into Newton's Law, electromagnetic & sound waves, thermal energy, forces & their effects on motion, energy & energy transformations, electricity magnetism, and simple machines. Students will be actively engaged with games, hands on activities, and experiments. Enroll your learner today!

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## Statistics Sanity

### Grades-7th-9th

Through Statistics Sanity students will lay a foundation of statistical knowledge through fun experiments involving real-world data. Whether it be exploring the probability principles in a hands-on casino or conducting surveys about favorite candy or video games, students will collect, analyze, and draw conclusions in various settings. There will be projects students will create to help build skills in statistics. This is a great course to prepare students for high school or college Statistics. The use of technology (TI Graphing Calculator) and supplemental videos will be an integral part of the sessions.

