

Grades 6-8 agenda:

Ready, Aim, Fire! (Grades 6-8)

Session 1 - (June 12 - June 23)

What do trebuchets, marshmallow launchers, catapults, and ballistas have in common? These are all devices we will be designing and building during the first two weeks of Summer Program this year! If you like building things from scratch, designing and modifying your ideas, constructing prototypes to test the laws of physics? If you answered yes to any of this, this is the program for you. Students will be challenged daily using STEM to create their own device from an assortment of materials to build a fully functioning mechanism which can hit a target from varying distances. Other learning opportunities will include sports, music, swimming, investigating and recreational activities. Each week will conclude with an off-site activity that will culminate the week's events. Come join us for a fun, physical, hands-on, academic, and exciting two weeks.

Swiftly on our Appy ways (Grades 6-8)

Session 2 - (June 26 - July 07)

Returning to the modern day, the second session will provide students with the basic tools to design and build an Apple App Store app. Beginning with an in-depth exploration of the Swift Programming Language, the language used to build standard iPad and iPhone apps, we will then go through the design process to generate ideas and start building a functional app. Delivered by a Swift Playgrounds certified Apple Teacher, this session will stretch your creative and logical minds to their limits. In addition to all of this, other idea generating outdoor, arts-based and physical activities will round out our days with a full-day off-site activity being included each week.