



## Summertime Fun for Wellesley Students Grades K - 5

Week 1: July 9 - 12 • Week 2: July 16 - 19  
Week 3: July 23 - 26 • Week 4: July 30 - August 2

All classes are held at Sprague Elementary School  
401 School Street • Wellesley

The Wellesley Recreation Department is pleased to announce the renamed and revamped WINGS program. WINGS will now be known as **R.E.C.** (Recreational Enrichment Classes).

We are thrilled to be able to offer some new and exciting educational and enrichment classes this summer such as Vet School, Coding, 3D Construction and Exploring Science just to name a few. Many classes are offered in both the AM and PM sessions.

A brochure of R.E.C. will be sent home through the Wellesley Public Schools and is available for download at our website: [wellesleyrec.org](http://wellesleyrec.org)

*R.E.C. programs offered by:*

**WELLESLEY RECREATION**

781.235.2370 • For more info, visit: [wellesleyrec.org](http://wellesleyrec.org)



# R.E.C. REGISTRATION & PROGRAM INFORMATION

## REGISTRATION IS OPEN!

Wellesley Recreation Department provides online program registration. Online registration spaces will be limited which will allow those who do not have access to the system to register using other methods. We HIGHLY recommend that you sign in to the online system a few days prior to registration to make sure that your account is working properly. You will need a username and password in order to utilize the online program registration system. Call the Recreation Office during regular office hours (M-F 8:30-4:30) to receive your username and password.

### PROGRAM COORDINATORS:

Astrid Mazariegos: On-site Coordinators

Chad Norton: Wellesley Recreation Coordinator

### GENERAL INFORMATION:

The R.E.C. programs run at Sprague School, 401 School Street, Wellesley

**AM Session:** 9 - 11:45 am

**Lunch:** Students attending both the morning and afternoon sessions will have lunch followed by a short recess inside or outside weather permitting.

**PM Session:** 12:30 - 3:15 pm

### QUESTIONS?

Contact Chad Norton: [cnorton@wellesleyma.gov](mailto:cnorton@wellesleyma.gov)

### DROP OFF / PICK UP

Adults must accompany their child to the first class each day.

Students leaving at the end of the AM session should be picked up at 11:45 am on the sidewalk in front of the school where they will be waiting with the teachers.

You may use the LIVE car line or park in the large parking lot and walk to meet your child. Please do not attempt to park in the semi-circle.

If your child will be picked up by someone other than the parent, we must be notified in writing of who will be responsible for picking up your child that day and give the information to the Director on site. We will notify your child's teacher.

### MEDICAL ISSUES

If your child has any medical issues, please plan to meet with the R.E.C. nurse. Remember to bring all necessary documentation with you the first day your child attends. Children entering Kindergarten will need to provide us with current health forms and immunization records.

## Wicked Cool Vet School

322502

(Entering Grades K - 5)

Do you dream of becoming a veterinarian? Grab your lab coat, animal lovers, as we learn about our favorite furry, flying and fishy friends! Follow a furry "patient", make amazing animal models, build big bones, and investigate animal intestines from our favorite vertebrates: birds, mammals, reptiles, amphibians, and fish. End the week with a featured visit with a live animal.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

## Little Passports

322525

(Entering Grades 1 - 3)

Are you excited to travel? Ever want to explore new countries and learn how other people live? If so, this class is for you, little traveler! We are going to travel around the world (via Google Earth & our imaginations) and visit a new country daily! You'll get a stamp in your passport and then, off we go! We'll do a craft from the country we are visiting, listen to local music, and hear a story. More surprises are in store.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 23 - 16	9 - 11:45 am
03	Mon-Thu	July 30 - Aug 2	9 - 11:45 am

## Crochet

322509

(Entering Grades K - 5)

Kids of all ages can learn how to crochet. This is a beginners course and will have project available for all ages. Projects may include chaining, scarves, granny squares, hats, plushies and more! Open to all levels of experience.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	12:30 - 3:15 pm
02	Mon-Thu	July 16 - 19	12:30 - 3:15 pm
03	Mon-Thu	July 23 - 16	12:30 - 3:15 pm
04	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Weaving, Knotting & Sewing

322510

(Entering Grades K - 5)

Kids of all ages can learn the art of crafting. From sewing, needlepoint, crochet, to friendship bracelets and gimp, projects can include keychains, bracelets, plushies, pillows, hats, scarves and many more. Open to all ages and experience.

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01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 16 - 19	9 - 11:45 am
03	Mon-Thu	July 23 - 26	9 - 11:45 am
04	Mon-Thu	July 30 - Aug 2	9 - 11:45 am

## Gadgets & Contraptions

322543

(Entering Grades 1 - 5)

Design, build, and experiment with classic moving gadgets and investigate how they work. Tinker with tops and construct zany ziplines. Create cars that move with magnets. Conquer kinetic energy with wind-ups and rubber band powered playthings. Build an awesome motorized doodling robot friend.

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	9 - 11:45 am

## Wicked Cool Science

322533

(Entering Grades K - 5)

These kid-approved top-10 STEAM experiments are sure to be a hit with any junior scientist. Grow giant glowing cubes, create crazy chemical reactions, make glow sticks glow brighter and delight your friends with magic fish. Make a DNA necklace with real DNA and harness the power of the sun. Kids get a lab coat and safety glasses to wear all week and take home, too!

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	9 - 11:45 am



## A Week Of Songs

322529

(Entering Grades K - 5)

Do you like to learn and sing different songs? Is music your favorite class at school? Then this class is for you! Join Jessica Dalrymple, a graduate of the Wellesley Public Schools and a Music Education student at Westminster Choir College in Princeton, NJ, for a week of learning a variety of fun songs. We will learn multiple short songs that may be paired with some movement or instruments in a safe and supportive learning space. On our first day of class, we will learn different "Welcome Songs", and we will spend the rest of the week learning various songs from different countries, cultures, and even songs in different languages. We will learn boy percussion, and/or basic dance moves for certain songs, and you will also be introduced to improvisation, and the solfege syllables and hand-signs. Sign up for this class to have a fun week of singing together!

### Week of July 9 - 12

S#	Grades	Day	Times
01	K - 2	Mon-Thu	9 - 11:45 am
02	3 - 5	Mon-Thu	12:30 - 3:15 pm

### Week of July 16 - 19

S#	Grades	Day	Times
03	K - 2	Mon-Thu	9 - 11:45 am
04	3 - 5	Mon-Thu	12:30 - 3:15 pm

### Week of July 23 - 26

S#	Grades	Day	Times
05	K - 2	Mon-Thu	9 - 11:45 am
06	3 - 5	Mon-Thu	12:30 - 3:15 pm

## Literacy Reading

322506

(Entering Grades 2 - 3)

Practice building vocabulary, expanding phonetic skills, improving comprehension and developing fluency. Students will read a variety of genres and use thinking maps to organize ideas for creative writing experiences.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 16 - 19	9 - 11:45 am
04	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

S#	Day	Dates	Times
05	Mon-Thu	July 23 - 26	9 - 11:45 am
06	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

## Intro To Kindergarten

322512

(Entering Grades K - 1)

Entering Kindergarten students will learn the basic routines and expectations of a typical kindergarten classroom. Each day will include a morning meeting, read aloud, language arts activities, math games, snack center time activities and outdoor play that is focused on developing gross and fine motor skills as well as building new friendships.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 16 - 19	9 - 11:45 am
04	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

## Leap Into 1st Grade

322504

(Entering Grades K - 1)

Leap Into 1st Grade is all about summertime fun while getting ready for 1st grade. During this course, we will review kindergarten skills and explore some new grade one concepts. Be ready for lots of activities, great stories, arts & crafts and even some fun with food. Themes like Ocean Wonders, Exploring Nature and Amazing Animals will be incorporated. Come join the fun and LEAP IN!

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 30 - Aug 2	9 - 11:45 am



## Soar Into 2nd Grade

322524

(Entering Grades 1 - 2)

Want to have lots of fun this summer while getting ready for 2nd Grade? Each week we will read fun, interesting stories, complete fun activities to build ELA and math skills, make creative craft projects, explore science activities and participate in exciting games. It will be a BLAST!

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	9 - 11:45 am
02	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Intro to 4th Grade

322507

(Entering Grades 3 - 4)

Come join us as we dive into practicing fourth grade literacy and math skills. Practice your problem solving skills and enhance your mathematical abilities while playing games! You will also build comprehension skills by reading a variety of books and engaging in read aloud discussions.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am
02	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 16 - 19	9 - 11:45 am
04	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

## Math & Art

322545

(Entering Grades K - 5)

Through the lens of math, students will be inspired to see the connections between art and the world around them. This class is jam-packed with ideas on integrating math with art history. Students will use geometry, fractions, patterns, and tessellations to make unique art work. These fun art projects have many different math connections like counting, comparing, and symmetry! Children will love exploring math concepts with these hands on, creative art projects.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am

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03	Mon-Thu	July 23 - 26	9 - 11:45 am

## LegoMania

322511

(Entering Grades 1 - 4)

Calling all LEGOMANIACS! Are you obsessed with Legos? Think you can build anything you set your mind to? If so, this class is for you! We will brainstorm, build, and engineer our way through some amazing design challenges like lego skyscrapers, bridges and carnival rides. Come with an open mind and be ready to have fun!

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
02	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Backyard Mammals

322536

(Entering Grades K - 2)

What is a mammal? Learn about mammals that can live in your backyard habitat. Go on walks to observe these mini mammals. Where they live, what they eat. What is similar or different about the mammals, their homes and what they eat? Create a mini mammal using craft materials.

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

## Woodworking

322537

(Entering Grades K - 5)

Assemble fun projects out of wood. Take pride in making something useful. You will amaze your friends and family when you bring your creations home. Using hammers, nails, sandpaper and paint, children will build an assortment of crafts including a birdhouse, picture frame, sailboat, coasters and a key holder. All wood is pre-cut to ensure safety.

Week of July 9 - 12

S#	Grade	Day	Times
01	3 - 5	Mon-Thu	12:30 - 3:15 pm

Week of July 30 - Aug 2

S#	Grade	Day	Times
02	K - 2	Mon-Thu	12:30 - 3:15 pm

## Sports, Fitness, Nutrition

322522

(Entering Grades 1 - 5)

Let the active adventure begin! This class is great for active children, as well as children who need a little motivation to get up and moving. We will be playing various sports and games each day, keeping it engaging and interesting. We will be working hard on many skills as well, like throwing, catching, hand-eye coordination, and others to help kids excel in any sports or active games they are interested in. Teamwork, sportsmanship and positive attitudes will be focused on in this class as well.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
02	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

S#	Day	Dates	Times
04	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Code - Course 1

322517

(Entering Grades 2 - 4)

Students should have the opportunity to learn computer science. Skills developed - critical thinking, logic, persistence, and creativity - help students excel at problem-solving in all subject areas, no matter what their age. Working with curriculum developed with Code.org, an exciting and engaging week-long experience allows students to explore the limitless world of technology, beginning in elementary school. An individual laptop will be provided to each student during class. Students create computer programs with loops and events and write algorithms for everyday tasks. Through this they learn to collaborate with others meaningfully, investigate different problem-solving techniques, persist in the face of difficult tasks, and learn about Internet safety. By the end of this course, students create their very own custom game or story that they can share.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am

S#	Day	Dates	Times
02	Mon-Thu	July 16 - 19	9 - 11:45 am

## What's Bugging You

322527

(Entering Grades K - 5)

What makes an insect unique? Be a scientist and observe insects in their habitat. How are they the same or different? Learn how important insects are. Create your own big bug with craft materials.

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	9 - 11:45 am

## Deep Blue Sea

322551

(Entering Grades K - 5)

If you've ever wanted to be a marine biologist or an oceanographer, come take the plunge into Deep Blue Sea! Create models of ocean invertebrates and a dazzling coral garden. Dive deep with dolphins and find out about fish that bioluminesce (emit light). Tame the tides and ride the waves in this wicked cool oceanic adventure and grow your own cryptobiotic Sea Monkeys to take home.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

## Code - Course 2

322538

(Entering Grades 2 - 5)

Students create programs with loops, events, and conditionals and write algorithms for everyday tasks. They will translate their names into binary, investigate different problem-solving techniques, and discuss societal impacts of computing. By the end of the curriculum, students create interactive games or stories they can share. While the description of some lessons may look similar to lessons in the Course 1, this review is important for those who have taken Course 1 as most will be at the lower elementary level. The complexity and depth of topics discussed are scaffolded appropriately to provide all students a rich and novel experience. Students starting in Level Two will be students who have completed Level One.

Week of July 9 - 12

S#	Grade	Day	Times
01	2 - 5	Mon-Thu	12:30 - 3:15 pm

Week of July 16 - 19

S#	Grade	Day	Times
02	3 - 5	Mon-Thu	12:30 - 3:15 pm

Week of July 23 - 26

S#	Grade	Day	Times
03	2 - 5	Mon-Thu	9 - 11:45 am

Week of July 30 - Aug 2

S#	Grade	Day	Times
04	2 - 5	Mon-Thu	9 - 11:45 am



## Do You Believe in Magic?

322546

(Entering Grades 1 - 5)

ABRACADABRA! ALAKAZAAM! Do you know how to tie a knot in your mouth? Can you make coins disappear? Astound your friends and family with some AMAZING tricks! Children will practice many supernatural feats of magic including The Vanishing Quarter Trick, The Straw and String Trick, card tricks and Math-Magic. These aspiring magicians will perform their sleight of hand magic tricks for parents and students at our end of session Magic Show!

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

## Scratch

322554

(Entering Grades 3 - 5)

Scratch is a computer programming application, developed by the MIT Media Lab, which allows users to create and share their own interactive stories, animations and games. It is easier to use than traditional programming languages, as it consists of graphical blocks which snap together. By thinking logically and communicating clearly with the computer, students will explore and create projects which support the concepts of problem solving. Collaboration is stressed, as we cover various concepts in algebra, number, shape and space, and measurement and data. These ideas are included in creative ways as the student builds and designs. Elements of understanding in creating video games are investigated. Individual laptops are used throughout the class.

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

S#	Day	Dates	Times
02	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Brain Games

322500

(Entering Grades 2 - 3)

Do you like puzzles, brain teasers and thinking outside the box? If so, this class is for you! We will be exploring both math and literacy-based "brain games" to fight summer "brain drain"!

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	9 - 11:45 am

02	Mon - Thu	July 16 - 19	12:30 - 3:15 pm
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## 3D Construction Studio

322550

(Entering Grades K - 5)

Calling all emerging artists, inventors and engineers! Choose your own materials and use your own ideas to build a 3D construction. Learn how to make attachments without glue or tape. Later move onto building 3D constructions using cardboard, string, wire, and plastic. Paint the "skin" of your construction and create a miniature person or animal that can fit inside.

Week of July 9 - 12

S#	Grades	Day	Times
03	3 - 5	Mon-Thu	9 - 11:45 am

Week of July 16 - 19

S#	Grades	Day	Times
05	K - 2	Mon-Thu	9 - 11:45 am

## Are You Game

322556

(Entering Grades 1 - 2)

Build mathematical thinking skills through number games and puzzles. Develop efficient mental math strategies for addition and subtraction using egg cartons, coins, 100's charts, and number lines. Play mathematically meaningful games to expand your number sense and strengthen place value concepts. Practice skills and increase computational fluency playing engaging dice and card games. Discover basic principles of geometry while solving ancient Chinese puzzles. At the end of each session, students will bring home many of the materials needed to play the games introduced during the week.

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04	Mon-Thu	July 30 - Aug 2	9 - 11:45 am

## How To Writing

322503

(Entering Grades 1 - 2)

Begin (or continue) exploring how-to texts and how-to writing! Students will have opportunities to explore mentor texts and apply what they learn to their own writing. All will be invited to share their work during and at the end of the course.

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	9 - 11:45 am

02	Mon - Thu	July 23 - 26	12:30 - 3:15 pm
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## Karate

322541

(Entering Grades K - 5)

An outstanding martial arts program concentrating on focus, concentration, discipline and respect. Students are introduced to martial arts in a traditional yet fun way. Lots of jumping, spinning, punching and kicking, but always in a controlled manner. Students will learn practical self-defense as well as an exciting introduction to weapons and swordsmanship. Students receive a free uniform at no additional cost. Don't miss this class!

S#	Day	Dates	Times
01	Mon - Thu	July 23 - 26	12:30 - 3:15 pm

## Hands On Electronics

322552

(Entering Grades 3 - 5)

Tinker with electronics while learning the basics of computer programming. We begin by experimenting with the fundamentals of electronics and circuitry, and step up to projects where our class of young makers will design their own interactive and programmable devices. Participants use the latest tools including Arduino (for building interactive devices) and Raspberry Pi (for learning about computers and coding) to experiment with LEDs, resistors, motors, and programming. Each class day gives participants the chance to design a hands-on project with the guidance of skilled Circuit Lab instructors.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

## Rocket Science

322553

(Entering Grades 1 - 5)

Rocket Science '18 features our favorite rocket, the customizable E2X, perfect for the young aerospace engineer. Keep a Commander's Log as you investigate the solar system, design a satellite, and build a space base for an astronaut. Go on an out of this world adventure making galactic slime and glittering galaxies. Blast off with a solid fuel high-flying rocket launch at the end of the week, weather permitting.

S#	Day	Dates	Times
01	Mon-Thu	July 30 - Aug 2	9 - 11:45 am

## Intro To Theater

322549

(Entering Grades K - 3)

An introduction to the wonderful world of theater! The children will be assigned equitable roles to play; through character development, improvisation and scripted dialogue, they will bring a story to life. They will also help to gather and / or make simple props to use. Costumes and other props will be provided by the instructor. Family and friends are invited to attend an informal performance at the end of the last day. Please have your child dress comfortably each day, with lightweight shoes, and bring a snack and water bottle to each class.

S#	Day	Dates	Times
01	Mon-Thu	July 23 - 26	9 - 11:45 am
02	Mon - Thu	July 23 - 26	12:30 - 3:15 pm

## Jr. Code Gaming 1

322520

(Entering Grades 2 - 5)

This class builds on topics that were covered in the Foundations level and is perfect for students who want to explore the options of creating their own games. Your child will apply their coding skills and expand their skills to develop games that will test their understanding and reinforce their critical thinking skills.

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S#	Day	Dates	Times
04	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Jr. Code Gaming 2

322580

(Entering Grades 2 - 5)

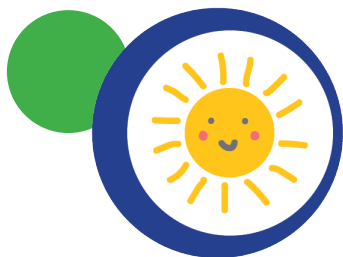
Take your gaming to the next level and learn game-development skills by building a variety of games, like mazes, trivia and Mad Libs. This class builds on topics that were covered in the Gaming Level 1 class and is perfect for students who have completed that class and want to explore the options of creating their own games. Your child will apply their coding skills from Foundations and Gaming Level 1, and expand their skills to develop more intricate games that will test their understanding and reinforce their critical thinking skills.

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03	Mon-Thu	July 23 - 26	12:30 - 3:15 pm

S#	Day	Dates	Times
04	Mon-Thu	July 30 - Aug 2	9 - 11:45 am



## You Can Do The Rubik's Cube!

322523

(Entering Grades 3 - 5)

Learn to solve the Rubik's Cube! In one week, you will learn to solve all (or at least part) of a Rubik's cube on your own. Learning how to solve 2x2 and 3x3 Rubik's Cubes will give you great practice following directions, perseverance, resilience, and having a growth mindset. All great qualities that will carry on through the school year. Learn to solve, increase your speed and also try your hand at building some Rubik's Cube mosaics!

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03	Mon-Thu	July 30 - Aug 2	9 - 11:45 am



## R.E.A.D.

322531

(Entering Grades K - 1)

R.E.A.D. - Really Entertaining And Delightful is an enrichment class where your children will learn and have lots of fun. Each day we will read a new book, have a book discussion, do a writing activity, complete a craft and play phonic game. "Miss Nelson Is Missing" and "Don't Let The Pigeon Drive The Bus" are some of the books we will enjoy. The key to this class is that learning can be fun and the children will feel confident with their reading and writing during the upcoming school year.

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02	Mon-Thu	July 9 - 12	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 16 - 19	9 - 11:45 am
04	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

S#	Day	Dates	Times
05	Mon-Thu	July 23 - 26	9 - 11:45 am
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S#	Day	Dates	Times
07	Mon-Thu	July 30 - Aug 2	9 - 11:45 am
08	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

S#	Day	Dates	Times
07	Mon-Thu	July 30 - Aug 2	9 - 11:45 am
08	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Summer Scrapbooking

322505

(Entering Grades 1 - 3)

In Summer Scrapbooking, students will learn to document their favorite memories in their own custom made scrapbooks! We will discuss the scrapbooking process, then assemble and decorate books of our own. Please send students with photos, and other mementos they may wish to use.

S#	Day	Dates	Times
01	Mon-Thu	July 30 - Aug 2	9 - 11:45 am
02	Mon-Thu	July 30 - Aug 2	12:30 - 3:15 pm

## Exploring Science

322515

(Entering Grades 1 - 4)

Students will be exploring the scientific methods with the use of hands-on experiments and a based approach. The course will have a different focus each week with a variety of experiences and high interest. Topics: SPACE (Wk 1), ANIMALS (Wk 2), GEOGRAPHY/GEOLOGY (Wk 3), WATER (Wk 4).

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S#	Day	Dates	Times
02	Mon-Thu	July 16 - 19	9 - 11:45 am

S#	Day	Dates	Times
03	Mon-Thu	July 23 - 26	9 - 11:45 am

S#	Day	Dates	Times
04	Mon-Thu	July 30 - Aug 2	9 - 11:45 am

## Circuit Makers 101

322548

(Entering Grades 1 - 3)

Let's get creative with electricity! In this junior version of our hands-on electronics class, students will gain experience with creating their own electronics; designing custom light-up greeting cards, electric games, mazes, and even musical instruments. Each class day consists of a circuitry lesson and a hands-on electronics project, using components like lights, buzzers, switches, motors, and sensors. Circuit Lab staff will make sure participants create a project that they can be proud of each day. Most class days include a take-home project.

S#	Day	Dates	Times
01	Mon-Thu	July 9 - 12	9 - 11:45 am

## Building Blocks

322519

(Entering Grades K - 5)

Building Blocks is a fun, enriching experience for your child, building new projects each. Kids will have an opportunity to develop and expand their creativity and imagination while uses different tools and materials to build their projects. When children build and invent new things it reinforces science, technology, engineering and math concepts. Children will have an opportunity to develop an appreciation for how things work. This class fosters teamwork, problem solving skills, collaboration, and imaginations. Building Blocks is a safe, enriching environment to create and play.

S#	Day	Dates	Times
01	Mon-Thu	July 9 -12	12:30 - 3:15 pm

S#	Day	Dates	Times
02	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

S#	Day	Dates	Times
03	Mon-Thu	July 23 - 26	12:30 - 3:15 pm



## Sculpting Fun

322542

Grades K - 5

Pinch? Pull? Twist? How will you change the clay with your hands while creating your sculpture? Explore how to create a sculpture that is strong and will last! Add texture to your clay with a carving stick. When combined with your imagination, the potential of your clay is endless.

Week of July 23 - 26

S#	Grades	Day	Times
01	3 - 5	Mon-Thu	9 - 11:45 am

Week of July 30 - Aug 2

S#	Grades	Day	Times
02	K - 2	Mon-Thu	9 - 11:45 am

## Creative Writing

322501

(Entering Grades 2 - 3)

Welcome to the wonderful world of creative writing! Students will be invited and encouraged to use their imaginations and get a little silly in this fun, inventive course. We will explore the creative writing process through poetry, circle stories and more.

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	9 - 11:45 am
02	Mon - Thu	July 16 - 19	12:30 - 3:15 pm

## Puppet Drama

322530

(Entering Grades 2 - 5)

Dramatizing stories with puppets is a FUN way to develop language and build beginning literacy skills. As students rehearse their lines, they strengthen their oral reading fluency and expression. Using hand-puppets and a large puppet theater, groups of children will act out well know folktales such as The Three Billy Goats Gruff and the Three Little Pigs. Our session will culminate with a performance for parents and students.

S#	Day	Dates	Times
01	Mon-Thu	July 16 - 19	12:30 - 3:15 pm

