



IT TAKES A VILLAGE TO  
EDUCATE A CHILD

## CAMP ITINERARY

*"Tell me and I forget. Teach me and I remember.  
Involve me and I will learn."  
-Benjamin Franklin-*

### **Cultivating social and leadership skills through S.T.E.A.M!**

Our primary goal is to help boost the self-esteem and confidence of our campers through positive experiences. Each class will start out with an inspirational message to help children start their day RIGHT and believe in themselves. Because we know how important it is for our students to retain their math and ELA skills, we will dedicate time to helping our campers improve their math and ELA strategies. **All of our classes are taught by professionals within the field of STEAM!** Our tutoring will be supervised by a certified teacher and proprietor of Tutoring Solutions. Our Stomp OUT Bullying self defense class will be run by our Jungle Gym expert.

All of our classes are hands on interactive sessions where students will use their critical thinking skills to solve problems. Our classes use a "team approach" to help students become better team players and leaders. The following skills are weaved into the curriculum: social and leadership skills, problem solving, goal setting, mindfulness, respect, responsibility, team player skills and more. We use disguised learning to grab student's interests and help them learn in a fun, engaging, supportive environment. Time will be dedicated to helping our students learn the power of a dollar and how they can use financial tools and techniques to create a strong financial foundation for their future.

#### **July 9 – 13<sup>th</sup>**



**Robotics.** Experience cutting edge technology with the introduction of LEGO MINDSTORMS' EV3 Robotics. This is a fun and creative learning experience for students. They will work in teams to solve challenges by building and programming robots using the LEGO® Mindstorms' Robotics. In addition to having fun, participants learn about robotic programming, problem solving, and teamwork. Students will be captivated as they incorporate the newest generation of motors, sensors and software by programming their commands directly into the intelligent brick.

#### **July 16<sup>th</sup> – 20<sup>th</sup>**



### **Introduction to Engineering.**

Students will be exposed to different engineering concepts. They will use their critical thinking skills to problem solve and create exciting models. Through open and focused exploration, children will design and construct a number of engineering projects. E.g., Helicopters (Aerospace Engineering), Sail Boats (Marine Engineering), Candy Catapults (Mechanical Engineering), and Windmills (Environmental Engineering).

### **July 23<sup>rd</sup>-July 27<sup>th</sup>**

It's all about the **Arts in STEAM!** We will focus on helping children use their artistic skills. Let's see where their imagination will take them! The week will culminate with a workshop run by **Charles Fazzino's Art Studio.**



### **July 30<sup>th</sup> – August 3<sup>rd</sup>**

Learn about the exciting world of **ARCHITECTURAL Design and Entrepreneurship!** Students will be taught how to turn their interesting ideas into a business. They will learn about the basic components that go into setting up and running their own company. Classes will be taught by an entrepreneurship professor and professional architects from **KTM Architect.** This week will culminate with a presentation at Iona College's HYNES Entrepreneurship Center on August 3 toward the end of the day. Parents are encouraged to join us!

*We will do our best to stick with the above schedule, however, we reserve the right to make adjustments to the schedule without written notice. Any adjustments will maintain the integrity of the program!*

**Why FIT IN when you were born to STAND OUT!**

Dr. Seuss



