Welcome to Kids’ College
Leesburg
352-365-3556

How to Register:

Mail: Easiest & Earliest Way To Register

Mail-in Registrations Accepted Immediately!

Drop-Off Accepted:
Drop-off registrations will be accepted and added to the mail-in registrations.

Scanned and emailed registration accepted at: kcreg@lssc.edu
Because of size, it is best to use the web registration form located on the Kids’ College website:
www.Lssc.edu/kidscollege

Faxed in Registration accepted: 352-435-5044

Late Registration Fee Begins:
If space is available, a $25 late registration fee begins:
• Program 1 - June 7-9, Tuesday through Thursday
• Program 2 - June 21-23, Tuesday through Thursday
• Program 3 - July 5-7, Tuesday through Thursday

Last Day to Register:
• Program 1 - June 9, Thursday
• Program 2 - June 23, Thursday
• Program 3 - July 7, Thursday

In order not to compromise the efficiency of the program, NO registrations will be accepted after the above dates.

Avoid Registration Delay:
To avoid delays in registration, mark 3 choices for each class period your child will be attending. Do not select your 1st choices as 2nd and 3rd choices in other periods because if your first choice is full one period, we will automatically look to see if it is offered and available another period. We need to have other choices to select from when a class is full.

Kids’ College T-Shirt & Cap (optional):
• $16 for Cap • $16 for T-Shirt • $27 for both when pre-ordered with registration.
  If purchased after registration:
  $16 Cap, $16 Shirt or both for $32

Register Early By Mail Don’t Delay!

Program 1 • June 20 - June 30 (8 days)
• 8 Mornings, 9:00 to 12:15 pm • 8 Afternoons, 12:45 to 4:00 pm
Late Care: 4:00-5:30 pm, 8 days

Program 2 • July 5 - July 14 (7 days)
• 7 Mornings, 9:00 to 12:15 pm • 7 Afternoons, 12:45 to 4:00 pm
Late Care: 4:00-5:30 pm, 7 days

Program 3 • July 18 - July 28 (8 days)
• 8 Mornings, 9:00 to 12:15 pm • 8 Afternoons, 12:45 to 4:00 pm
Late Care: 4:00-5:30 pm, 8 days

No Fridays!

Fees Half & Full Days:

• First Time Participant of Kids’ College: $12
• Program 1 (8) Half Days: $104 (8) Full Days: $208
  • Late Care Program 1: $39, 8 days
  • After Care Minecraft Program 1: $46, 8 days

• Program 2 (7) Half Days: $92 (7) Full Days: $184
  • Late Care Program 2: $34, 7 days
  • After Care Minecraft Program 2: $41, 7 days

• Program 3 (8) Half Days: $104 (8) Full Days: $208
  • Late Care Program 3: $39, 8 days
  • After Care Minecraft Program 3: $46, 8 days

Sign up for Late Care on the registration form.

Processing Fee (only if changes):
Due to the popularity of the program and the tracking/paper work involved, we must charge a $20 processing fee for change of class once registered. To avoid this fee, please take time to discuss all classes with your child so you will register them in the appropriate classes the first time.

Refunds:
Because of the processing time involved, we must retain a $45 fee if you choose to withdraw your child from a session. The balance will be refunded as long as you personally contact the Continuing Education Office and follow-up with a written notice ten days before session begins. Due to the popularity of the program, this will allow us a chance to let someone else have your spot.
Special Notes

Our 28th Year! 78 Classes To Choose From and 21 NEW!

Kids’ College Rocks 2016

When to Arrive...

Morning Session:
• Arrive 8:30-9:00 am, Gymnasium
• 7:30-8:30 Complimentary Early Care

Afternoon Session:
• Arrive 12:30 pm, Gymnasium

Performance Days:
If your child is performing, you are welcome to come in and view the performances the last day of each program. Performances usually take place from 12:15-12:45 the last day during announcement period. Watch for more information to come home with your child.

Afternoon Students:
Students should arrive early, around 12:10 on performance days and morning students might want to stay until 12:45 pm on that day.

Performance Dates:
• Program 1: June 30, Thursday
• Program 2: July 14, Thursday
• Program 3: July 28, Thursday

Confirmation Letters:
Confirmation letters will be sent out end of May. You will receive a letter only if your registration is in hand by the end of May. Otherwise, you will get your label with classes listed either at orientation or on the first day of Kids’ College.

Orientation Session:
We will have an optional brief orientation on Wednesday, June 8, 2016 at 5:30 p.m. in the college Gymnasium. Some teachers will be present at this orientation and you will have the opportunity to meet them.

Rainy Days:
On rainy days, outdoor activities will move inside. No make-up days will be held if unforeseen weather disrupts Kids’ College.

Age Levels for Classes:
There are classes offered every period specifically for the younger and older students. If a class does not list grade level, all grade levels may enroll.

Supervised Drop-Off and Pick-up Times
This will take place in the gymnasium during supervised times listed below.

Drop-off Times:
• 7:30 – 9:00 am Arrive for Morning Session
• 12:15 – 12:40 pm Arrive for Afternoon Session

Pick-up Times:
• 12:15 – 12:40 pm After Morning Session
• 4:10 – 4:35 pm After Afternoon Session
• 5:10 – 5:30 pm After Late Care

For the Safety of All Children:
You will be required to park and come into the gymnasium to check out your child.

If dropping off or picking up your child outside the normal drop-off and pick-up times listed, you must park and come to the Kids’ College Office, to check your child in or out with the teacher or staff. Watch for procedures in the confirmation letter.
Acting: Excitement of Musical Theatre
AM Program 1, Period 1
Do you dream of being a star on Broadway? This class will teach you what it takes to be a professional performer. Learn the hip, hooray, and ballyhoo of 42nd Street. Perform scenes and songs, study the techniques used in auditions, and become skilled with stage directions and movement. At the end of the class, perform in a musical theatre variety show, filled with singing, dancing, and acting. All new material for 2016! Instructor: Kaitlin Baxter

Acting: Improvisation Grades 3-9
PM Program 1, Period 3
Did you know that some actors don’t even use scripts? Instead they make it up on the spot using their imagination! Come play games, have a laugh, and learn a technique that’s useful both inside and outside of theatre. Every day will be something new. Instructor: Kaitlin Baxter

Acting: Kids on Stage
AM Program 1, Period 2
Have you dreamed of being on stage? Well why not find out what it takes to make it big! Perform scenes and play games all while learning what you need to know to star in a performance at the end of the session! Instructor: Kaitlin Baxter

Art: Ceramics
AM Program 1, Period 1 & 2; AM Program 2 & 3, Period 2; PM Program 2, Period 3
Students will explore hand building techniques of coil, slab and some pinch to create ceramic pieces. We will explore some new materials to enhance our pottery like glimmer stones and glass. We will create up to four take home pieces of art in our short time together. Our special bonus will be a turn at the pottery wheel on our last day together! Bring a spare shirt and come play in the clay with us. Instructor: Susie Kirkland

Art: Get Wired Up
PM Program 3, Period 4
Get wired up and excited over wire. Explore the possibilities of drawing in space. Create various wire sculptures from the realistic to the abstract. You will be only be limited by your imagination! Instructor: Susie Kirkland

Art: Neon Paintings
PM Program 1, Period 3 & 4; PM Program 2, Period 4; PM Program 3, Period 3
Students will explore the use of neon paints and create a variety of paintings and other painted neon items. These images will glow when viewed with black lights. Subject matter will be based on personal student interests. A variety of materials will be available so that the older students can work at a higher level and with appropriate materials. Instructor: Susie Kirkland

Art: Babysitting, Earning & Learning Easy Snacks
AM Program 1, Period 2
As you focus on basic childcare techniques, you will learn how to feed, diaper and bathe a baby. The class will focus on information needed to become a responsible babysitter. You will gain useful tips on how to acquire the necessary information needed from prospective clients. You will also make some nutritious and fun snacks. Instructor: Caroline Thomas

Basketball
AM Program 1 & 2, Period 1 Grades 2-6 Period 2 Grades 4-9
PM Program 1 & 2, Period 3 Grades 4-9 Period 4 Grades 2-6 Program 3, Periods 1, 2, 3 & 4 All Ages
Learn the FUNdamentals of dribbling, passing, and shooting a basketball through our daily drills, games and team competitions. Students will be grouped according to age, size, and ability. Coach: Ariel Betancourt and Calvin Fenlon
Baton Twirling
PM Program 1 & 2, Period 3 & 4
Have a fun and exciting time with baton twirling, flag batons, hoops and more. Students will have the opportunity to learn a complete routine and perform in front of an audience, in just eight days! Batons will be provided, or students may order their own baton for $20 at orientation or the first class. Come have a blast with our newest tricks and routines! 
Instructor Program 1: Janette Watkins; Program 2: Emily Pelton

Beads, Bags, & Bows
PM Program 1, Period 3
Show off your creativity by designing hair bows, handbags, and jewelry. You will be making an assortment of hair bows and jewelry that are great to keep for yourself or to give as a gift. Your new denim handbag will be "The Talk of the Town." Students must bring one small pair of old denim jeans. 
Instructor: Caroline Thomas

Beyond the Book (or Movie)!
PM Program 1, Period 3
Come share and explore your favorite books and movies in this class that will have you thinking about characters and plots in ways you never imagined! Create a collage of your favorite character, write alternate endings, act out favorite scenes, create quizzes, rap it out, and more! Class will end with a Beyond the Book Quiz Challenge! 
Instructor: Kelly Nadboralski

Board Games/Family Fun
PM Program 2 & 3, Period 4
Long before there was the Xbox or Play Station, even before Nintendo, there were board games to keep kids occupied and entertained. Thankfully, board games have survived the onslaught of computer games and gaming systems. Board games let families and friends spend quality time together to get to know each other. Board games are universal and timeless in their appeal. There will be plenty of strategies of this game that never grows old. There will be plenty of strategies of this game that never grows old. 

Bugs and Beyond
AM Program 1, Period 1; PM Program 1, Period 4
Roll up your sleeves and get ready to hike through nature collecting terrestrial organisms as well as aquatic organisms. Learn to identify and classify organisms. Dive into the Micro-world using a compound light microscope to see what animals live in a pond. Perform hands-on lab experiments with earthworms and pill bugs; learn their anatomy and their role as decomposers; make wondrous worm crafts; paint with dirt and make a Dirt t-shirt; create a terrarium; engage in animal adaptation games and learn the role animals play in the ecosystem. 
Instructor: Tessa Clark

Chemical Attraction
PM Program 3, Period 3
Grades 2-6, Period 4
Grades 4-9
Do you like to experiment and invent? Then this is the class for you. Young scientists will use chemistry to make snow, elephant’s toothpaste, ice cream, conduct magic tricks and much more. Students will have the opportunity to explore basic concepts and careers related to chemistry with music, games, and a hands on and fun approach. 
Instructor: Alia Perrone

Chess
PM Program 2 & 3, Period 3
Chess is truly the world-wide board game. Learn the basic moves and strategies of this game that never grows old. There will be plenty of practice and play time. 
Instructor: Chris Baltunis

Cake & Cookie Pops
PM Program 2, Period 4; AM Program 3, Period 2; PM Program 3, Period 3
Have you heard of them? OMG… they are so good! What a fun and delicious activity! Learn a collection of dazzling decorating techniques. Once you learn how to make these, the designs are endless and you get to decorate yours to your liking. Students will also learn how to create an edible arrangement & take home their masterpiece to show off their skills. Your family & friends will be begging you to make more! 
Instructor: Kelly Messer

Building a Miniature Golf Course
Grades 3 – 9
AM Program 2 & 3, Period 1
This is your chance to design a fun, challenging, and exciting putt-putt golf course that every kid would want to play. You will work with a team to design and build the ultimate golf course hole made of recycled materials. When the course is built, we will play a miniature golf tournament with prizes for the best design and top scoring golfers. Please collect a bag full of recyclable cardboard, plastic soda bottles, and other items that would make good obstacles in your course. 
Instructor: Program 1, Marni Whitehead

Chemistry Lab
AM Program 1 & 2, Period 2 Grades 2-6; PM Program 1 & 2, Period 4 Grades 4-9
Do you like to experiment and invent? Then this is the class for you. Young scientists will use chemistry to make snow, elephant’s toothpaste, ice cream, conduct magic tricks and much more. Students will have the opportunity to explore basic concepts and careers related to chemistry with music, games, and a hands on and fun approach. 
Instructor, Christine Kiser is a middle school science teacher. 

Leesburg: Kids’ College Rocks 2016

Grades 6-9
AM Program 1 & 2, Period 2
PM Program 2 & 3, Period 4
Thankfully, board games have survived the onslaught of computer games and gaming systems. Board games let families and friends spend quality time together to get to know each other. Board games are universal and timeless in their appeal. There will be plenty of strategies of this game that never grows old. There will be plenty of strategies of this game that never grows old.
Computers, Design a Game World
Grades 5–9
AM Program 1 & 2, Extends through Periods 1 & 2 – student will not enroll in a 2nd period class.
PM Program 3, Extends through Periods 3 & 4 – student will not enroll in a 4th period class.
Week 1: Working in teams, the students will create a video game through storyboards and computer programs. With help from the Internet, they will design characters and landscapes. They will then present their games to the Board of Directors (the class) who will determine the best game presented. Week 2: The student will create their own personal game through the use of a software program. The program and games created by them and their fellow students will be made available to take home at the final session. **Instructor:** Program 1 & 2, Kevin Von Maxey; Program 3, Linda Card

Computer Movie Maker
PM Program 1 & 2, Period 3 Grades 4–9
PM Program 1 & 2, Period 4 Grades 2–6
Using the free Windows Movie Maker, you will learn to import photos, videos and audio to create your own movies. Then you will enhance them with effects, transitions and themes for your own wonderfully creative production. If possible, bring your own digital camera to class. **Instructor:** Linda Card

Creative Crafts and Fun with Fuse Beads
PM Program 1, Period 3
Come and create your own designs using fuse beads (fun plastic animals, cars, names, etc.) in addition to making key chains, bracelets, door hangers, and picture frames. Have lots of fun learning how to make stained window art, ceramic animal paper weights, refrigerator magnets, tissue paper flower bouquets and more. Everyone will be able to take home their creations to share with their family and friends. **Instructor:** Karen Madle

Creative Writing: Imaginarium Planetarium
AM Program 2, Period 1 Grades 2–5; Period 2 Grades 4–9
Writing is an IMAGINARIUM PLATFORM that allows for creative thinking and a process of utilizing one’s own creative ability to create a super world. In this class, students will be creating a magical new super world with superheroes and villains. Through the student’s writing, students will be creating creatures, superheroes, spells, constellations, and holidays. Students will begins with maps to myths, cookbooks to folklore and even today’s newspaper. The IMAGINARIUM PLATFORM will allow the student to be creative in writing, language, and communication skills with the creation of a brand new world. **Instructor:** Kelly Hitz

Dance, Dance, Dance
AM Program 1, Period 1 & 2
While using today’s top 40’s music, students will learn dance steps and moves with rhythmic patterns. This class will be concerned with learning technical dance skills – ballet/lyrical, jazz/hip-hop, and choreography. Students will also learn how to present themselves to an audience and work to strengthen that presentation with different theatrical skills. Expressing oneself through movement is the basis of this class. **Instructor:** Briana Davis

Dancing Through the Decades
PM Program 1, Period 4
Take a trip through time and learn a variety of dances from the past century. Learn the Charleston from the 1920’s, swing from the 40’s, disco from the 70’s, hip hop from today, and every other decade in between. Each day new steps will be learned to create a fun dance for each decade. These routines will then be performed during an end of session recital. All new choreography for 2016! **Instructor:** Kaitlin Baxter

Debate It! Grades 6–9
AM Program 1, Period 1
Do you love to be right? Do you love to argue? Join in this explosive class to learn how to win any argument (almost) every time! Come have fun while you learn how to appeal to your audience and win them over while arguing about topics you love! **Instructor:** Kelly Nadboralski

Design, Sew, & Decorate
AM Program 1, Period 1
Combine your love of animals and sewing in this morning class. Design, sew and paint your own pillow and stuffed animal. Learn to accessorize and decorate. There will be both hand and machine sewing. **Instructor:** Caroline Thomas

Detective Crime Scene
PM Program 1 & 2, Period 4
Would you like to search for evidence, gather clues, and discover how science can help solve a mystery? From dusting for fingerprints to analyzing handwriting, this class will give you a first-hand look at how detectives and forensic scientists use science to solve real-life crimes. Make a plaster cast of a shoe, identify lip prints left on a glass, examine hair and clothing fibers, and practice chemistry to identify mystery substances. In no time at all, you’ll be thinking like a detective and performing experiments like a real forensic scientist! **Instructor:** Chantel Duval

Diary of You Grades 4–9
PM Program 2, Period 3
An interactive scrapbook just for you! Rodrick from Diary of a Wimpy Kid won’t have a thing on you when he sees your diary! How about a book with real zing! In this class you’ll learn how to make a fully interactive scrap book with pull tabs, page flips, and hidden pockets galore. You will not only leave with the start of an awesome scrap book, but...with the first chunk of your very own diary just like Rodrick....only a whole lot better! You will also leave with the knowledge to recreate these and other ideas on your own. Just imagine the hours of fun you will have turning your life in to a fully interactive book. **Instructor:** Kelly Hitz

Digital Creator
AM Program 3, Period 1 & 2
Unleash your creative spirit in this digital class that will have you using your thinking and creative skills! Explore websites that will help you create and write comics. Design your own word clouds! Report the news with a crazy headline generator or grow your very own stories! **Instructor:** Kelly Nadboralski
Instructor:

required for successful game play. While playing games we will practice offensive and defensive strategies and technique. Students will practice, develop and apply sport specific skills. Students will be engaged in small group activities and be taught positions, rules, and technique. Students will practice, develop and apply sport specific skills such as throwing, receiving, ball carrying, punting and flag pulling. While playing games we will practice offensive and defensive strategies required for successful game play. Instructor: Cassandra Gamble

**Drawing Japanese Comics, Beginner**

PM Program 1, Period 4

Love Japanese style comics and want to learn how to draw some of those great characters? Join in this drawing adventure as we create and write the beginnings of our very own stories! Class will focus on drawing heads, basic bodies, clothing, and Manga and Chibis animals. Bring your own artist sketch pad and pencils if you like! **Instructor: Kelly Nadboralski**

**Edible Math**

Grades 3-6

AM Program 3, Period 2

Math can be fun but can be even better using food. We will learn about shapes, fractions, area, volume, percentages, measurement, graphing and more using pretzels, chocolate bars, cheez its and other food items that we will then get to eat. So come join us and improve what you know about math, have fun creating shapes to learn and enjoy eating the snacks. **Instructor: Marni Whitehead**

**Engineering: The Great Challenge**

Grades 3-9

AM Program 2 & 3, Period 2

Do you like to compete against others in creative engineering challenges? Join us for some scientific “outside the box” thinking and creating that will put you in the Winner’s Circle. In this class, you will build and design towers, bridges, and vehicles that will be put to the test. Who can create the boat that will hold the most golf balls without sinking? Who can make the longest bridge? Who can make the highest tower? You will have a new opportunity to win every day! Are you up to the challenge? **Instructor: Reiko Alsobrook**

**Experience Japanese Culture**

AM Program 3, Period 3

Have you ever wanted to travel to Japan? Well you can, during your visit to Kids College. Learn how to count in Japanese, how to write your name in Japanese, and how to use chopsticks. Also, learn how to transform ordinary paper into amazing animals and objects. You will also learn the Japanese art of calligraphy. **Instructor: Marni Whitehead**

**Field Day Every Day**

PM Program 1 & 3, Period 4

Are you ready to have lots of fun? “Field Day Every day” is all about having fun, from hip pity hop relay to plunger relay. Students will learn how to develop their motor skills better by applying it to the fun games and activities that we will encounter. We also learn what teamwork is by working with others. There will be lots of fun activities each day to help develop teambuilding with one another. **Instructor: Cassandra Gamble**

**Flag Football**

AM Program 1 & 3, Period 1

This course is designed to introduce the beginning player to the basic skills and functional responsibilities of each player on a football team. Students will be engaged in small group activities and be taught positions, rules, and technique. Students will practice, develop and apply sport specific skills such as throwing, receiving, ball carrying, punting and flag pulling. While playing games we will practice offensive and defensive strategies required for successful game play. **Instructor: Cassandra Gamble**

**Great Mind’s Think Alike**

PM Program 2 & 3, Period 4

Have you ever had a great thought? We all have! You are a great thinker! So come along and think along with the great thinkers through history. Build a flying machine like DaVinci. Invent something like Edison. Explore the stars like Galileo. Discover gravity with Newton. Expand your mind as you explore great thoughts of scientists and mathematicians throughout history through hands-on activities and real live on-the-spot thinking! **Instructor: Marni Whitehead**

**Great Mind’s Think Alike**

PM Program 2, Period 3

Have you ever had a great thought? We all have! You are a great thinker! So come along and think along with the great thinkers through history. Build a flying machine like DaVinci. Invent something like Edison. Explore the stars like Galileo. Discover gravity with Newton. Expand your mind as you explore great thoughts of scientists and mathematicians throughout history through hands-on activities and real live on-the-spot thinking! **Instructor: Marni Whitehead**

**Harry Potter: Game Show Trivia**

Grades 4–9

AM Program 1, Period 2

Grab your parchment and quills for the Harry Potter edition of a Kids’ College favorite … Game Show Trivia! In this class, students will play a variety of quiz style games based completely on the Harry Potter book series. Students will compete in houses for house points and a house cup will be awarded on the last day. Of course, not all of the games are brain games … it would not be a Harry Potter experience without Quidditch! Knowledge from all canonical books written by J.K. Rowling is a must. Don’t miss out on this amazing opportunity to face-off against the best and brightest students at Hogwarts. **Headmaster: Allen J. Venezio**

**Harry Potter: Hogwarts Adventure**

AM Program 1, Period 1; PM Program 1, Period 4

Disembark from the Hogwarts Express and into the magical world of Harry Potter! Following the Sorting Ceremony, students will compete for house points in everything from wizard knowledge to the Quidditch Cup! Take classes in Potions, Care of Magical Creatures, Charms and Defense Against the Dark Arts. With lots of Harry Potter trivia, Bertie Botts Every Flavor Beans and loads of fun, this is one adventure you don’t want to miss! Unpack your cloak, leave the muggle world behind and accept your invitation to Hogwarts! We’ll see you at the start of term feast. **Headmaster: Allen J. Venezio**

**Harry Potter: Prefects in Training, Level II**

PM Program 1, Period 3

This class is designed as a second level Harry Potter course. Heavy emphasis will be placed on the original J.K. Rowling text. Although it is not a requirement, it is strongly recommended that students have read all seven volumes and have taken the Hogwarts class prior to registering for this advanced course. Activities will include character role-playing, intermediate to advanced trivia and lots of in-depth Harry Potter fun. If you’re ready to start your studies towards becoming a prefect, join the Headmasters for this magical journey back to Hogwarts! **Headmaster: Allen J. Venezio**

**Imagination Station**

PM Program 3, Period 4

Come take a journey into your own creative mind! Consider new possibilities such as: what does a song look like, where do fish fly, if you had a magic carpet where would you go? Then, use your imagination to create amazing works of art and writing! You never know what will happen in this class so come and let your imagination run wild! **Instructor: Kelly Nadboralski**
Journey into Rhythm
PM Program 2 & 3, Period 3
Do your pencils ever become drum sticks at your desk? Do you find yourself walking to a steady beat everywhere you go? Experience percussion using different tools and outlets: buckets, boomwhackers, the human body, and many everyday items in your home. Percussion experience not required.  **Instructor: Desiree Fernandez**

Jr. Engineer STEM Challenge Grades 2-6
PM Program 2 & 3, Period 3
Compete in daily challenges that test your science, technology, engineering, and mathematics skills. Show off your skills as you build, construct, and make inventions that will perform required tasks using limited supplies. Work to solve problems in given time limits. Work as individuals, in pairs, and in teams to rack up points toward final prizes.  **Instructor: Desiree Fernandez**

Kids In The Kitchen
PM Program 1, Period 4; PM Program 3, Period 3 & 4
A simple introduction to nutritious snacks with an international flair and no cooking involved, this class will teach you about nutrition while students learn to prepare easy “no cook” snacks. Students will be able to eat their creations. Students will participate in other activities such as place setting, table etiquette, napkin folding, and decorative centerpieces.  **Instructor: Marni Whitehead**

Lego Land Grades 2-5
AM Program 1 & 2, Period 1
Become a Lego Brick Master! You'll learn techniques to help build cool contraptions and work in teams to construct daily projects, like cars, planes, forts, and buildings! Teams will compete for points to decide who the ultimate Lego Brick Master is. At the end of the course, your team will work together with the other teams to create an entire themed city, using the skills you learned in class.  **Instructor: April Von Maxey**

Lego Land Advanced Grades 5-9
PM Program 1 & 2, Period 4
Future builders, engineers, and creative thinkers—this is a class built especially for you! Get ready for the ultimate Lego building competition! You'll learn advanced Lego building techniques and compete in a new contest every day. In teams, in pairs, or just by you, each event will bring a new challenge—whether it is building a spacecraft, military machine, imaginary city, or a futuristic vehicle. In the end, using a competitive points system, only one can be crowned as the ultimate Advanced Lego Brick Master!  **Instructor: Kevin Von Maxey**

Let’s Play Ball
AM Program 1, 2 & 3, Period 1; PM Program 1, 2 & 3, Period 4
For the sports enthusiast; learn several different sports and have fun playing games.  **Instructor: Program 1 & 3, Calvin Fenlon; Program 2, Cassandra Gamble**

Myth Busters
PM Program 1 & 2, Period 4
Can a human really lie on a bed of nails? Can you and your build team really design a duct tape bridge that will support a grown up’s weight? “On this episode of Myth Busters,” we’ve “ramped it up” with some awesome new experiments (along with the favorite classics) that will blow your mind. In Myth Busters, you really will “put it to the test!”  **Instructor: April Von Maxey**

Mythology, Monsters and More
PM Program 1 & 2, Period 3
Come travel to Mount Olympus on a magical journey to visit gods and goddesses as they embark on various adventures. Flex your muscles with Hercules and then chat with Aphrodite, the goddess of love and beauty. Toss out thunderbolts with Zeus and then dive deep into the blue ocean with Poseidon, his brother. Go on a treasure hunt with Jason as he searches for the Golden Fleece, but be careful! Look out for Medusa, the evil gorgon. If she catches you, she will turn you into stone with one evil look. In this class, students will read various heroic adventures, view presentations, complete art projects, journey on treasure hunts, and solve puzzles and mazes all pertaining to ancient Greek mythology.  **Instructor: Kim Fisher**

Nintendo DS Battle
PM Program 1 & 2, Period 3
Never play alone again! Challenge one friend or the entire class to your favorite video games in a multiplayer melee! If you share the game, we’ll play it! Imagine the destruction of a four-player Super Smash Bros match or a live 8-way Mario Kart race! It’s time to see who the best is. Dominate your friends. Students must bring their own Nintendo DS (any Nintendo DS Lite, DSI or 3DS) and are responsible for its care while on campus.  **Instructor: Kevin Von Maxey**

Outdoorsmanship
AM Program 1, 2 & 3, Period 1 & 2
What can we do out there? The great outdoors offers an endless arena for exploration. Learn solar time telling, basics of Morse and Semaphore signaling, getting clean water from the ground, first aid, plant and animal ID, making temporary furniture, orienteering and a variety of nature games. So, grab a big hat, and let’s head outdoors!  **Instructor: Chris Baltunis**

Party in the U.S.A.
AM Program 1, 2 & 3, Period 3
Keep the party going all day! Learn how to play classic party games like Charades, Win Lose or Draw, Uno, Skip-bo, and SWAP. Learn the steps to party dances like The Cupid Shuffle, The Cha Cha Slide, and other popular group dances. Learn group laughing games like Rubber Chicken, Oinking Game, Freeze Dance, and Sticker Stalker. The fun never ends!  **Instructor: Desiree Fernandez**
**Robotics Challenge** Grades 4-9
AM Program 1, Period 1; PM Program 2, Period 4
During these advanced sessions in Robotics, you will discover the advanced aspects of teamwork, planning, building, programming and competition with Robots! Building upon the skills learned in earlier sessions will take you to the next level in your engineering career. You (along with instructors) will be supplied with more complex robotics training that will allow you to expand your Robo-knowledge. Teamwork – You will learn how to share the work and have FUN! Planning- You will experience how to manage time and meet goals. Building- You will build ROBOTS! Programming- You will make the Robots do your bidding! The Competition- Time to put it all together. **Instructor: Anthony Ritter**

**Rockets** Grades 4-9
PM Program 1 & 2, Period 3
The ever popular Rocket Camp is back again. You will discover principals of atmospheric and space flight. You will build and launch three types of rockets, all with different power sources. Adverse weather conditions may prevent launches during camp. Beginning students will build a level 1 Estes Rocket and those returning will be given the choice of a level 1 or 2. This class is designed for those completing 4th grade and up. **Instructor: April Von Maxey**

**School of Rock** AM Program 1,2 & 3 Period 2
Have you ever wanted to be in a rock band? It’s easier than you think! Use drums, xylophones, booming bass bars, and a variety of percussion instruments to play the greatest classic rock and pop tunes and today’s biggest hits. No music reading or previous experience required - if you can keep a beat, YOU CAN ROCK! Instruments are provided. **Instructor: Desiree Fernandez**

**Science Daily Adventures** Grades 2-6
AM Program 2 & 3, Period 2; PM Program 2 & 3, Period 3
Get ready to become a scientist and watch as the classroom you enter transforms into a science lab. Using microscopes, we will look at plant and animal cells. Learn about life, physical and earth sciences while creating and investigating. How do water molecules move? How do liquids change? Find out as we test using various methods to observe the change. As we study earth’s structure, we will build a bridge out of different types of materials. Who knew Science could be this much fun! **Instructor: John Alvarez-Torre**

**Pitch Perfect**
*Formerly known as Glee for Me*
PM Program 1, 2 & 3, Period 4
Create and perform a Capella music without instruments as background accompaniment. Sing arrangements of current hit songs. **Instructor: Desiree Fernandez**

**Physics Fun**
AM Program 1 & 2, Period 1 Grades 4-9;
PM Program 1 & 2, Period 3 Grades 2-6
Do you like science? Do you love to build! Students will explore the laws of physics while designing roller coasters, racing balloon cars and creating zip lines and participating in an egg drop. **Instructor: Christine Kiser**

**Ready, Set, Craft** Grades 2-6
AM Program 2, Period 2
Crafting personal journals and custom cards for all occasions! You know those notes you pass in class...you ever feel they look boring? Jazz up those boring scraps of paper. Do you remember the last card you sent to Grandma? The message was right but the picture was all wrong. When you leave my class you won’t be passing scraps of paper or sending Grandma someone else’s work of art, instead you’ll be passing handmade cards created by you. Not only will you be leaving with the strategies to make them on your own, but you will be leaving with a box of them ready for delivery. Are you tired of staring at your boring black and white interactive math notebook? Imagine having your very own handmade notebook/journal. Not only will you stand out from your peers, but you’re teacher will be impressed as well. After this course, you will have made your very own personal handmade journal. You can use it to store everything from your personal thoughts and pictures to math notes. **Instructor: Kelly Hitz**

**Science Action**
AM Program 3, Period 1
Have lots of fun learning all kinds of science. You'll study organic chemistry by making plastic from milk. Make a Cartesian diver during physics. Discover how interesting science can be with lots of fun hands-on activities. Get into science... balloon-powered cars, duck calls from straws, rock candy crystals, make tie-dye tee shirts, “magic potions” from acids and bases and more. **Instructor: Alia Perrone**

**Robotics Challenge** Grades 2-5
AM Program 1, Period 2;
PM Program 2, Period 3
During this introductory session in Robotics, you will discover the basics of teamwork, planning, building, programming and competition with Robotics! Teamwork – You will learn how to share the work and have FUN! Planning- You will experience how to manage time and meet goals. Building-You will build ROBOTS! Programming- You will make the Robots do your bidding! The Competition- Time to put it all together! **Instructor: Anthony Ritter**

**Pirate Adventure** Grades 2-6
AM Program 2, Period 2; Program 3, Period 1;
PM Program 2, Period 3; Program 3, Period 4
Shiver Me Timbers and Ahoy Thar Maties! Have you ever wanted to speak the pirate language? Do you love adventures? Each camper will get the chance to design a pirate flag, learn about “pirate codes”, train in swashbuckling foam sword hand to hand combat, navigate using a map and compass on a pirate treasure hunt and perfect their rope and knot-craft. All this and more as we don our pirate hooks, eye patches, wooden legs and garrrrrrb! Yo Ho Yo Ho a Pirate’s life for me. Join us for a swashbuckling good time! **Instructor: Kelly Messer**

**School of Rock**
PM Program 1, Period 3
Have you ever wanted to be in a rock band? It’s easier than you think! Use drums, xylophones, booming bass bars, and a variety of percussion instruments to play the greatest classic rock and pop tunes and today’s biggest hits. No music reading or previous experience required - if you can keep a beat, YOU CAN ROCK! Instruments are provided. **Instructor: Desiree Fernandez**
Spy Kids
AM Program 1, Period 2; PM Program 3, Period 3
Want to learn how to become a spy? Well, look no further than this fun filled class that will teach you many tricks of the trade! Learn how to make and break secret codes, watch someone from a distance without discovery, and communicate secretly with your spying partner! On the final day, prepare for a Spy Costume Party! Instructor: Kelly Nadboralski