

# FULL **S.T.E.A.M.** AHEAD

SUMMER CAMP JUNE 26-30, 2017



Connected Learner™ is excited to announce **FULL S.T.E.A.M. AHEAD** summer camp for students entering grades 1-8.

Participants choose from a variety of fun, interactive **STEAM** (Science, Technology, Engineering, Arts and Math) sessions.

Through cool innovative projects, hands on experimentation, and guided discovery, **FULL S.T.E.A.M. AHEAD** camp sessions will enrich and encourage the exploration of S.T.E.A.M.



**Dates:** June 26th-30th, 2017

**Time:** 9:00am-12:00pm

**Cost:** \$110 per camper

Additional family members: \$85.00

**Location:** Lincoln Akerman School—Hampton Falls, NH

Space is limited so register early!

**9AM — 12PM**

**Creating in 3D - Exploring Form | Grades 2-6**

**Exploring Computer Science | Grades 3-7**

**3-2-1 Action! Creating Stop Motion Videos & Documentaries | Grades 2-7**

**Fun with Science! | Grades 1-4**

**Nature Photography | Grades 3-8**

**Vex IQ Robotics | Grades 5-8**

**REGISTRATION IS OPEN!**  
[www.tinyurl.com/fullsteam2017](http://www.tinyurl.com/fullsteam2017)

or go to

[www.connectedlearner.org](http://www.connectedlearner.org)

[jodi@connectedlearner.org](mailto:jodi@connectedlearner.org)

*This is not a school sponsored activity*



## FULL S.T.E.A.M. AHEAD SUMMER CAMP JUNE 26-30, 2017

# SESSION DESCRIPTIONS

### **Creating in 3D - Exploring Form Grades 2-6**

How do artists make something look 3 dimensional (real)? In this session, participants will learn the tricks of the trade and practice by using multiple mediums, including; drawing, watercolor painting, collage, and other art media.

### **Exploring Computer Science - Grades 3-7**

Ever wonder how computer programs are written? This session introduces several fundamental concepts in computer science using Code.org's innovative Code Studio learning platform. Participants will create flexible solutions to problems through code and will learn how to create interactive stories and games that they can share with anyone. Topics include variables, conditional statements, algorithms, loops, functions, and societal impacts of computing.

### **3-2-1 Action! Creating Documentaries \*Stop Motion Videos Grades 2-7**

This fun, interactive session introduces students to moviemaking. Using the Stop Motion Studio and iMovie apps, clay, Lego bricks & mini figures, students will create multi-scene movies with transitions, titles, credits, sound effects, and narration.

### **Fun with Science! Grades 1-4**

Future scientists will have a blast in this session! This hands-on session has a different science theme each day. Through exciting experiments and activities, students will have so much fun learning all about science.

### **Nature Photography Grades 3-8**

The Nature Photography session is ideal for any budding photographer. This session will teach participants how to use the elements of photography to take good shots. Participants will learn camera safety, composition, simple indoor/outdoor lighting techniques, candid vs. posed, photo manipulation and more! We will focus on landscapes, insects, plants, and close-ups of natural scenes and textures.

**\*Students must provide their own DSLR camera**

### **Vex IQ Robotics Grades 5-8**

Interested in Robotics? Calling all young engineers!! This session introduces students to the Vex IQ platform. Participants will have fun while learning the process of constructing and designing a robot that can solve simple tasks. Students will be actively involved in creative thinking, problem solving, and teamwork skills as well as developing skills in STEAM.

