



SummerCrest

2017

Classes by Session

Session 1: June 12 - June 30

Morning Classes (9:00 am - 12:05 pm)

Big Blue Sea

Grades, K -1 (Morning Class)
Colberg

Dive in and meet the beautiful and colorful fish and plant life that dwell in the deep blue sea! We will learn how our ocean friends survive in the ever-changing ocean environment, design our own ocean mural, write an ocean alphabet book, and make models of our favorite sea creatures as we put on our hats as junior ocean biologists!

Wild Care: Endangered Species

Grades 2-3 (Morning Class)
M.DiGirolamo

Journey afar and meet wild endangered animals. Your mission? To uncover the behaviors and the plight of these endangered species and create a conservation plan to save them. Geography, role playing, research, games, and scientific investigation will assist us on our journey.

The Magic World of Harry Potter/Writing Lab

Grades 3-4
Blatt

Journey to the world of Hogwarts, wizards and witchcraft where we will meet Harry, Ronald, and Hermione. We will join our heroes and heroine and share their adventures, and then write our own Harry Potter tales. As we confront the dark wizard, we will identify the moral of each story and bring our own tales to life with artwork. Along the way, we will brew up some "butterbeer", design board games, play quiddage, and write our own magical potion book!

Architecture: Robots and Unicorns

Grades 4-6
Garrison

Learn principles of architecture, engineering, and geometry while building a variety of fantastic structures for our robots and unicorns. Use measuring tools and various building materials to create fantastic castles, skyscrapers, bridges, dollhouses -- and more! Makes presentations using computer graphics of our amazing structures to our fellow architects.

Afternoon Enrichment Classes

Session 1: June 12 - June 30

Primary Potpourri *Sessions 1, 2*

Grades K -1 (12:45 -2:45)

Colberg

Join in for an enriching afternoon of arts and crafts, science, a little cooking, and reading, writing and math practice. Games and play will round out the afternoon!

Math Games *Session 1*

Grades 2-4 (12:45-1:45)

Garrison

Keep up your math skills this summer through puzzles, individual practice, and games! This class will challenge you, reinforce your math basics -- and give you a heads up in September.

Computer Graphics *Session 1*

Grades 3-6 (12:45 - 1:45)

Sin

Explore the fundamentals of line art software that allow you to create graphics through simple exercises. Learn about key graphic design skills and create original logos and artistic graphics. Your creations will inspire, inform, and captivate.

Games of Strategy/Leadership *Session 1*

Grades 3-6 (12:45 - 1:45)

Casassa/Mosley

Collaborate in playing games of strategy. Develop cooperation and leadership skills through camp-oriented projects. A popular class, returning for its' 8th year.

Innovative Art *Session 1*

Grades 2-6 (1:45 -2:45)

Sin

Let's bring creativity to life! You will innovate, explore, and collaborate in art making, using conventional and unconventional methods. Your creations will reflect a fresh perspective.

Board Games *Session 1*

Grades 3-6 (1:45-2:45)

Garrison

Learn to play classic games such as Mancala, Chess, Checkers, Dominos, and Backgammon. Develop strategies, improve concentration, strengthen analytic skills, anticipate your opponents' moves – and have fun!

Team Building-Outdoor Games *Session 1*

Grades 2-6 (1:45-2:45)

Mosley/DiGirolamo

Step outdoors and engage in a variety of games and challenges designed to build teamwork skills and cooperation.

Classes by Session

Session 2: July 3 - July 21

Morning Classes (9:00 am - 12:05 pm)

Incredible Tales

Grades K-1 (Morning Class)
Laura Colberg

Journey to the land of incredible tales! Read classic stories and meet some lovable characters along the way--Goldilocks, Jack, Max and more. We will practice our alphabet and make an Incredible Tale Book of our own stories. We will use our art skills to illustrate our book, and we'll put on an Incredible Tales "wild rumpus", complete with music, dancing, our presentations, and, of course, food!

Tide Pool Treasures

Grades 2-3 (Morning Class)
M. Digirolamo

Join our exploration of the wonders of the tide pool world. We will examine how different tide pool creatures move, hide and survive, how birds interact with tide pool animals, and how the tides constantly change the tide pool environment. Our artistic side as tide pool biologists will be revealed as we make models of tide pool creatures and create a classroom mural.

Crazy Chemistry!

Grades 3-4 (Morning Class)
Garrison

Enter the science lab and come into the world of scientific investigation and cool chemical reactions. Make slimy polymers, create foaming potions, and predict crazy outcomes when chemicals are combined. Molecules, atoms, elements, chemical changes, and more will become demystified.

Archeologist: Unlocking the Mysteries

Grades 4-6 (Morning Class)
Hiles-Newman

Become an Indiana Jones archeologist and discover the mysteries of Ancient Egypt, Siem Reap, and Machu Picchu. Use your skills in cracking the code of hieroglyphics, excavating forgotten settlements, avoiding the treacherous traps placed in tombs, and carefully uncovering incredible objects long-buried. History and geography are woven with archeology in this unusual adventure.

Afternoon Enrichment Classes

Session 2: July 3 - July 21

Primary Potpourri *Sessions 1, 2*

Grades K -1 (12:45 -2:45)

Colberg

Join in for an enriching afternoon of arts and crafts, science, a little cooking, and reading, writing and math practice. Games and play will round out the afternoon!

Art Explosion *Session 2*

Grades 2-6 (12:45-1:45)

DiGirolamo

Develop your artistic talent on a variety of arts and crafts projects. Expand your style with color & paint, work with tissue paper and mixed media, and create your art treasures.

Brain Games *Session 2*

Grades 2-4 (12:45-1:45)

Garrison

Meet the challenge and strengthen your brain! Play a variety of games involving strategy. Use logic, solve puzzles, and unravel brain teasers as you master a variety of brain games.

Introduction to Coding –Beginning/Intermediate Java *Session 2*

Grades 4-6 (12:45-1:45)

Gao

Learn the basics of coding and beginning/intermediate java. De-mystify the process of writing code, create simple video games, and develop and strengthen your tech expertise.

Computer Animation With Scratch *Session 2*

Grades 2-6 (1:45-2:45)

Gao

Create interactive animated stories using MIT's computer programming platform, Scratch. Learn the principles of Scratch, and then develop a variety of animated computer games complete with art and music. Build up your tech skills while you engage in creative game design.

Math Art *Session 2*

Grades 2-6 (1:45-2:45)

Garrison

Experience the connection between math and art! Concepts and forms of math such as lines, circles, arcs, proportion, and symmetry are tools we will use as we create beautiful, personal artworks.

Outdoor Games & Sports *Session 2*

Grades 2-6 (1:45-2:45)

Mosley/DiGirolamo

Step outdoors and develop cooperation and leadership skills as you engage in active outdoor games and challenges.