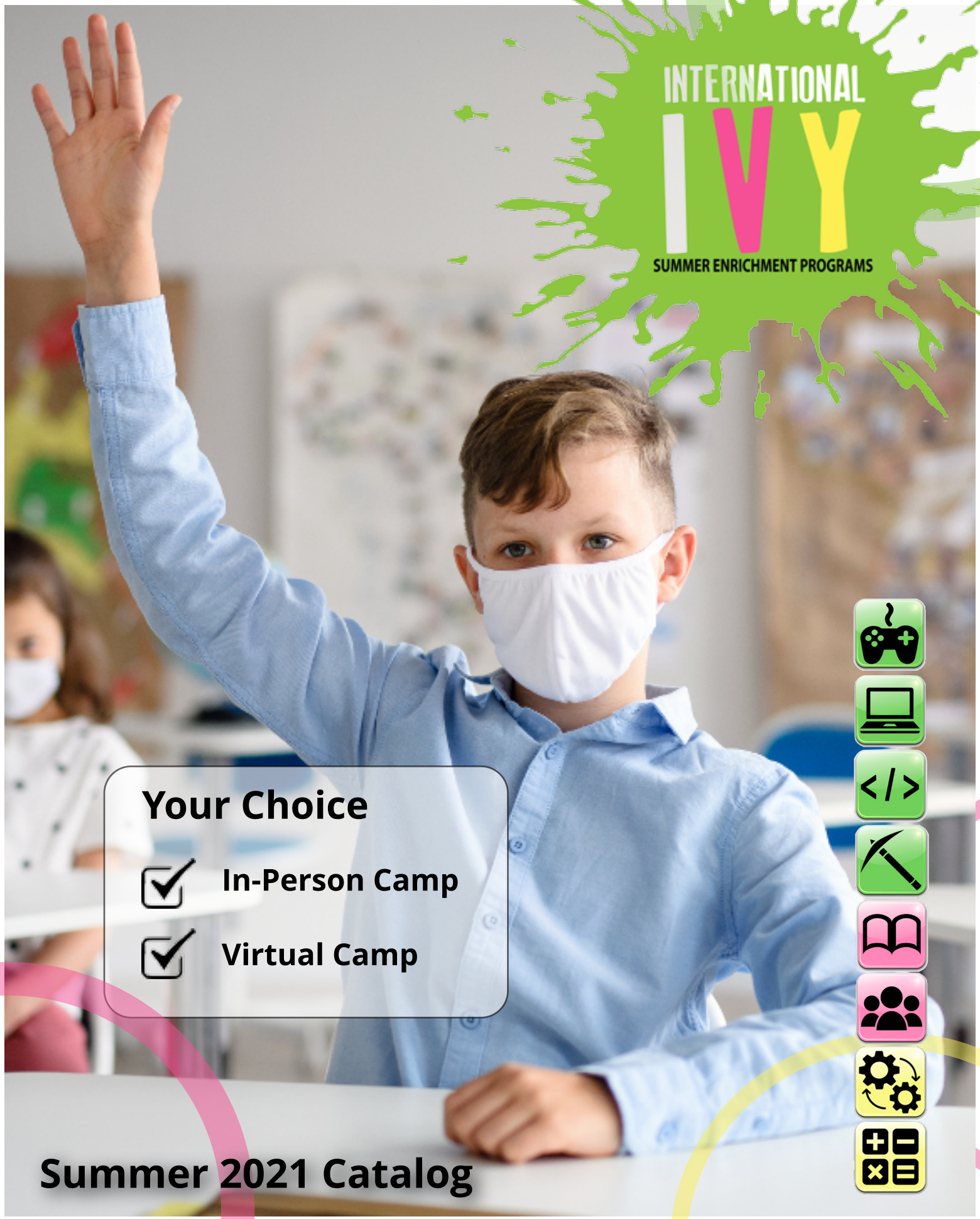

INTERNATIONAL IVY

SUMMER ENRICHMENT PROGRAMS

Your Choice

- [x] In-Person Camp
- [x] Virtual Camp

Summer 2021 Catalog

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We've Got The Classes

Keep your children busy and engaged throughout the summer with our wide selection of classes!

About Us

Learn more about our mission, goals and values.

Why International Ivy?

We are deeply passionate about providing a positive, nurturing and interactive experience for our campers with small class sizes and live instructors.

Course Descriptions

We offer a wide variety of STEAM classes ranging from Business to Minecraft. Check us out!

Weekly Schedules & Daily Sessions

We design our schedule to be flexible. All classes are weekly, Monday to Friday. Families can register for one or more weeks.

Locations, Rates, Class Schedule by Location

Our rates are quite reasonable for the quality of instruction and content we provide!

Frequently Asked Questions

First time enrolling in our camp? We have answers to your most burning questions!

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COVID-19 Policies & Measures

In-Person Camp - List of All Classes by Category

Virtual Camp - List of All Classes by Category

ABOUT US

Our Philosophy, Our Mission

With International Ivy, any time is a great time to explore, meander, stretch the imagination and lose oneself in doing something fun. Our ultimate goal is to help our students find their passion. Once they find it, they are self-motivated to learn and explore further.

We Design Our Classes So Our Campers Practice BEING...

- Creative
- Collaborative
- Communicative
- Critical thinkers
- Problem solvers

Our classes give students the opportunity to develop these valuable life skills while completing fun projects with classmates. It's the perfect blend of fun and learning!

More About Our Class Atmosphere

Our classes are hands-on. Our instructors demonstrate and model new concepts. Then most of the time is dedicated to students developing and practicing their new skills. Our instructors provide guidance and support along the way.

Our instructors thrive on the joy and curiosity of our students. Building relationships and having positive interactions are just as important as learning in the classroom. Many of our nurturing instructors are certified teachers or specialists in their fields.

Register online today at: www.iisummer.com

WHY IVY?

LIVE INSTRUCTION

All virtual and in-person classes are led by a live instructor, who will teach and guide campers in discussions, interactions and project-based challenges.

EXCITING CLASSES

Over 50+ classes for kids ages 3 and 15 in a wide range of subjects: Computer Programming, Digital Design, Video Game Creation, Minecraft, Science, Engineering, Math, Business, Arts, Humanities and more.

SMALL CLASS EXPERIENCE

We cap classes to ensure your child receives individualized attention whenever they may need help. In this environment, students and instructors also get to create meaningful bonds.

Register online today at: www.iisummer.com

COURSE DESCRIPTIONS

For more information about course requirements, prerequisites, a
any other details, please visit: iisummer.com under "Class
Descriptions"

CLASSES BY CATEGORY

Business & Math 5

Engineering & Science 8

Language, Humanities, Arts 10

Minecraft 16

Programming 18

Technology & Design 20

Register online today at: www.iisummer.com

BUSINESS & MATH

Financial Literacy, Ages 11-14

Imagine learning about personal finance while playing the board game, The Game of Life. Each day, students will randomly "draw cards" to establish their life conditions that day (i.e. the salary they are earning, the number of children, etc.). They will embark on research, analysis and decision-making for assignments related to opening bank accounts, getting a cell phone plan, finding housing, buying insurance, buying a car, getting a loan and other life decisions. Both In-Person Camp and Virtual Camp.

Ice Cream Shop Entrepreneur, Ages 8-10

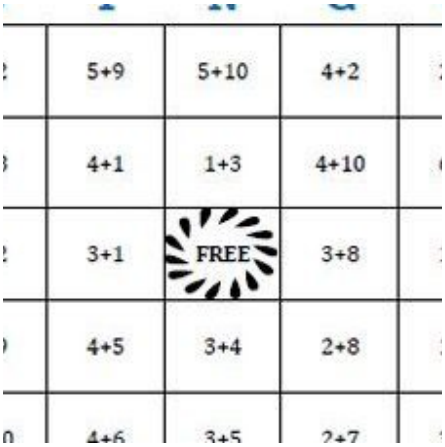
Take the creative challenge of starting a new ice cream shop. Students will touch upon product development, menu design, sales , marketing , accounting and managing. Budding entrepreneurs will take on decisions related to selecting a location, determining the shop's differentiation, coming up with product names, responding to competition and setting pricing. Both In-Person Camp and Virtual Camp.

Investment Literacy and Stock Market Game, Ages 11-14

This class allows students to apply skills in math, language arts and social studies to real world financial decisions. We use the Stock Market Game (TM) endorsed by the New York Stock Exchange. Students take part in the following steps: (1) Start with $100,000 in virtual cash and learn financial concepts like compound interest and long-term savings. (2) Collaborate and research companies and current events. (3) Create, manage and analyze their online investment portfolio using a state-of-the-art trading platform by buying and selling stocks. Topics covered include: What is a company? What is a stock? What is diversification? What is a bond? What is risk? What cause stock prices to change? How does money grow over time? What are dividends and earnings?

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com



Math Bingo and Dice Games, Ages 5-7

Students will become more familiar with numbers and working with addition and subtracting of one-digit and two digit numbers. Teachers will give a mini-lesson before leading the class to play games like Math Bingo. These games will reinforce number sense, recognition, counting and simple operations. Virtual Camp Only. Note: This class can be taken multiple weeks because the lessons are different each week.

Math Competition Training, Ages 11-14

This class was created to stimulate excitement for problem-solving. Students will be training for competition in the Math Olympiads by exploring the twelve problem-solving strategies recommended by Dr. George Lenchner, creator of the Math Olympiads. Mathletes will be taking math contests from prior years and even play Math Jeopardy! Students will be pumping their math muscle on topics like number patterns, factors, multiples, fractions, simple geometry and measurement. Both In-Person Camp and Virtual Camp.

Math of Money, Ages 8-10

Students will take part in several scenarios where they apply their math skills to make the best decisions. In one scenario, they inherit a large sum of money and explore the topics of spending, saving, investing and taxes. In another scenario, they are planning a shopping trip in a foreign country and must convert currency, decide the best payment method and bargain with local vendors. Ultimately, students will research their own scenario and create money-related dilemmas for their fellow students to resolve. Along the way, they learn about how banks and credit cards work, how stores make money, and how individuals can save money and maximize value.

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Math with Play Dough, Ages 3-4

Students love using play dough any chance they get! In this class, they will practice forming numbers and using these manipulatives to gain a deeper understanding of what numbers represent. They will roll the play dough and then build the numbers giving them fine motor practice! Teachers will give a mini-lesson before hands-on activities so students become more familiar with numbers, addition and subtraction. Virtual Camp Only.

Minecraft Math, Ages 10-14

While playing Minecraft, students will have to conquer math problems in order to open doors and get needed tools and inventory items. The focus of the math problems are (1) order of operations, (2) word problems (3) multiplication (4) division and (5) fractions. You can calculate your way through survival mode! Both In-Person Camp and Virtual Camp.

Shark Tank Entrepreneur, Ages 11-14

Students play the role of young entrepreneurs as they start with the germ of an idea for a product and business and take it through the entire entrepreneurial process. Inspired by the TV show Shark Tank, our students will develop prototypes, formulate a business plan and devise a marketing strategy. Meanwhile, our teachers will provide guidance through contextual lessons on concepts such as wages, profits and branding. These young entrepreneurs will apply critical thinking skills to their creative ideas while honing their presentation talents in the process. The week will conclude with our young executives pitching their ideas to a celebrity panel of parent judges. Having acquired a new understanding of entrepreneurial development, these young executives will really be taking care of business!

Both In-Person Camp and Virtual Camp.

Youngster – Left Brain Mix, Ages 5-7

This class can be taken more than once. Students build different robot models and learn different math skills each week.

Lego WeDo Robotics – Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Some of the robot models include dancing birds, smart spinner, drumming monkey, hungry alligator, roaring lion, flapping bird, soccer kicker, soccer goalie, and cheerful fans. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.

Singapore Math – The success of Singapore Math is related to covering a fewer topics but in a more in-depth level, greater visualization of math concepts and greater emphasis on solving word problems. We will focus on addition and subtraction of numbers up to 100, then to 1000. We will play math games like math relays and Eggspert.

Logic and Strategy Games – Students are taught logic, strategy and spatial games like Logik Street, checkers, Connect 4, Othello, Guess Who! and Blokus to enhance "thinking ahead" and reasoning skills.

Keyboarding – Students will spend 15 minutes each day practicing touch typing. This skill will become more and more important as standardized testing moves to the computer.

In-Person Camp Only.

ENGINEERING & SCIENCE

Anatomy and Surgical Techniques, Ages 10-14

This class is for students who wonder about being a physician or surgeon. In this class, students will investigate how the body works by participating in hands-on activities, such as dissections and construction of physiological system maps (skeletal, nervous, circulatory, immune). Students will conduct simulated surgeries, perform biopsies, and learn how to suture. In-Person Camp Only.

Civil Engineering – Bridges and Buildings, Ages 8-11

When civil engineers design bridges and buildings, they must take into account factors like balance, motion and the principles behind "push" and "pull" forces. Students will experiment with beam, arch, and suspension bridges and learn how to support and protect buildings during earthquakes. Students will engineer model bridges and buildings that are earthquake resistant while exploring how earthquakes impact buildings of different heights and shapes. In-Person Camp Only.

Register online today at: www.iisummer.com

Crazy Chemworks, Ages 8-10

Shake up a flask of fun in the lab and become a junior chemist! Learn to recognize chemical reactions and mix up a few reactive ingredients for some sensational results. Check out the colors of chemistry with the power of pH paper and create a stopper-popping reaction. Probe the properties of light and discover some unusual applications of glow-in-the-dark technology. Students have a blast as they make some crazy concoctions. In-Person Camp Only.

Detective/Spy Lab, Ages 8-10

Step into the shoes of a detective — uncover the science involved in evidence gathering and analysis. Student will use the powers of observations and investigative gear to find, collect and analyze evidence. Students also become a super-spy. They build binoculars; discover what it takes to keep things safe and how technology works in the spy game! They will take turns on short surveillance shifts to test their observation abilities and create their very own Secret Safe while challenging others to crack the code!

In-Person Camp Only.

Drone Programming, Ages 10-14

Students will learn how to build, program, and fly industry-grade drones using a professional kit and an open-source coding environment. Students will learn the mechanics of UAV (unmanned aerial vehicle) flight through hands-on demos; learn the process of designing and programming drone software, from engineering basic flight controls to building autonomous navigators and voice-control applications; interact with infrared, gyroscopic, and other sensors; and learn about regulations, ethics, and other key industry questions. By the end of the week, students will be able to use their skills to build, fly, and program drones.

In-Person Camp Only.

Engineering – Flight & Aerospace, Ages 8-11

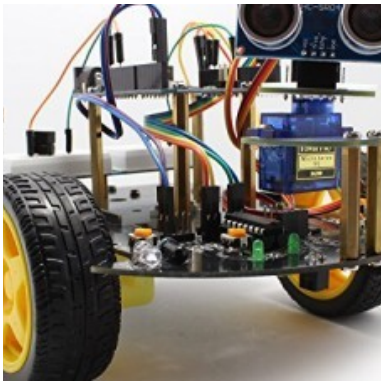
Aerospace engineers design things that fly both inside and outside of our atmosphere, while aeronautical (flight) engineers design things that only fly inside of our atmosphere. Students dive into aeronautical engineering by designing models of flying technologies that help collect aerial photographs. Students also learn how to engineer rovers that can be used to explore faraway worlds in space while addressing trade-offs and variables involved in engineering.

In-Person Camp Only.

Electrical Engineering with Makey-Makey, Ages 8-13

Students will obtain an introduction in electrical engineering by tinkering with Makey Makey, a circuit board kit that can be used to connect objects with a computer, transforming those objects into computer keys or mouse clicks. Students can invent new devices, instruments and controllers with objects that conduct electricity. For instance, bananas turn into piano keys. Students learn about the fundamentals of circuits and how computers work while boosting their creativity.

Both In-Person Camp and Virtual Camp.



Engineering and Programming with Arduino, Ages 11-14

Do you ever wonder how gadgets work? Students will be engineering and programming their own electronic circuits, motors, sensors and controllers to do a range of tasks using the Arduino™ electronics platform. They will use the engineering design process (i.e. create, test, improve) to break down a problem, design a solution and build it!

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Science for Future Physicians, Ages 10-14

Do you have a natural curiosity about the medical field?

Our Future Physicians Club is meant to feed that curiosity and inspire a deeper interest in the human body, health and even careers in medicine. Our young "interns" will learn about body systems and diseases and participate in online research and hands-on activities that will intrigue, encourage, and convince them that there is nothing more amazing than the human body! Both In-Person Camp and Virtual Camp.

Youngster – Left Brain Mix, Ages 5-7

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Keyboarding – Students will spend 15 minutes each day practicing touch typing. This skill will become more and more important as standardized testing moves to the computer.

In-Person Camp Only.

LANGUAGE, HUMANITIES & ARTS

Archeology and World-Making, Ages 11-14

What secrets lie buried in our past? In this course, students will learn about the processes that real-life historians, archaeologists, and linguists use to uncover the past and explore ancient sites from all over the world. In addition to learning about ancient cultures such as the Greeks, Egyptians, and Mayans, students will use their new-found knowledge to build their own fictional world. From Middle Earth to Minecraft, from Hogwarts to a galaxy far, far away, every story needs a fictional world. Students will learn how to build a fictional world using digital tools like map-making software, name generators, and programs to keep track of even the wildest of ideas. Along the way, students will be led through discussions and activities about making believable maps and cultures, establishing tone and genre, and weaving story elements into the world through figurative language and characterization. By the end of the week, the class will have collaboratively created an entire fictional world (complete with maps, characters, and a history) that they can use to tell their own stories! Both In-Person Camp and Virtual Camp.

Art of Storytelling, Ages 11-14

Whether by the light of the campfire or the glow of the computer screen, humans have always loved to tell stories. Through games, activities, and short writing prompts, students in this course will get a chance to practice the timeless art of storytelling using digital and analog means. In addition to concepts like story structure, characterization, and world-building, students will also be exposed to a range of stories across time and media that can serve as inspiration for their own narrative projects.

Both In-Person Camp and Virtual Camp.

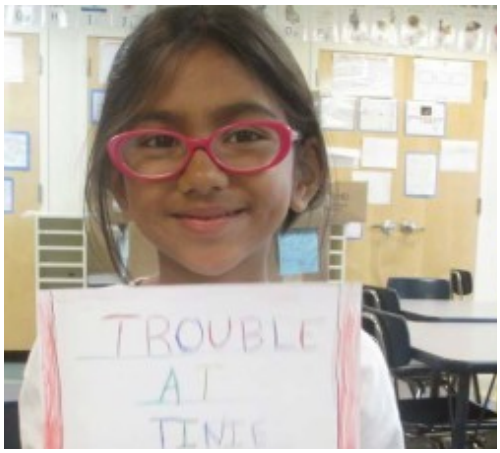
Canvas Painting, Ages 8-13

Students will obtain step-by-step instructions to create and customize one painting each day. Students will learn about color theory, brush stroke and paint application. Students will study both old and modern artists, along with different styles and movements throughout the ages. In-Person Camp Only.

Children's Picture Books by Kids, Ages 8-10

In this course, students will delve into their favorite picture books and analyze the components that make the story unforgettable. They will take the journey of creating their own picture book by finding the big idea, creating a memorable main character, figuring out the problem, and planning the illustrations with the story line. Students will play with using rhyme, repetition, a suspenseful hook or action and realistic dialogue.

Both In-Person Camp and Virtual Camp.



Creative Writing Workshop, Ages 8-10

Student-writers dive into fun writing activities which explore who they are and the themes that move or inspire them. They will explore their own six-word memoir, simile chains and how Shakespeare can be related to hip-hop. Students will enhance their "fiction tool-box" by looking at what all great stories share and using writing techniques to "show, not tell". Student-writers will develop, publish and present their own work during the class.

Both In-Person Camp and Virtual Camp.

Comic Creation, Ages 8-13

Does your child have a great idea for a comic book or love anime? Students will learn to tell a short story through sequential art by creating a story line, brainstorming to create characters, and write a plot with dialogue. They will learn the basics of digital cartooning using Pixton. Students collaborate on a comic anthology that they self-publish during the workshop. Both In-Person Camp and Virtual Camp.

Debate and Public Speaking, Ages 9-12

Students will look a wide range of issues from the mundane to the worldly and argue "for" or "against" a variety of everyday items, events, and ideas. Along the way, they will research, structure, craft and execute their speeches to inform and persuade. Students will be practicing their public speaking skills, working on speaking from the diaphragm, projection, breath control, structure and conquering the quivers. The goal is to make students more aware of their self-presentation as well as give them a level of comfort with speaking in public.

Both In-Person Camp and Virtual Camp.

Drawing for Beginners, Ages 8-13

Develop and refine basic drawing skills and gain self-confidence as you develop powers of observation, learning at your own pace in this structured class. Explore a broad range of drawing materials while defining your individual style. Explore different concepts and media. Study form, proportion and perspective working from still lifes. Demonstrations occur in each class. Both In-Person Camp and Virtual Camp.

Dystopian Short Story Writing, Ages 11-14

This course is for designed for students who love books like Hunger Games, The Giver, or Maze Runner. Dystopia is an imaginary world where society lives under the oppression of a government, belief or technology. Students will read a couple of dystopian short stories to spur discussions about common themes and story elements in dystopian fiction. Students work together to create their own perfect society, learning by discovery how difficult perfection is and why fictional utopias almost always become dystopias. Students work together to create their own dystopia and discuss lessons that could be learned from their imagined dystopia. Finally, students write their own dystopian short story.

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Escape Room Creation, Ages 11-14

An escape room is a physical adventure game in which players solve a series of puzzles using clues to complete the objectives at hand by a certain time. Each day, students will participate in an escape room at the beginning of class. They will be exposed to a broad range of scenarios, clues and puzzles used in escape rooms. During the course of the week, students will team up and design their own escape room by creating their own scenario, clues and puzzles. Both In-Person Camp and Virtual Camp.

Note: The Virtual Online class will be building electronic escape rooms whereas the In-Person Class will be building "physical" escape rooms.

Fables Around the World, Ages 5-7

Note: This class can be taken multiple weeks because the lessons are different each week. Each week, the class will be exposed to a different set of fables.

A fable is a short story that teaches a lesson or conveys a moral. Instructors read different fables each day and lead discussions with students regarding the character, plot and moral of the story. This class will broaden their exposure to new places, diverse people, and social situations while enhancing their vocabulary and communication skills. Students are directed to create their fable which they will share with the class at the end of the week. Virtual Camp Only.

Fashion Design on the Computer, Ages 10-14

Does your child have a favorite fashion designer already? Your child may be the next Vera Wang or Ralph Lauren. In this class, students create their own fashion collection using design software. Students start their creative process thinking about their inspiration and style. They will be making design choices around fabrics, color schemes and patterns. At the end of class, these student designers will present their collection to potential "buyers".

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Letter of the Day, Ages 3-4

Note: This class can be taken multiple weeks because the lessons are different each week Each week, the class will focus on different numbers and operations.

Students will celebrate a different letter each day through games, crafts and stories. They will become more familiar with phonics and sight words. Virtual Camp Only.

Mock Trial – The Criminal Justice System, Ages 11-14

Students will look a wide range of issues from the mundane to the worldly and argue "for" or "against" a variety of everyday items, events, and ideas. Along the way, they will research, structure, craft and execute their speeches to inform and persuade. Students will be practicing their public speaking skills, working on speaking from the diaphragm, projection, breath control, structure and conquering the quivers. The goal is to make students more aware of their self-presentation as well as give them a level of comfort with speaking in public. Both In-Person Camp and Virtual Camp.

Murder Mystery Creation, Ages 11-14

Students explore the literary genre of mystery fiction. To get the blood flowing, students will participate in two murder mystery games where they will role-play characters and attempt to figure out who murdered the victim and how it was done. Then, students will analyze three short mysteries. Finally, students plan their own mystery incorporating the crime, suspects, motives, clues, alibis, witnesses, evidence and red herrings. The plot of this class will lead students to an ending of better narrative writing. Both In-Person Camp and Virtual Camp.

Phonics Poetry, Ages 5-7

Note: This class can be taken multiple weeks because the lessons are different each week. Each week, the class will focus on a different sound group.

Student learn how to decode words by reading poems that focus on a specific sound. Students are guided to gain fluency, phonics skills and sight word knowledge. They write the letter(s) from the sound in each blank, color the pictures, cut out around the black rectangle border, and glue into a spiral notebook. This class will enable students to gain confidence in their reading skills. Virtual Camp Only.

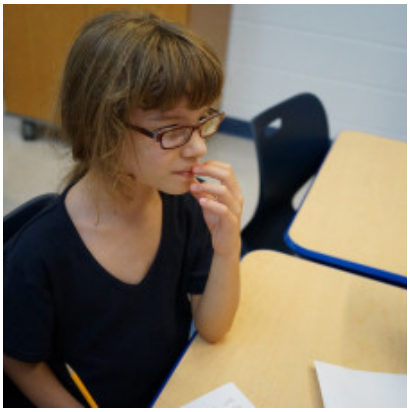
Story Time, Ages 3-4

Note: This class can be taken multiple weeks because the lessons are different each week.

Instructors read different stories each day and lead discussions with students regarding the character, plot and theme of the book. This class will broaden their exposure to new places, diverse people, and social situations while enhancing their vocabulary and promoting inquiry. Students are directed to focus on different sounds to advance their phonics skills and sight word knowledge. Students will have coloring and craft projects related to the books they read. Virtual Camp Only.

Travel Planning for the Globe-Trotter, Ages 11-14

Take tours of museums from all over the world with your teacher/tour guide. Visit the mystery of Stonehenge and ponder the mysteries that it holds. Experience the Ancient Wonders of the World. The stage will be set for students to ponder and plan their dream trip. Students will research transportation options, lodging, tourist destination that meet their interests. Students will plan the trip's itinerary and put together a presentation to persuade family members to book the trip! Both In-Person Camp and Virtual Camp.



War and Peace Simulation Games, Ages 11-14

Through this course, students will develop a better understanding of war, peace, and game theory through daily, real-world simulations that match student "nation teams" against one another. Students will be challenged to develop solutions to complex problems like wars, treaty collapses, and food shortages and develop problem-solving, collaborative, public-speaking, and negotiating skills. By the end of the week, students will have a more sophisticated understanding of the world and how teamwork, refined communication, and understanding people's bias can help create solutions in the face of the unknown. In-Person Camp Only.

Writing Minecraft Stories, Ages 8-10

This class is for the Minecraft enthusiast who has a healthy imagination. The teacher will give students a number of fun Minecraft prompts to stir up stories about their favorite Minecraft characters. Students will also collaborate on story-creation games to make up some group Minecraft stories. Ultimately, students will write their own individual Minecraft stories, guided by teachers through the writing process. Student will gain strategies in this class to improve their writing at each stage of the writing process.

Both In-Person Camp and Virtual Camp.

Yoga and Movement, Ages 3-4 and Ages 5-7

Note: This class can be taken one or multiple weeks.

Students will learn various yoga poses taking cues from animals, nature, alphabet and numbers. They will roar, stretch and learn the tools to relax and strengthen their bodies. Then, following the direction of the teacher, students will explore movements from sports and dance together. Purposeful movement will improve their balance, coordination, gross motor skills, attitude, and behavior. Virtual Camp Only.

Register online today at: www.iisummer.com

Youngster – Right Brain Mix, Ages 5-7

This class can be taken more than once. There are different themes every week.

Yoga – Students will learn various yoga poses taking cues from animals and nature. They will roar, stretch and learn the tools to relax and strengthen their bodies.

Country Adventure – Each week, students embark on an imaginary adventure to a different country. They learn about the art, music, games, language and customs of that country

Story Time – Students will be exposed to a different picture book every day. After each story, the instructor will lead a discussion to help students further their reading skills. Topics include cause and effect, making inferences, drawing conclusions, point of view, character traits, character motivation, etc. Students practice their communications skills in related activities including "reader's theater" or "reader's reviews". Each week, a different author is showcased:

Digital Art – Youngsters will create art projects on the computer like magazine covers, collages, movie posters, jigsaw puzzles, placemats, etc. while learning technical computer skills like opening, saving, closing, double-clicking, and dragging.

In-Person Camp Only.

MINECRAFT

Minecraft Advanced, Ages 9-13

Students explore more advanced topics like engineering with Redstone, using enchantments, brewing potions, surviving zombie sieges and excavating structures. Students will also learn about World Edit, an application that enables Minecraft enthusiasts to build and edit maps.

Both In-Person Camp and Virtual Camp.

Minecraft Math, Ages 10-14

While playing Minecraft, students will have to conquer math problems in order to open doors and get needed tools and inventory items. The focus of the math problems are (1) order of operations, (2) word problems (3) multiplication (4) division and (5) fractions. You can calculate your way through survival mode!
Both In-Person Camp and Virtual Camp.

Minecraft Creative – The Engineer

Students will be building their dream home, setting up their village, replicating a famous building like the White House and building the Golden Gate Bridge as a team. Students will explore effective communications skills through discussions and group exercises in Minecraft. Both In-Person Camp and Virtual Camp.

Minecraft Mini-Games Galore, Ages 8-12

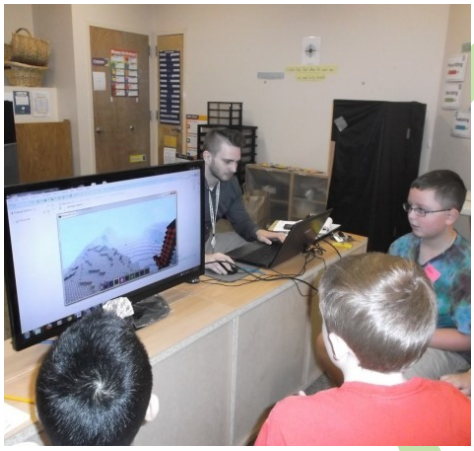
Problem-solving skills and creativity will be put to the test with this Minecraft Mini-Games Galore class. Only those who enjoy a little competition but can show great sportsmanship should take this class. Campers will team up and strategize with fellow team members on popular mini-games like Survival Games, Sky Wars, Block Hunt, Build Wars and Hunger Games.

Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Minecraft Obstacle Course – Build Your Own, Ages 8-12

Minecraft parkour / obstacle course is one of the main types of adventure maps for players to experiment with. This class will explore the most popular parkour courses for inspiration in developing their own parkour courses. Much of the fun will come from sharing and playing in parkour courses developed by fellow classmates. Both In-Person Camp and Virtual Camp.



Programming Minecraft Mods Using Java, Ages 13-15

Students apply the fundamentals they learned in Level 1 to create, code their own Minecraft mod using Java and design graphics using GIMP Editor. They learn new skills in object oriented programming like how to initializing objects, calling methods, defining parameters and running loops. Students will imagine and create new blocks, crops, tools, swords and armor. Both In-Person Camp and Virtual Camp.

Student must have taken the introductory Programming – Java – Introduction class.

Minecraft Survival for Beginners, Ages 7-11

The class will cover the basics of Minecraft in survival mode, including basic controls, managing inventory, how to survive the first night, avoiding hunger, building, mining, farming, reaching the Nether and conquering the end. Imagine playing survival with all the players in the same room, working together for a common goal. The teacher will facilitate discussions on traits of good teamwork. Both In-Person Camp and Virtual Camp.

PROGRAMMING

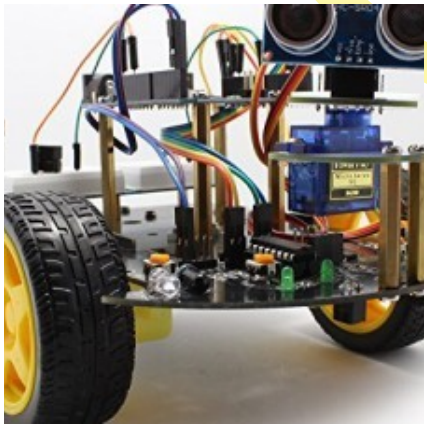
codronepro

Drone Programming, Ages 10-14

Students will learn how to build, program, and fly industry-grade drones using a professional kit and an open-source coding environment. Students will learn the mechanics of UAV (unmanned aerial vehicle) flight through hands-on demos; learn the process of designing and programming drone software, from engineering basic flight controls to building autonomous navigators and voice-control applications; interact with infrared, gyroscopic, and other sensors; and learn about regulations, ethics, and other key industry questions. By the end of the week, students will be able to use their skills to build, fly, and program drones. In-Person Camp Only.

Supplemental Fee: There is an additional $130 fee for the purchase of the drone, which the student will build and use during class and will take home after the class is completed. The retail value of the drone is $180.

Prerequisites: Java Level 1 or Python Level 1 or equivalent programming experience.



Engineering and Programming with Arduino, Ages 11-14

Do you ever wonder how gadgets work? Students will be engineering and programming their own electronic circuits, motors, sensors and controllers to do a range of tasks using the Arduino™ electronics platform. They will use the engineering design process (i.e. create, test, improve) to break down a problem, design a solution and build it! Both In-Person Camp and Virtual Camp.

Programming – Java – Introduction, Ages 13-15

Java is one of the most popular programming languages in the world. Students learn the fundamentals of this programming language through step-by-step instruction of key concepts like types, variables, data structures, loops and operators. Students will be given mini-projects and programming exercises to reinforce their skill-building. By the end of class, students will be able to program in basic Java, build object-oriented programs, create fun programs, and use: if statements, for and while loops, arrays and objects. Both In-Person Camp and Virtual Camp.

Programming – Python – Introduction, Ages 11-13

Python is a computer programming language that is excellent for aspiring computer programmers to start with. Python has easy-to-read syntax and programmers can quickly see the output of their programs. Students will be given programming exercises and projects to practice the use of Python programming. In this class, students will start learning various commands like "print", "input" and use mathematical operators. Students will be able to understand and use different data types, lists, operators, strings and functions, apply the use of conditionals and loops, and practice user input and format output. By the end of the class, students will gain computational thinking skills in the fastest-growing programming language available.

Both In-Person Camp and Virtual Camp.

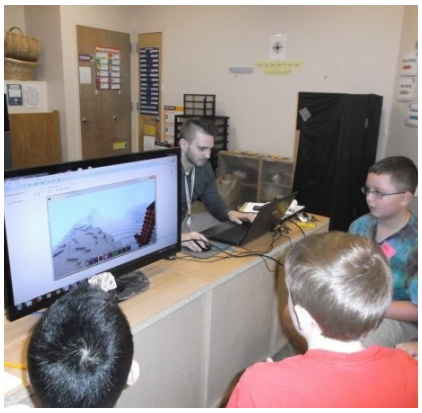
Programming – Scratch Advanced, Ages 8-10

Kids can further their Scratch Programming skills by making some fun digital games and animations using the drag-and-drop programming platform. In the process, they are dive deeper into programming concepts such as conditional statements, iteration, variables, and event triggers. Students share their creations with the rest of the class at the end of the week. This is the class to stretch the imagination of a budding programmer. Both In-Person Camp and Virtual Camp.

Student must have taken the introductory Programming – Scratch Beginners class.

Programming – Scratch Beginners, Ages 8-10

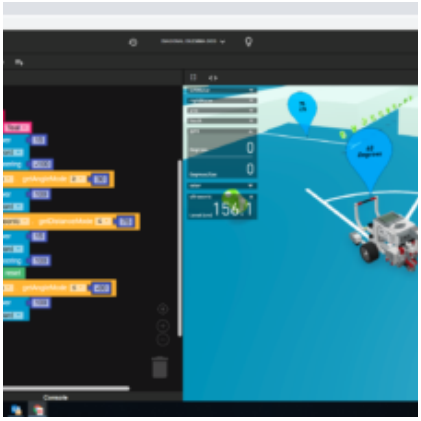
Scratch is a programming language developed by MIT Media Lab where kids can easily create and share their interactive stories, animation or simple games. Using simple drag-and-drop programming, students can select characters (called sprites) and control their actions and interactions. Students will create animation and games while learning the programming commands in Scratch. In the process, they are subtly exposed to basic programming concepts such as conditional statements, iteration, variables, and event triggers. Students share their creations with the rest of the class at the end of the week. Both In-Person Camp and Virtual Camp.



Programming Minecraft Mods Using Java, Ages 13-15

Students apply the fundamentals they learned in Level 1 to create, code their own Minecraft mod using Java and design graphics using GIMP Editor. They learn new skills in object oriented programming like how to initializing objects, calling methods, defining parameters and running loops. Students will imagine and create new blocks, crops, tools, swords and armor. Both In-Person Camp and Virtual Camp.

Student must have taken the introductory Programming – Java – Introduction class.



Programming Virtual 3D Robot, Ages 10-14

Students learn to program virtual Lego EV3 robots using CoderZ, a drag and drop coding application. Coders will be given missions that require them to use commands related to navigation, manipulating sensors, detecting and manipulating objects, and making decisions based on inputs. They are introduced to computer science fundamentals like variables, conditional logic, loops, smart functions and more. Both In-Person Camp and Virtual Camp.

Programming ScratchJr, Ages 6-8

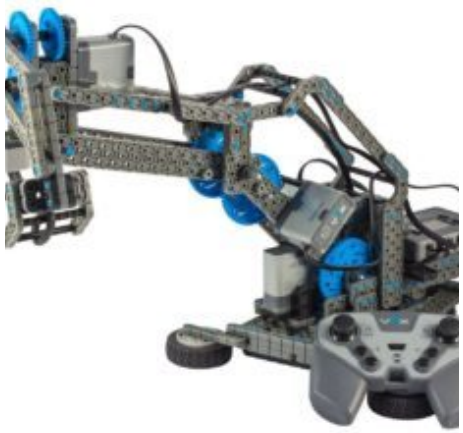
ScratchJr is an introductory programming language that enables youngsters to create their own interactive stories and games. Children snap together graphical programming blocks to make characters move, jump, dance, and sing. Children can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves — then use the programming blocks to make their characters come to life. During the course of the week, students will create a collage, a story and game. They will also go outside to play typical playground games like tag and monkey in the middle and then go inside and replicate these games on ScratchJr.

In-Person Camp Only.

Robotics Lego Vehicles, Ages 9-12

Students learn how to build and program the amazing LEGO® Mindstorms® NXT robot. They use their new skills to meet challenges such as following lines, processing sound, navigating a maze and ultimately building their race car. This class will introduce programming concepts such as repeat loops, if/then statements, and the use of the external inputs such as touch, sound and light sensors. Logic, technology and creativity are combined to provide hours of learning fun! Both beginners and students with knowledge of LEGO® Mindstorms® NXT can take this class. In-Person Camp Only.

Register online today at: www.iisummer.com



Robotics with VEX IQ, Ages 9-12

VEX IQ is a snap-together robotics system to provide future engineers the opportunity to build and program robots. Students will learn about sensors, motors, gear ratios and object manipulation. Students advance to programming tele-operated robots which navigate through challenges. Some of the robots students will build and program include a bulldozer and forklifts.

In-Person Camp Only.

WeDo Robotics, Ages 6-9

Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.

In-Person Camp Only.

Register online today at: www.iisummer.com

TECHNOLOGY & DESIGN

3D Printing, Ages 10-14

3D printing is the technology that will change the way we live! Students will learn how to use Tinkercad, a design software used for creating 3D models. Students will learn to design, sculpt, texture, arrange and render their 3D models. Students in the past have created jewelry, phone cases and ornaments. At the completion of the course, each student will select two items he/she designed to be printed.

Both In-Person Camp and Virtual Camp.

Designing Role-Playing Video Games, Ages 10-14

This is a class for anyone who has been enchanted by a video game's story or world and wanted to make their own! Over the course of the week, students will learn about the fundamentals designing story-driven games including writing dialogue, making decision trees, devising character-driven conflicts, and setting up worlds that players will want to explore. Then, students will be able to put these techniques to use by designing their own narrative-driven game using RPG Maker, an engine used by real indie game developers. Both In-Person Camp and Virtual Camp.

Register online today at: www.iisummer.com

Drone Programming, Ages 10-14

Students will learn how to build, program, and fly industry-grade drones using a professional kit and an open-source coding environment. Students will learn the mechanics of UAV (unmanned aerial vehicle) flight through hands-on demos; learn the process of designing and programming drone software, from engineering basic flight controls to building autonomous navigators and voice-control applications; interact with infrared, gyroscopic, and other sensors; and learn about regulations, ethics, and other key industry questions. By the end of the week, students will be able to use their skills to build, fly, and program drones. In-Person Camp Only.

Supplemental Fee: There is an additional $130 fee for the purchase of the drone, which the student will build and use during class and will take home after the class is completed. The retail value of the drone is $180.

Prerequisites: Java Level 1 or Python Level 1 or equivalent programming experience.

Fashion Design on the Computer, Ages 10-14

Does your child have a favorite fashion designer already? Your child may be the next Vera Wang or Ralph Lauren. In this class, students create their own fashion collection using design software. Students start their creative process thinking about their inspiration and style. They will be making design choices around fabrics, color schemes and patterns. At the end of class, these student designers will present their collection to potential "buyers". Both In-Person Camp and Virtual Camp.

Graphic Design and GIMP, Ages 10-14

Students will be creating imaginary animals, collages, personal logos, video game covers, pixel art, vampire portraits and wacky landscapes while learning different tools in GIMP, a free image manipulation and creation software that is similar to Photoshop, the standard in several industries including film, photography and print. Students will learn to scan and import images, combine and transform images, and export to web and print. Both In-Person Camp and Virtual Camp.

Roblox Game Development, Ages 10-14

Roblox is the largest user-generated online gaming platform, and over 15 million games created by users. Students will use Roblox to create adventures which can be published to smartphones, tablets, desktops and consoles. Kids learn the Lua coding using the Roblox text editor to create 3D worlds and explore the use of conditionals, loops, arrays, inheritance, and more! Both In-Person Camp and Virtual Camp.

Video Game Creation – Beginner, Ages 10-14

Students create their very own computer video game from the ground up. Utilizing ClickStream Fusion® software, our teachers will walk through every step of developing a customized functional arcade-style video game. This includes creating various objects such as the player, enemies, bonuses, designing multiple levels, assigning health and lives, and programming object movements. In addition to having fun and gaining a sense of accomplishment, students learn the elements of good game design, drag-and-drop programming, and incorporated logic such as repeat loops, conditional statements, object parenting.

Both In-Person Camp and Virtual Camp.

Virtual Reality, Ages 10-14

This Virtual Reality class engages students with coding, game and app design and VR game-play using the Oculus Go, a stand-alone virtual reality VR headset. Students will ultimately experience and modify interactive virtual reality environments and games! *Note – Student does not take the Oculus Go headsets home. In-Person Camp Only.

Website Design with WordPress, Ages 10-14

Students will create their website in one week using HTML and Wordpress. They will learn to organize their thoughts in a theme they select, develop content and create web pages. Students will learn to use popular plugins to make contact forms, sliders, polls, photo galleries, maps and blogs. At the end of the class, students have the option of publishing their website. Both In-Person Camp and Virtual Camp.

Youngster – Left Brain Mix, Ages 5-7

This class can be taken more than once. Students build different robot models and learn different math skills each week.

Lego WeDo Robotics – Using the LEGO® Education WeDo™ Robotics Construction Set, the students are introduced to simple robotics through building models, attaching sensors and motors, and using a computer to program the model's behavior. Some of the robot models include dancing birds, smart spinner, drumming monkey, hungry alligator, roaring lion, flapping bird, soccer kicker, soccer goalie, and cheerful fans. Students will also learn about simple engineering concepts such as pulleys, belts, gears and levels, while having a blast with their creations.

Singapore Math – The success of Singapore Math is related to covering a fewer topics but in a more in-depth level, greater visualization of math concepts and greater emphasis on solving word problems. We will focus on addition and subtraction of numbers up to 100, then to 1000. We will play math games like math relays and Eggspert.

Logic and Strategy Games – Students are taught logic, strategy and spatial games like Logik Street, checkers, Connect 4, Othello, Guess Who! and Blokus to enhance "thinking ahead" and reasoning skills.

Keyboarding – Students will spend 15 minutes each day practicing touch typing. This skill will become more and more important as standardized testing moves to the computer.

In-Person Camp Only.

Youngster – Right Brain Mix, Ages 5-7

This class can be taken more than once. There are different themes every week.

Yoga – Students will learn various yoga poses taking cues from animals and nature. They will roar, stretch and learn the tools to relax and strengthen their bodies.

Country Adventure – Each week, students embark on an imaginary adventure to a different country. They learn about the art, music, games, language and customs of that country

Story Time – Students will be exposed to a different picture book every day. After each story, the instructor will lead a discussion to help students further their reading skills. Topics include cause and effect, making inferences, drawing conclusions, point of view, character traits, character motivation, etc. Students practice their communications skills in related activities including "reader's theater" or "reader's reviews". Each week, a different author is showcased:

Digital Art – Youngsters will create art projects on the computer like magazine covers, collages, movie posters, jigsaw puzzles, placemats, etc. while learning technical computer skills like opening, saving, closing, double-clicking, and dragging.

In-Person Camp Only.

YouTube Video Creation, Ages 10-14

YouTube is the place to for video producers to broadcast experiences, opinions and vision. Students can make vlogs, gamecasts, tutorials, reviews to establish an online presence by diving into video production. Capture footage with ipads and use tools like iMovie to edit and enhance your project. Create a polished channel and explore how to attract followers. Both In-Person Camp and Virtual Camp.

WEEKLY SCHEDULE & DAILY SESSIONS

WEEKLY SCHEDULE

- Week 1: June 21 - June 25
- Week 2: June 28 - July 2
- Week 3: July 5 - July 9
- Week 4: July 12 - July 16
- Week 5: July 19 - July 23
- Week 6: July 26 - July 30
- Week 7: August 2 - August 6
- Week 8: August 9 - August 13
- Week 9: August 16 - August 20

Register online now at:

iisummer.com

DAILY SESSIONS

- Period 1: 9 AM - 12:30 PM EST
  → 6AM - 9:30 AM PST
- Period 2: 1:30 PM - 5 PM EST
  → 10:30 AM - 2 PM PST
- Period 3: 6 PM - 9:30 PM EST
  → 3 PM - 6:30 PM PST

The daily session of each class is 90 minutes of class, followed by a 30-minute break, then 90 minutes of class

LOCATIONS & RATES

VIRTUAL CAMP

- Class (3 hours per day x 5 days)..... $340/week^
- Mini-Class (1.5-hours per day x 5 days)...$200/week

^ Only exception is 3D Printing which is $360/week

All virtual classes are offered every week and every period.

IN-PERSON CAMP

CHATHAM, NJ
Chatham Day School, 700 Shunpike Road

- Half-day (1 class) $420/week
- Full-day (2 classes)..... $840/week

PARAMUS, NJ
Ridgewood Montessori School,
70 Eisenhower Drive

- Half-day (1 class) $390/week
- Full-day (2 classes)..... $780/week

PRINCETON, NJ
Princeton Montessori School,
487 Cherry Valley Road

- Half-day (1 class) $360/week
- Full-day (2 classes)..... $720/week

SHORT HILLS, NJ
The Pingry School, 50 Country Day Drive

- Half-day (1 class) $420/week
- Full-day (2 classes).....$840/week

SOMERSET, NJ
Rutgers Preparatory School, 1345 Easton Avenue

- Half-day (1 class) $360/week
- Full-day (2 classes).....$720/week

SUMMIT, NJ
Kent Place School, 42 Norwood Avenue

- Half-day (1 class) $420/week
- Full-day (2 classes).....$840/week

IN-PERSON CAMP (CON'T)

NEWARK, DE
The Independence School, 1300 Paper Mill Road

- Half-day (1 class) $360/week
- Full-day (2 classes)..... $720/week

OWINGS MILLS, MD
Garrison Forest School, 300 Garrison Forest Rd

- Half-day (1 class) $360/week
- Full-day (2 classes)..... $720/week

CLASS SCHEDULE BY LOCATION

CHATHAM, NJ 32
PARAMUS, NJ 34
PRINCETON, NJ 36
SHORT HILLS, NJ 38
SOMERSET, NJ 40
SUMMIT, NJ 42
NEWARK, DE 43
OWINGS, MILLS, MD 44

Register online now at:
iisummer.com

CHATHAM, NJ

Chatham 2021 CLASS SCHEDULE

Week 2 : June 28 - July 2

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Comic Creation	Ages 8-13	Detective/Spy Lab	Ages 8-10
Crazy Chemworks	Ages 8-10	Fashion Design on the Computer	Ages 10-14
Dystopian Short Story Writing	Ages 11-14	Programming - Java - Introduction	Ages 13-15
Programming - Scratch Beginners	Ages 8-10	Roblox Game Development	Ages 10-14
Robotics Lego ® Vehicles	Ages 9-12	WeDo Robotics	Ages 6-8
Youngsters - Right Brain Mix	Ages 5-7	Wee STEAMers	Ages 3-5
YouTube Video Creation	Ages 10-14	Writing Minecraft Stories	Ages 8-10
		Youngsters - Left Brain Mix	Ages 5-7

Week 3 : July 5-9

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Anatomy and Surgical Techniques	Ages 10-14	Archeology and World-Making	Ages 11-14
Fashion Design on the Computer	Ages 10-14	Comic Creation	Ages 8-13
Math Competition Training	Ages 11-14	Creative Writing Workshop	Ages 8-10
Minecraft Survival for Beginners	Ages 7-11	Graphic Design and GIMP	Ages 10-14
Murder Mystery Creation	Ages 11-14	Math of Money	Ages 8-10
Programming Virtual 3D Robot	Ages 11-14	Minecraft Creative - The Engineer in You	Ages 8-12
Travel Planning for the Globe-Trotter	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
Website Design with Wordpress	Ages 10-14	Robotics Lego ® Vehicles	Ages 9-12
WeDo Robotics	Ages 6-8	Science for Future Physicians	Ages 10-14
Youngsters - Left Brain Mix	Ages 5-7	Wee STEAMers	Ages 3-5
		Youngsters - Right Brain Mix	Ages 5-7

Week 4 : July 12-16

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Comic Creation	Ages 8-13	Debate and Public Speaking	Ages 9-12
Designing Role-Playing Video Games	Ages 10-14	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Fashion Design on the Computer	Ages 10-14
Minecraft Mini-Games Galore	Ages 8-12	Ice Cream Shop Entrepreneur	Ages 8-10
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Advanced	Ages 9-13
Programming - Scratch Beginners	Ages 8-10	Programming - Python - Introduction	Ages 11-13
Robotics Lego ® Vehicles	Ages 9-12	Video Game Creation – Beginner	Ages 10-14
Shark Tank Entrepreneur	Ages 11-14	WeDo Robotics	Ages 6-8
Youngsters - Right Brain Mix	Ages 5-7	Wee STEAMers	Ages 3-5
		Youngsters - Left Brain Mix	Ages 5-7

Week 5 : July 19-23

AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drone Programming Beginner	Ages 10-14	Civil Engineering - Bridges and Buildings	Ages 8-11
Engineering - Flight and Aerospace	Ages 8-11	Drone Programming Beginner	Ages 10-14
Escape Room Creation	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Financial Literacy	Ages 11-14	Investment and the Stock Market	Ages 11-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Minecraft Math	Ages 10-14
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Roblox Game Development	Ages 10-14	Robotics Lego ® Vehicles	Ages 9-12
WeDo Robotics	Ages 6-8	War and Peace Simulation Games	Ages 11-14
Writing Minecraft Stories	Ages 8-10	Wee STEAMers	Ages 3-5
Youngsters - Left Brain Mix	Ages 5-7	Youngsters - Right Brain Mix	Ages 5-7
		YouTube Video Creation	Ages 10-14

CHATHAM, NJ

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Archeology and World-Making	Ages 11-14	Crazy Chemworks	Ages 8-10
Creative Writing Workshop	Ages 8-10	Drone Programming Beginner	Ages 10-14
Detective/Spy Lab	Ages 8-10	Math Competition Training	Ages 11-14
Drone Programming Beginner	Ages 10-14	Minecraft Survival for Beginners	Ages 7-11
Graphic Design and GIMP	Ages 10-14	Murder Mystery Creation	Ages 11-14
Math of Money	Ages 8-10	Programming Virtual 3D Robot	Ages 11-14
Minecraft Creative - The Engineer in You	Ages 8-12	Travel Planning for the Globe-Trotter	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	Website Design with Wordpress	Ages 10-14
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8
Wee STEAMers	Ages 3-5	Youngsters - Left Brain Mix	Ages 5-7
Youngsters - Right Brain Mix	Ages 5-7		

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Canvas Painting for Beginners	Ages 8-13	Anatomy and Surgical Techniques	Ages 10-14
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Debate and Public Speaking	Ages 9-12	Designing Role-Playing Video Games	Ages 10-14
Ice Cream Shop Entrepreneur	Ages 8-10	Drawing for Beginners	Ages 8-13
Minecraft Advanced	Ages 9-13	Minecraft Mini-Games Galore	Ages 8-12
Programming - Python - Introduction	Ages 11-13	Mock Trial - The Criminal Justice System	Ages 11-14
Science for Future Physicians	Ages 10-14	Programming - Scratch Beginners	Ages 8-10
Video Game Creation – Beginner	Ages 10-14	Programming ScratchJr	Ages 6-8
Virtual Reality	Ages 10-14	Shark Tank Entrepreneur	Ages 11-14
WeDo Robotics	Ages 6-8	Virtual Reality	Ages 10-14
Wee STEAMers	Ages 3-5	Youngsters - Right Brain Mix	Ages 5-7
Youngsters - Left Brain Mix	Ages 5-7		

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drawing for Beginners	Ages 8-13	Canvas Painting for Beginners	Ages 8-13
Dystopian Short Story Writing	Ages 11-14	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Escape Room Creation	Ages 11-14
Investment and the Stock Market	Ages 11-14	Financial Literacy	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
Programming ScratchJr	Ages 6-8	Roblox Game Development	Ages 10-14
Virtual Reality	Ages 10-14	Virtual Reality	Ages 10-14
War and Peace Simulation Games	Ages 11-14	WeDo Robotics	Ages 6-8
Wee STEAMers	Ages 3-5	Writing Minecraft Stories	Ages 8-10
Youngsters - Right Brain Mix	Ages 5-7	Youngsters - Left Brain Mix	Ages 5-7
YouTube Video Creation	Ages 10-14		

Week 9 : Aug 9-20			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Canvas Painting for Beginners	Ages 8-13	Archeology and World-Making	Ages 11-14
Civil Engineering - Bridges and Buildings	Ages 8-11	Creative Writing Workshop	Ages 8-10
Math Competition Training	Ages 11-14	Drawing for Beginners	Ages 8-13
Minecraft Survival for Beginners	Ages 7-11	Engineering - Flight and Aerospace	Ages 8-11
Murder Mystery Creation	Ages 11-14	Graphic Design and GIMP	Ages 10-14
Programming Virtual 3D Robot	Ages 11-14	Math of Money	Ages 8-10
Travel Planning for the Globe-Trotter	Ages 11-14	Minecraft Creative - The Engineer in You	Ages 8-12
Virtual Reality	Ages 10-14	Programming Minecraft Mods Using Java	Ages 13-15
Website Design with Wordpress	Ages 10-14	Programming ScratchJr	Ages 6-8
WeDo Robotics	Ages 6-8	Virtual Reality	Ages 10-14
Wee STEAMers	Ages 3-5	Youngsters - Left Brain Mix	Ages 5-7
Youngsters - Right Brain Mix	Ages 5-7		

PARAMUS, NJ

Paramus 2021 CLASS SCHEDULE

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Canvas Painting for Beginners	Ages 8-13
Archeology and World-Making	Ages 11-14	Creative Writing Workshop	Ages 8-10
Designing Role-Playing Video Games	Ages 10-14	Minecraft Creative - The Engineer in You	Ages 8-12
Drawing for Beginners	Ages 8-13	Programming - Python - Introduction	Ages 11-13
Ice Cream Shop Entrepreneur	Ages 8-10	Robotics with VEX IQ	Ages 9-12
Minecraft Survival for Beginners	Ages 7-11	Science for Future Physicians	Ages 10-14
Murder Mystery Creation	Ages 11-14	Shark Tank Entrepreneur	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Travel Planning for the Globe-Trotter	Ages 11-14
Robotics with VEX IQ	Ages 9-12	Video Game Creation – Beginner	Ages 10-14

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Canvas Painting for Beginners	Ages 8-13	Drawing for Beginners	Ages 8-13
Debate and Public Speaking	Ages 9-12	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	Minecraft Advanced	Ages 9-13
Minecraft Mini-Games Galore	Ages 8-12	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Roblox Game Development	Ages 10-14
YouTube Video Creation	Ages 10-14	Robotics with VEX IQ	Ages 9-12

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drawing for Beginners	Ages 8-13	Canvas Painting for Beginners	Ages 8-13
Engineering - Flight and Aerospace	Ages 8-11	Civil Engineering - Bridges and Buildings	Ages 8-11
Escape Room Creation	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Graphic Design and GIMP	Ages 10-14	Math of Money	Ages 8-10
Math Competition Training	Ages 11-14	Minecraft Math	Ages 10-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Programming Virtual 3D Robot	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	Robotics with VEX IQ	Ages 9-12
Robotics with VEX IQ	Ages 9-12	War and Peace Simulation Games	Ages 11-14
Writing Minecraft Stories	Ages 8-10	Website Design with Wordpress	Ages 10-14

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Creative Writing Workshop	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Fashion Design on the Computer	Ages 10-14	Archeology and World-Making	Ages 11-14
Minecraft Creative - The Engineer in You	Ages 8-12	Comic Creation	Ages 8-13
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Science for Future Physicians	Ages 10-14	Ice Cream Shop Entrepreneur	Ages 8-10
Shark Tank Entrepreneur	Ages 11-14	Minecraft Survival for Beginners	Ages 7-11
Travel Planning for the Globe-Trotter	Ages 11-14	Murder Mystery Creation	Ages 11-14
Video Game Creation – Beginner	Ages 10-14	Programming - Scratch Beginners	Ages 8-10
WeDo Robotics	Ages 6-8	Programming ScratchJr	Ages 6-8

PARAMUS, NJ

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Comic Creation	Ages 8-13	Debate and Public Speaking	Ages 9-12
Engineering and Programming with Arduino	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Financial Literacy	Ages 11-14	Fashion Design on the Computer	Ages 10-14
Minecraft Advanced	Ages 9-13	Investment and the Stock Market	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Mini-Games Galore	Ages 8-12
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8
Roblox Game Development	Ages 10-14	YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Civil Engineering - Bridges and Buildings	Ages 8-11	Comic Creation	Ages 8-13
Dystopian Short Story Writing	Ages 11-14	Engineering - Flight and Aerospace	Ages 8-11
Fashion Design on the Computer	Ages 10-14	Escape Room Creation	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
War and Peace Simulation Games	Ages 11-14	Programming ScratchJr	Ages 6-8
WeDo Robotics	Ages 6-8	Writing Minecraft Stories	Ages 8-10

PRINCETON, NJ

Princeton 2021 CLASS SCHEDULE

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Comic Creation	Ages 8-13
Archeology and World-Making	Ages 11-14	Creative Writing Workshop	Ages 8-10
Designing Role-Playing Video Games	Ages 10-14	Minecraft Creative - The Engineer in You	Ages 8-12
Fashion Design on the Computer	Ages 10-14	Programming - Python - Introduction	Ages 11-13
Ice Cream Shop Entrepreneur	Ages 8-10	Robotics with VEX IQ	Ages 9-12
Minecraft Survival for Beginners	Ages 7-11	Science for Future Physicians	Ages 10-14
Murder Mystery Creation	Ages 11-14	Shark Tank Entrepreneur	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Travel Planning for the Globe-Trotter	Ages 11-14
Robotics with VEX IQ	Ages 9-12	Video Game Creation – Beginner	Ages 10-14

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Comic Creation	Ages 8-13	Engineering and Programming with Arduino	Ages 11-14
Debate and Public Speaking	Ages 9-12	Fashion Design on the Computer	Ages 10-14
Electrical Engineering with Makey Makey	Ages 10-14	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	Minecraft Advanced	Ages 9-13
Minecraft Mini-Games Galore	Ages 8-12	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Roblox Game Development	Ages 10-14
YouTube Video Creation	Ages 10-14	Robotics with VEX IQ	Ages 9-12

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Children's Picture Books by Kids	Ages 8-10	Civil Engineering - Bridges and Buildings	Ages 8-11
Engineering and Programming with Arduino	Ages 11-14	Comic Creation	Ages 8-13
Fashion Design on the Computer	Ages 10-14	Dystopian Short Story Writing	Ages 11-14
Financial Literacy	Ages 11-14	Math of Money	Ages 8-10
Minecraft Advanced	Ages 9-13	Minecraft Math	Ages 10-14
Mock Trial - The Criminal Justice System	Ages 11-14	Programming Virtual 3D Robot	Ages 11-14
Programming - Java - Introduction	Ages 13-15	Robotics with VEX IQ	Ages 9-12
Roblox Game Development	Ages 10-14	War and Peace Simulation Games	Ages 11-14
Robotics with VEX IQ	Ages 9-12	Website Design with Wordpress	Ages 10-14

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Creative Writing Workshop	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Drawing for Beginners	Ages 8-13	Archeology and World-Making	Ages 11-14
Minecraft Creative - The Engineer in You	Ages 8-12	Canvas Painting for Beginners	Ages 8-13
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Science for Future Physicians	Ages 10-14	Ice Cream Shop Entrepreneur	Ages 8-10
Shark Tank Entrepreneur	Ages 11-14	Minecraft Survival for Beginners	Ages 7-11
Travel Planning for the Globe-Trotter	Ages 11-14	Murder Mystery Creation	Ages 11-14
Video Game Creation – Beginner	Ages 10-14	Programming - Scratch Beginners	Ages 8-10
WeDo Robotics	Ages 6-8	Programming ScratchJr	Ages 6-8

PRINCETON, NJ

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Canvas Painting for Beginners	Ages 8-13	Art of Storytelling	Ages 11-14
Children's Picture Books by Kids	Ages 8-10	Debate and Public Speaking	Ages 9-12
Engineering and Programming with Arduino	Ages 11-14	Drawing for Beginners	Ages 8-13
Financial Literacy	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Minecraft Advanced	Ages 9-13	Investment and the Stock Market	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Mini-Games Galore	Ages 8-12
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8
Roblox Game Development	Ages 10-14	YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Civil Engineering - Bridges and Buildings	Ages 8-11	Canvas Painting for Beginners	Ages 8-13
Drawing for Beginners	Ages 8-13	Engineering - Flight and Aerospace	Ages 8-11
Dystopian Short Story Writing	Ages 11-14	Escape Room Creation	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
War and Peace Simulation Games	Ages 11-14	Programming ScratchJr	Ages 6-8
WeDo Robotics	Ages 6-8	Writing Minecraft Stories	Ages 8-10

SHORT HILLS, NJ

Short Hills 2021 CLASS SCHEDULE

Week 2 : June 28 - July 2			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Creative Writing Workshop	Ages 8-10
Archeology and World-Making	Ages 11-14	Drawing for Beginners	Ages 8-13
Canvas Painting for Beginners	Ages 8-13	Graphic Design and GIMP	Ages 10-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Survival for Beginners	Ages 7-11	Minecraft Creative - The Engineer in You	Ages 8-12
Murder Mystery Creation	Ages 11-14	Programming ScratchJr	Ages 6-8
Virtual Reality	Ages 10-14	Science for Future Physicians	Ages 10-14
Website Design with Wordpress	Ages 10-14	Travel Planning for the Globe-Trotter	Ages 11-14
WeDo Robotics	Ages 6-8	Virtual Reality	Ages 10-14
Wee STEAMers	Ages 3-5	Youngsters - Right Brain Mix	Ages 5-7
Youngsters - Left Brain Mix	Ages 5-7		

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Canvas Painting for Beginners	Ages 8-13
Debate and Public Speaking	Ages 9-12	Children's Picture Books by Kids	Ages 8-10
Designing Role-Playing Video Games	Ages 10-14	Engineering and Programming with Arduino	Ages 11-14
Drawing for Beginners	Ages 8-13	Minecraft Advanced	Ages 9-13
Electrical Engineering with Makey Makey	Ages 10-14	Mock Trial - The Criminal Justice System	Ages 11-14
Ice Cream Shop Entrepreneur	Ages 8-10	Programming - Python - Introduction	Ages 11-13
Minecraft Mini-Games Galore	Ages 8-12	Shark Tank Entrepreneur	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Video Game Creation – Beginner	Ages 10-14
Programming ScratchJr	Ages 6-8	Virtual Reality	Ages 10-14
Virtual Reality	Ages 10-14	WeDo Robotics	Ages 6-8
Wee STEAMers	Ages 3-5	Youngsters - Left Brain Mix	Ages 5-7
Youngsters - Right Brain Mix	Ages 5-7		

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Canvas Painting for Beginners	Ages 8-13	Drawing for Beginners	Ages 8-13
Civil Engineering - Bridges and Buildings	Ages 8-11	Engineering - Flight and Aerospace	Ages 8-11
Dystopian Short Story Writing	Ages 11-14	Escape Room Creation	Ages 11-14
Investment and the Stock Market	Ages 11-14	Financial Literacy	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
Virtual Reality	Ages 10-14	Programming ScratchJr	Ages 6-8
War and Peace Simulation Games	Ages 11-14	Roblox Game Development	Ages 10-14
WeDo Robotics	Ages 6-8	Virtual Reality	Ages 10-14
Wee STEAMers	Ages 3-5	Writing Minecraft Stories	Ages 8-10
Youngsters - Left Brain Mix	Ages 5-7	Youngsters - Right Brain Mix	Ages 5-7
YouTube Video Creation	Ages 10-14		

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Comic Creation	Ages 8-13	Archeology and World-Making	Ages 11-14
Creative Writing Workshop	Ages 8-10	Crazy Chemworks	Ages 8-10
Detective/Spy Lab	Ages 8-10	Fashion Design on the Computer	Ages 10-14
Graphic Design and GIMP	Ages 10-14	Math of Money	Ages 8-10
Math Competition Training	Ages 11-14	Minecraft Survival for Beginners	Ages 7-11
Minecraft Creative - The Engineer in You	Ages 8-12	Murder Mystery Creation	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	Programming Virtual 3D Robot	Ages 11-14
Programming ScratchJr	Ages 6-8	Website Design with Wordpress	Ages 10-14
Travel Planning for the Globe-Trotter	Ages 11-14	WeDo Robotics	Ages 6-8
Wee STEAMers	Ages 3-5	Youngsters - Left Brain Mix	Ages 5-7
Youngsters - Right Brain Mix	Ages 5-7		

SHORT HILLS, NJ

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Children's Picture Books by Kids	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Fashion Design on the Computer	Ages 10-14	Art of Storytelling	Ages 11-14
Minecraft Advanced	Ages 9-13	Comic Creation	Ages 8-13
Mock Trial - The Criminal Justice System	Ages 11-14	Debate and Public Speaking	Ages 9-12
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Robotics with VEX IQ	Ages 9-12	Ice Cream Shop Entrepreneur	Ages 8-10
Science for Future Physicians	Ages 10-14	Minecraft Mini-Games Galore	Ages 8-12
Shark Tank Entrepreneur	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Video Game Creation – Beginner	Ages 10-14	Robotics with VEX IQ	Ages 9-12
Youngsters - Left Brain Mix	Ages 5-7	Wee STEAMers	Ages 3-5
		Youngsters - Right Brain Mix	Ages 5-7

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drone Programming Beginner	Ages 10-14	Drone Programming Beginner	Ages 10-14
Engineering and Programming with Arduino	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Escape Room Creation	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Financial Literacy	Ages 11-14	Investment and the Stock Market	Ages 11-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Minecraft Math	Ages 10-14
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Roblox Game Development	Ages 10-14	Robotics with VEX IQ	Ages 9-12
Robotics with VEX IQ	Ages 9-12	War and Peace Simulation Games	Ages 11-14
Writing Minecraft Stories	Ages 8-10	Wee STEAMers	Ages 3-5
Youngsters - Right Brain Mix	Ages 5-7	Youngsters - Left Brain Mix	Ages 5-7
		YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Archeology and World-Making	Ages 11-14	Creative Writing Workshop	Ages 8-10
Civil Engineering - Bridges and Buildings	Ages 8-11	Drone Programming Beginner	Ages 10-14
Drone Programming Beginner	Ages 10-14	Engineering - Flight and Aerospace	Ages 8-11
Math of Money	Ages 8-10	Engineering - Flight and Aerospace	Ages 8-11
Minecraft Survival for Beginners	Ages 7-11	Math Competition Training	Ages 11-14
Murder Mystery Creation	Ages 11-14	Minecraft Creative - The Engineer in You	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Robotics with VEX IQ	Ages 9-12
Website Design with Wordpress	Ages 10-14	Travel Planning for the Globe-Trotter	Ages 11-14
Youngsters - Left Brain Mix	Ages 5-7	Wee STEAMers	Ages 3-5
		Youngsters - Right Brain Mix	Ages 5-7

SOMERSET, NJ

Somerset 2021 CLASS SCHEDULE

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Canvas Painting for Beginners	Ages 8-13
Archeology and World-Making	Ages 11-14	Creative Writing Workshop	Ages 8-10
Designing Role-Playing Video Games	Ages 10-14	Minecraft Creative - The Engineer in You	Ages 8-12
Drawing for Beginners	Ages 8-13	Programming - Python - Introduction	Ages 11-13
Ice Cream Shop Entrepreneur	Ages 8-10	Science for Future Physicians	Ages 10-14
Minecraft Survival for Beginners	Ages 7-11	Shark Tank Entrepreneur	Ages 11-14
Murder Mystery Creation	Ages 11-14	Travel Planning for the Globe-Trotter	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Video Game Creation – Beginner	Ages 10-14
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Canvas Painting for Beginners	Ages 8-13	Drawing for Beginners	Ages 8-13
Debate and Public Speaking	Ages 9-12	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	Minecraft Advanced	Ages 9-13
Minecraft Mini-Games Galore	Ages 8-12	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
WeDo Robotics	Ages 6-8	Programming ScratchJr	Ages 6-8
YouTube Video Creation	Ages 10-14	Roblox Game Development	Ages 10-14

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drawing for Beginners	Ages 8-13	Canvas Painting for Beginners	Ages 8-13
Engineering - Flight and Aerospace	Ages 8-11	Civil Engineering - Bridges and Buildings	Ages 8-11
Escape Room Creation	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Graphic Design and GIMP	Ages 10-14	Math of Money	Ages 8-10
Math Competition Training	Ages 11-14	Minecraft Math	Ages 10-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Programming Virtual 3D Robot	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	War and Peace Simulation Games	Ages 11-14
Programming ScratchJr	Ages 6-8	Website Design with Wordpress	Ages 10-14
Writing Minecraft Stories	Ages 8-10	WeDo Robotics	Ages 6-8

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Creative Writing Workshop	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Fashion Design on the Computer	Ages 10-14	Archeology and World-Making	Ages 11-14
Minecraft Creative - The Engineer in You	Ages 8-12	Comic Creation	Ages 8-13
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Robotics with VEX IQ	Ages 9-12	Ice Cream Shop Entrepreneur	Ages 8-10
Science for Future Physicians	Ages 10-14	Minecraft Survival for Beginners	Ages 7-11
Shark Tank Entrepreneur	Ages 11-14	Murder Mystery Creation	Ages 11-14
Travel Planning for the Globe-Trotter	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Video Game Creation – Beginner	Ages 10-14	Robotics with VEX IQ	Ages 9-12

SOMERSET, NJ

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Comic Creation	Ages 8-13	Debate and Public Speaking	Ages 9-12
Engineering and Programming with Arduino	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Financial Literacy	Ages 11-14	Fashion Design on the Computer	Ages 10-14
Minecraft Advanced	Ages 9-13	Investment and the Stock Market	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Mini-Games Galore	Ages 8-12
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Roblox Game Development	Ages 10-14	Robotics with VEX IQ	Ages 9-12
Robotics with VEX IQ	Ages 9-12	YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Civil Engineering - Bridges and Buildings	Ages 8-11	Comic Creation	Ages 8-13
Dystopian Short Story Writing	Ages 11-14	Engineering - Flight and Aerospace	Ages 8-11
Fashion Design on the Computer	Ages 10-14	Escape Room Creation	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Robotics with VEX IQ	Ages 9-12
War and Peace Simulation Games	Ages 11-14	Writing Minecraft Stories	Ages 8-10

SUMMIT, NJ

Summit 2021 CLASS SCHEDULE

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Canvas Painting for Beginners	Ages 8-13	Anatomy and Surgical Techniques	Ages 10-14
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Minecraft Creative - The Engineer in You	Ages 8-12	Debate and Public Speaking	Ages 9-12
Mock Trial - The Criminal Justice System	Ages 11-14	Designing Role-Playing Video Games	Ages 10-14
Programming - Python - Introduction	Ages 11-13	Drawing for Beginners	Ages 8-13
Science for Future Physicians	Ages 10-14	Ice Cream Shop Entrepreneur	Ages 8-10
Shark Tank Entrepreneur	Ages 11-14	Minecraft Survival for Beginners	Ages 7-11
Video Game Creation – Beginner	Ages 10-14	Programming - Scratch Beginners	Ages 8-10
Virtual Reality	Ages 10-14	Virtual Reality	Ages 10-14

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Drawing for Beginners	Ages 8-13	Canvas Painting for Beginners	Ages 8-13
Engineering and Programming with Arduino	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Escape Room Creation	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Financial Literacy	Ages 11-14	Investment and the Stock Market	Ages 11-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Minecraft Math	Ages 10-14
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Roblox Game Development	Ages 10-14	Programming ScratchJr	Ages 6-8
Virtual Reality	Ages 10-14	Virtual Reality	Ages 10-14
WeDo Robotics	Ages 6-8	War and Peace Simulation Games	Ages 11-14
Writing Minecraft Stories	Ages 8-10	YouTube Video Creation	Ages 10-14

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Archeology and World-Making	Ages 11-14	Civil Engineering - Bridges and Buildings	Ages 8-11
Comic Creation	Ages 8-13	Creative Writing Workshop	Ages 8-10
Engineering - Flight and Aerospace	Ages 8-11	Fashion Design on the Computer	Ages 10-14
Graphic Design and GIMP	Ages 10-14	Math Competition Training	Ages 11-14
Math of Money	Ages 8-10	Minecraft Creative - The Engineer in You	Ages 8-12
Minecraft Survival for Beginners	Ages 7-11	Programming Minecraft Mods Using Java	Ages 13-15
Murder Mystery Creation	Ages 11-14	Travel Planning for the Globe-Trotter	Ages 11-14
Programming Virtual 3D Robot	Ages 11-14	Website Design with Wordpress	Ages 10-14
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
3D Printing	Ages 10-14	3D Printing	Ages 10-14
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Crazy Chemworks	Ages 8-10	Comic Creation	Ages 8-13
Debate and Public Speaking	Ages 9-12	Detective/Spy Lab	Ages 8-10
Designing Role-Playing Video Games	Ages 10-14	Minecraft Advanced	Ages 9-13
Fashion Design on the Computer	Ages 10-14	Mock Trial - The Criminal Justice System	Ages 11-14
Ice Cream Shop Entrepreneur	Ages 8-10	Programming - Python - Introduction	Ages 11-13
Minecraft Mini-Games Galore	Ages 8-12	Programming ScratchJr	Ages 6-8
Programming - Scratch Beginners	Ages 8-10	Shark Tank Entrepreneur	Ages 11-14
WeDo Robotics	Ages 6-8	Video Game Creation – Beginner	Ages 10-14

NEWARK, DE

Newark, DE 2021 CLASS SCHEDULE

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Creative Writing Workshop	Ages 8-10
Archeology and World-Making	Ages 11-14	Minecraft Creative - The Engineer in You	Ages 8-12
Designing Role-Playing Video Games	Ages 10-14	Programming - Python - Introduction	Ages 11-13
Ice Cream Shop Entrepreneur	Ages 8-10	Robotics with VEX IQ	Ages 9-12
Minecraft Survival for Beginners	Ages 7-11	Science for Future Physicians	Ages 10-14
Murder Mystery Creation	Ages 11-14	Shark Tank Entrepreneur	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Travel Planning for the Globe-Trotter	Ages 11-14
Robotics with VEX IQ	Ages 9-12	Video Game Creation – Beginner	Ages 10-14

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Debate and Public Speaking	Ages 9-12	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	Minecraft Advanced	Ages 9-13
Minecraft Mini-Games Galore	Ages 8-12	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Roblox Game Development	Ages 10-14
YouTube Video Creation	Ages 10-14	Robotics with VEX IQ	Ages 9-12

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Engineering - Flight and Aerospace	Ages 8-11	Civil Engineering - Bridges and Buildings	Ages 8-11
Escape Room Creation	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Graphic Design and GIMP	Ages 10-14	Math of Money	Ages 8-10
Math Competition Training	Ages 11-14	Minecraft Math	Ages 10-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Programming Virtual 3D Robot	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	Robotics with VEX IQ	Ages 9-12
Robotics with VEX IQ	Ages 9-12	War and Peace Simulation Games	Ages 11-14
Writing Minecraft Stories	Ages 8-10	Website Design with Wordpress	Ages 10-14

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Creative Writing Workshop	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Minecraft Creative - The Engineer in You	Ages 8-12	Archeology and World-Making	Ages 11-14
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Science for Future Physicians	Ages 10-14	Ice Cream Shop Entrepreneur	Ages 8-10
Shark Tank Entrepreneur	Ages 11-14	Minecraft Survival for Beginners	Ages 7-11
Travel Planning for the Globe-Trotter	Ages 11-14	Murder Mystery Creation	Ages 11-14
Video Game Creation – Beginner	Ages 10-14	Programming - Scratch Beginners	Ages 8-10
WeDo Robotics	Ages 6-8	Programming ScratchJr	Ages 6-8

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Engineering and Programming with Arduino	Ages 11-14	Debate and Public Speaking	Ages 9-12
Financial Literacy	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Minecraft Advanced	Ages 9-13	Investment and the Stock Market	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Mini-Games Galore	Ages 8-12
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Programming - Java - Introduction	Ages 13-15	WeDo Robotics	Ages 6-8
Roblox Game Development	Ages 10-14	YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Civil Engineering - Bridges and Buildings	Ages 8-11	Engineering - Flight and Aerospace	Ages 8-11
Dystopian Short Story Writing	Ages 11-14	Escape Room Creation	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
War and Peace Simulation Games	Ages 11-14	Programming ScratchJr	Ages 6-8
WeDo Robotics	Ages 6-8	Writing Minecraft Stories	Ages 8-10

OWINGS MILLS, MD

Owings Mills, MD 2021 CLASS SCHEDULE

Week 3 : July 5-9			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Anatomy and Surgical Techniques	Ages 10-14	Creative Writing Workshop	Ages 8-10
Archeology and World-Making	Ages 11-14	Minecraft Creative - The Engineer In You	Ages 8-12
Designing Role-Playing Video Games	Ages 10-14	Programming - Python - Introduction	Ages 11-13
Ice Cream Shop Entrepreneur	Ages 8-10	Science for Future Physicians	Ages 10-14
Minecraft Survival for Beginners	Ages 7-11	Shark Tank Entrepreneur	Ages 11-14
Murder Mystery Creation	Ages 11-14	Travel Planning for the Globe-Trotter	Ages 11-14
Programming - Scratch Beginners	Ages 8-10	Video Game Creation – Beginner	Ages 10-14
Programming ScratchJr	Ages 6-8	WeDo Robotics	Ages 6-8

Week 4 : July 12-16			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Art of Storytelling	Ages 11-14	Children's Picture Books by Kids	Ages 8-10
Debate and Public Speaking	Ages 9-12	Engineering and Programming with Arduino	Ages 11-14
Electrical Engineering with Makey Makey	Ages 10-14	Financial Literacy	Ages 11-14
Investment and the Stock Market	Ages 11-14	Minecraft Advanced	Ages 9-13
Minecraft Mini-Games Galore	Ages 8-12	Mock Trial - The Criminal Justice System	Ages 11-14
Programming - Scratch Advanced	Ages 8-10	Programming - Java - Introduction	Ages 13-15
WeDo Robotics	Ages 6-8	Programming ScratchJr	Ages 6-8
YouTube Video Creation	Ages 10-14	Roblox Game Development	Ages 10-14

Week 5 : July 19-23			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Engineering - Flight and Aerospace	Ages 8-11	Civil Engineering - Bridges and Buildings	Ages 8-11
Escape Room Creation	Ages 11-14	Dystopian Short Story Writing	Ages 11-14
Graphic Design and GIMP	Ages 10-14	Math of Money	Ages 8-10
Math Competition Training	Ages 11-14	Minecraft Math	Ages 10-14
Minecraft Obstacle Course - Build Your Own	Ages 8-12	Programming Virtual 3D Robot	Ages 11-14
Programming Minecraft Mods Using Java	Ages 13-15	War and Peace Simulation Games	Ages 11-14
Programming ScratchJr	Ages 6-8	Website Design with Wordpress	Ages 10-14
Writing Minecraft Stories	Ages 8-10	WeDo Robotics	Ages 6-8

Week 6 : July 26-30			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Creative Writing Workshop	Ages 8-10	Anatomy and Surgical Techniques	Ages 10-14
Minecraft Creative - The Engineer In You	Ages 8-12	Archeology and World-Making	Ages 11-14
Programming - Python - Introduction	Ages 11-13	Designing Role-Playing Video Games	Ages 10-14
Robotics with VEX IQ	Ages 9-12	Ice Cream Shop Entrepreneur	Ages 8-10
Science for Future Physicians	Ages 10-14	Minecraft Survival for Beginners	Ages 7-11
Shark Tank Entrepreneur	Ages 11-14	Murder Mystery Creation	Ages 11-14
Travel Planning for the Globe-Trotter	Ages 11-14	Programming - Scratch Beginners	Ages 8-10
Video Game Creation – Beginner	Ages 10-14	Robotics with VEX IQ	Ages 9-12

Week 7 : Aug 2-6			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Children's Picture Books by Kids	Ages 8-10	Art of Storytelling	Ages 11-14
Engineering and Programming with Arduino	Ages 11-14	Debate and Public Speaking	Ages 9-12
Financial Literacy	Ages 11-14	Electrical Engineering with Makey Makey	Ages 10-14
Minecraft Advanced	Ages 9-13	Investment and the Stock Market	Ages 11-14
Mock Trial - The Criminal Justice System	Ages 11-14	Minecraft Mini-Games Galore	Ages 8-12
Programming - Java - Introduction	Ages 13-15	Programming - Scratch Advanced	Ages 8-10
Roblox Game Development	Ages 10-14	Robotics with VEX IQ	Ages 9-12
Robotics with VEX IQ	Ages 9-12	YouTube Video Creation	Ages 10-14

Week 8 : Aug 9-13			
AM (9:00-12:30) - select one AM class for the week.		PM (1:30-5:00) - select one PM class for the week.	
Civil Engineering - Bridges and Buildings	Ages 8-11	Engineering - Flight and Aerospace	Ages 8-11
Dystopian Short Story Writing	Ages 11-14	Escape Room Creation	Ages 11-14
Math of Money	Ages 8-10	Math Competition Training	Ages 11-14
Minecraft Math	Ages 10-14	Minecraft Obstacle Course - Build Your Own	Ages 8-12
Programming Virtual 3D Robot	Ages 11-14	Programming Minecraft Mods Using Java	Ages 13-15
Robotics with VEX IQ	Ages 9-12	Robotics with VEX IQ	Ages 9-12
War and Peace Simulation Games	Ages 11-14	Writing Minecraft Stories	Ages 8-10

FREQUENTLY ASKED QUESTIONS

WHAT IS YOUR CANCELLATION/REFUND POLICY?

If you (the family) cancel your enrollment more than 14 days in advance, we will issue a credit voucher of full amount paid to date.

If the cancellation is caused by the Program, we can either transfer your camper to another class or issue a full refund of the amount paid.

The credit voucher can be used for other classes we offer with no expiration.

HOW CAN IFIND OUT MORE ABOUT CLASSES?

Other than the class descriptions in this catalog and on the website, please contact us at: info@iisummer.com

CAN MY CHILD SWITCH CLASSES?

In the event a student needs to switch classes, he or she may do so provided a space is available in the other class. This must be done more than seven days in advance. If you need more details, contact us at: info@iisummer.com

DO YOU HAVE SCHOLARSHIPS OR FINANCIAL ASSISTANCE?

Yes, we believe all children would benefit from the Ivy Virtual Camp experience. For this reason, we do set aside a pool of funds for financial assistance. Financial assistance is offered in the form of discounts between 20% to 50%. We do not give full financial assistance. Please contact us for details at: info@iisummer.com

HOW DO I "ATTEND" VIRTUAL CLASSES?

We will email an invitation and link for the class to parents of all registered campers. Please let us know if you have not received the invitation the day prior to the class start date.

We encourage students to log in 5 minutes before the class begins.

In order to successfully enjoy the class, you must have a Mac or a Windows PC, a webcam / audio connection, a stable internet connection with access to Zoom Video Conferencing, and administrator access to the computer in case of updating programs and/or downloading/installing new programs/apps.

WHO ARE THE TEACHERS?

A significant number of our teachers are certified educators in both public and private schools. There are also experts in certain fields and with outstanding experience who serve as instructors. The remaining number of instructors are college students and college graduates who are extensively trained to teach our curricula. *All of our teachers have been background-checked in accordance with the standards of the American Camp Association.*

WHAT IS THE STUDENT – TEACHER RATIO?

Our class sizes are restricted to seven students (virtual classes) and eight students (in-person classes) to ensure the best experience for them.

WHAT IF MY CHILD IS A FEW MONTHS YOUNGER THAN THE AGE RANGE LISTED?

We allow students to join a class if the student is within 6 months of the recommended age range. We believe parents know their children best. Please reach out to us if you have extenuating circumstances to be considered for placing your child in a class that is not in age range. You can reach us at: info@iisummer.com.

Register online today at: www.iisummer.com

COVID-19 POLICIES & MEASURES

Dear Parents and Guardians,

I hope you are doing well and staying healthy both physically and emotionally. I know that Coronavirus (COVID-19) has been at the forefront of everyone's mind. I, too, continue to closely monitor the latest updates and developments. The health and safety of our campers, families, and staff is our top priority. We will take into consideration all the information and guidance we receive from the CDC, the Health Department, as well as the American Camp Association.

Last summer, we had the decision to operate only virtual camp and not our in-person camp. This summer, we are planning to to operate both virtual camp and in-person camp. It is during times of uncertainty that the value of camp is immeasurable. Now more than ever, our children, staff, and families need camp to foster connections to each other and the community! For in-person camp, we are have adopted additional protocols in order to better protect the health and safety of everyone.

What will in-person camp be like? How has operations changed from prior years?

Stay Home if your camper is not feeling well

We cannot stress strongly enough, that if your camper does not feel well in anyway, please do not send them to camp. This is the single most important thing you can do as a parent to insure the health and safety of your child and the rest of our camp community.

Again, because we want to do everything to keep camp operating in a safe manner, if your child is exhibiting symptoms of an illness of any kind, you cannot send your child to camp that day under any circumstances. Campers will be temperature scanned before exiting the car. Campers scanning a temperature higher than 100
degrees will not be permitted to come to camp and must be temperature free for 24 hours without medication.

Health Pre-Screening

We require that parents and guardians start completing our online pre-screening form every day starting on the Monday one week before their camper starts in-person camp. This form should be completed every day before attending in-person camp.LINK TO PRE-SCREENING FORM

Pick-Up and Drop-Off and Temperatures Taken

Campers will stay in the car until their temperatures are taken. Parents are not allowed to leave their cars nor enter the camp building in order to minimize exposure to Covid-19. Temperatures are also twice each day, upon entry and exit from camp.

Masks

All campers and staff will be required to wear a mask/face covering at all times except when they are eating and drinking during breaks and lunch. When campers are outside and are able to maintain appropriate personal spacing, they can take short breaks without their masks. We ask families to send campers to camp with surgical masks for face covering. Gaiters and face shields can be added as asecondaryface covering.

Personal Spacing (aka Social Distancing)

Campers are expected to remain spaced 6 feet apart.

Hand Sanitizing
One of the biggest factors in preventing the spread of viruses are diligent hand cleaning procedures. Campers are asked to use hand sanitizers upon entry into camp and before snack and lunch.

Class Capacity

To support personal spacing, International Ivy has changed the class capacity of every class from 12 students to 8 students.

Breaks and Lunch

In prior years, breaks and lunch were taken together by campers across all classes. This summer, we will have each class stay together during breaks and not co-mingle with other students from other classes. To the extent possible, each class will take their breaks outside.

For campers who are staying full-day (e.g. taking an AM class and a PM class), they will have lunch in their AM classroom or outside (socially distanced from other students).

Cleaning

Desks, chairs, door knobs and other surfaces will be sanitized before each class. All materials/equipment used in an activity will be cleansed with bleach solution or sanitizing wipes. We have built in a 10-15 minute time at the end of each class as a cleaning and water break so campers will be hydrating as we are sanitizing camp for the next activity.

Refrain from in-person camp if you will be traveling before camp

If you are planning on taking a trip, or getting on an airplane during the camp season this may not be the summer to consider attending camp. Please be cautious with your family's activities outside of camp.

Sick Procedures

In the event that your child begins to feel ill during the day, they will be brought to a separate area of the program office and you will be called to come to camp to pick up your camper as soon as possible. Campers must be fever free for 24 hours without medication before they will be permitted to return to camp

What if in-person camp is cancelled?
Please do note that our campers' safety is our most important priority so there is a chance that if the regulatory authorities or our management team deem that it is not safe to operate in-person camp this summer, then we will always offer our camp families the option of a full refund for any cancelled in-person camp classes or a transfer to virtual camp classes.

IN-PERSON CAMP LIST OF ALL CLASSES BY CATEGORY

CATEGORY: BUSINESS & MATH

Financial Literacy, Ages 11-14
Ice Cream Shop Entrepreneur, Ages 8-10
Investment and the Stock Market, Ages 11-14
Math Competition Training, Ages 11-14
Math of Money, Ages 8-10
Minecraft Math, Ages 10-14
Shark Tank Entrepreneur, Ages 11-14

CATEGORY: ENGINEERING & SCIENCE

Anatomy and Surgical Techniques, Ages 10-14
Civil Engineering – Bridges and Buildings, Ages 8-11
Crazy Chemworks, Ages 8-10
Detective/Spy Lab, Ages 8-10
Electrical Engineering with Makey Makey, Ages 10-14
Engineering and Programming with Arduino, Ages 11-14
Engineering – Flight and Aerospace, Ages 8-11
Science for Future Physicians, Ages 10-14

CATEGORY: LANGUAGE, HUMANITIES AND ARTS

Archeology and World-Making, Ages 11-14
Art of Storytelling, Ages 11-14
Canvas Painting for Beginners, Ages 8-13
Children's Picture Books by Kids, Ages 8-10
Comic Creation, Ages 8-13
Creative Writing Workshop, Ages 8-10
Debate and Public Speaking, Ages 9-12
Drawing for Beginners, Ages 8-13
Dystopian Short Story Writing, Ages 11-14
Escape Room Creation, Ages 11-14
Fashion Design on the Computer, Ages 10-14
Mock Trial – The Criminal Justice System, Ages 11-14
Murder Mystery Creation, Ages 11-14
Travel Planning for the Globe-Trotter, Ages 11-14
War and Peace Simulation Games, Ages 11-14
Wee STEAMers, Ages 3-5
Writing Minecraft Stories, Ages 8-10
Youngsters – Right Brain Mix, Ages 5-7

IN-PERSON CAMP
LIST OF ALL CLASSES BY CATEGORY

CATEGORY: MINECRAFT

Minecraft Advanced, Ages 9-13
Minecraft Creative – The Engineer in You, Ages 8-12
Minecraft Math, Ages 10-14
Minecraft Mini-Games Galore, Ages 8-12
Minecraft Obstacle Course – Build Your Own, Ages 8-12
Minecraft Survival for Beginners, Ages 7-11
Programming Minecraft Mods Using Java, Ages 13-15

CATEGORY: PROGRAMMING

Engineering and Programming with Arduino, Ages 11-14
Programming – Java – Introduction, Ages 13-15
Programming – Python – Introduction, Ages 11-13
Programming – Scratch Advanced, Ages 8-10
Programming – Scratch Beginners, Ages 8-10
Programming Minecraft Mods Using Java, Ages 13-15
Programming ScratchJr, Ages 6-8
Programming Virtual 3D Robot, Ages 11-14
Robotics Lego Vehicles, Ages 9-12
Robotics with VEX IQ, Ages 9-12
WeDo Robotics, Ages 6-8
Youngsters – Left Brain Mix, Ages 5-7

CATEGORY: TECHNOLOGY & DESIGN

3D Printing, Ages 10-14
Designing Role-Playing Video Games, Ages 10-14
Drone Programming Beginner, Ages 10-14
Fashion Design on the Computer, Ages 10-14
Graphic Design and GIMP, Ages 10-14
Roblox Game Development, Ages 10-14
Video Game Creation Beginner, Ages 10-14
Virtual Reality, Ages 10-14
Website Design with WordPress, Ages 10-14
YouTube Video Creation, Ages 10-14

VIRTUAL CAMP
LIST OF ALL CLASSES BY CATEGORY

CATEGORY: BUSINESS & MATH

Financial Literacy, Ages 11-14
Ice Cream Shop Entrepreneur, Ages 8-10
Investment and the Stock Market, Ages 11-14
Math Bingo and Dice Games, Ages 5-7 (mini-class)
Math Competition Training, Ages 11-14
Math of Money, Ages 8-10
Math with Play Dough, Ages 3-4(mini-class)
Minecraft Math, Ages 10-14
Shark Tank Entrepreneur, Ages 11-14

CATEGORY: ENGINEERING & SCIENCE

Electrical Engineering with Makey Makey, Ages 10-14
Science for Future Physicians, Ages 10-14
Engineering and Programming with Arduino, Ages 11-14

CATEGORY: LANGUAGE, HUMANITIES AND ARTS

Archeology and World-Making, Ages 11-14
Art of Storytelling, Ages 11-14
Children's Picture Books by Kids, Ages 8-10
Comic Creation, Ages 8-13
Creative Writing Workshop, Ages 8-10
Debate and Public Speaking, Ages 9-12
Drawing for Beginners, Ages 8-13
Dystopian Short Story Writing, Ages 11-14
Escape Room Creation, Ages 11-14
Fables around the World, Ages 5-7 (mini-class)
Fashion Design on the Computer, Ages 10-14
Letter of the Day, Ages 3-4 (mini-class)
Mock Trial – The Criminal Justice System, Ages 11-14
Murder Mystery Creation, Ages 11-14
Phonics Poetry, Ages 5-7 (mini-class)
Story Time, Ages 3-4 (mini-class)
Travel Planning for the Globe-Trotter, Ages 11-14
Writing Minecraft Stories, Ages 8-10
Yoga and Movement, Ages 3-4 (mini-class)
Yoga and Movement, Ages 5-7 (mini-class)

VIRTUAL CAMP
LIST OF ALL CLASSES BY CATEGORY

CATEGORY: MINECRAFT

Minecraft Advanced, Ages 9-13
Minecraft Creative – The Engineer in You, Ages 8-12
Minecraft Math, Ages 10-14
Minecraft Mini-Games Galore, Ages 8-12
Minecraft Obstacle Course – Build Your Own, Ages 8-12
Minecraft Survival for Beginners, Ages 7-11
Programming Minecraft Mods Using Java, Ages 13-15

CATEGORY: PROGRAMMING

Engineering and Programming with Arduino, Ages 11-14
Programming – Java – Introduction, Ages 13-15
Programming – Python – Introduction, Ages 11-13
Programming – Scratch Advanced, Ages 8-10
Programming – Scratch Beginners, Ages 8-10
Programming Minecraft Mods Using Java, Ages 13-15
Programming ScratchJr, Ages 6-8
Programming Virtual 3D Robot, Ages 11-14

CATEGORY: TECHNOLOGY & DESIGN

3D Printing, Ages 10-14
Designing Role-Playing Video Games, Ages 10-14
Fashion Design on the Computer, Ages 10-14
Graphic Design and GIMP, Ages 10-14
Roblox Game Development, Ages 10-14
Video Game Creation Beginner, Ages 10-14
Website Design with WordPress, Ages 10-14
YouTube Video Creation, Ages 10-14