

HOW TO APPLY?

"All applicants to the program will be reviewed by the school staff, and must be received by the school Principal by June 20th.

Confirmation will be sent to all applicants before June 25th, indicating whether or not the applicant has been accepted in the program"

Option 1: Please register using
<https://tinyurl.com/summerlearning2018>

Option 2: Please return this panel to your child's Principal if you wish your child to attend the program by

.....
First & Last Name:

.....
Grade Completed:

.....
Current School:

.....
Parent / Guardian Email:

.....
Emergency Contact Name & Number:

.....
Preferred Date & Location:

Program (circle one):
MAKER MADNESS **MEDIA MANIA**

Allergies, please specify:
.....

.....
Parent/Guardian Signature:
.....



Maker Madness is an exciting, four-day summer adventure with lessons that explore connections between science, technology, engineering, and math. Grade 7 and 8 students explore the wonderful world of design, creation and innovation to seek solutions to real-world problems and sharpen critical global competencies while rotating through several fascinating hands-on activities.

IMAGINEERING

Imagineering is a day that introduces campers to the fundamental skills of making and building. Students will take part in activities that teach math and global competencies through hands-on activities, creativity and making. By focusing on these proficiencies, students can develop a more permanent understanding of concepts in engineering and math, which translate to making and beyond.

- » Introduction to critical thinking, collaboration, communication, creativity and innovation
- » Generating ideas & design
- » Introduction to construction and application of math concepts

INVENTIONEERING

Do you often dream up ideas and inventions – but rarely ever get the chance to bring them to life?

Using a combination of high tech and traditional tools along with math concepts, we provide the mentorship and structure to help you turn your ideas into working games – led by your own interests, imagination and ingenuity.

Here are some of the technologies students will have the opportunity to work with:

- » Scratch programming
- » Physics

ROBOTICS

Learn the basics of robotics, coding & programming! Robotics is a motivational tool that brings math, science and technology to life. Robotics offers students a unit of study that implicitly demonstrates the application of math, science and technology as well as reinforce numeracy skills such as Numbers and Operations, Algebra, Geometry, Measurement, Problem Solving, Reasoning and Proof; and Communications.

Using programming, you'll go home with an applied understanding of how real-life robots work and what is involved in bringing them to life.

- » Ozobots
- » Program Controllers

