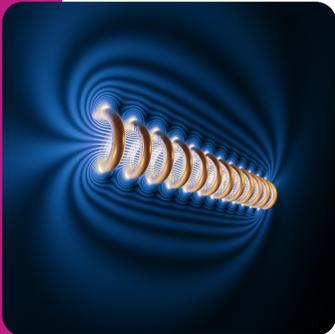


GRADES 2-3



STOP MOTION, ANIMATION & FILM MAKING

Life is movement! and every gesture and motion can be replicated in the digital world. This introductory course brings a solid component to the ones who like digital art. We will cover the fundamentals of stop motion and animation through concepts such as timing, squash and stretch, frames per second, sequence, and more. By the end of the program, participants will express their ideas through a stop motion, animation, or short film production. No experience necessary.



MAKING AN ELECTROMAGNET

Discover the relationship between electricity and magnetism in this session as we delve into building some electromagnets using nails, wire, and batteries.



WHAT ON EARTH IS GEOLOGY?

There are many different types of rocks – each have different ways of being formed. Outside students will collect rocks and write down their observations. Kids will determine what type of rock it is and train their rock monster to be the best there ever was for the rock monster battles!



CLAYMATION

Life is movement! and every gesture and motion can be replicated in the digital world. This introductory course brings a solid component to the ones who like digital art. We will cover the fundamentals of stop motion and animation through concepts such as timing, squash and stretch, frames per second, sequence, and more. By the end of the program, participants will express their ideas through a stop motion, animation, or short film production. No experience necessary.

GRADES 4-7

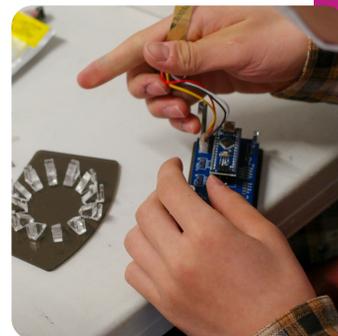
CAD & 3D PRINTING

In this program, students will get to explore computer-aided design and modeling from a creative and engineering perspective. Students will learn how important geometric concepts like translation, scaling, and reflection are applied daily when using CAD and how 3D printing works. Students will be tasked with designing a plane and explain how it would fly



INTRO TO ELECTRONICS

Electronics is the road to the future. The goal of the program is to inspire interest in electronics and explore the "make" side of things using the DesignMakePlay™ curriculum. Kids learn about electronics by experimenting with circuits and building a final project that incorporates everything they have learned, opening the door to a world of possibilities. No experience necessary.



PIXEL ART ANIMATION

In this program, students will learn about velocity and acceleration through computer animation! We will be creating pixel art animations that utilize important physical concepts to look realistic. Students will briefly touch on what a pixel is and how the mixing of light can create different colors and images.



CATAPULTS AND TENSION

In this program, we will be playing a game of storm the castle and learn about levers, Hook's Law, rotational mechanics, and more. Students will learn about building devices that move.

