

# RASE

REED AFTER-SCHOOL ENRICHMENT – **SUMMER CAMP 2016**

**June 13<sup>th</sup> to Aug 6<sup>th</sup>** Monday through Friday

- Mornings: 9am-12:30pm  
or Afternoons: 12:30 -3:30pm



**THEATRE CAMP (8:00am - 12pm)**

Return Applications to RASE BOX in Main Office. INFO & Updates can be found in Parent Center, Rm 106.

INFO: leave a message in the RASE mailbox or email questions: [RASE@reedms.com](mailto:RASE@reedms.com) Vendors require a minimum number of students to operate certain classes. Without the minimum registration numbers, classes could be cancelled.

Our REED Summer Production

## THEATRE CAMP

**June 20 - Aug 6: 8:00am - 12pm**  
Mon./Wed./Fri. – Rehearsals  
Tues./Thurs. - Design & Tech  
Performances Aug. 4 - 6, 2016

Audition Info available June 13 & 14.

All students will be cast in the show. We create blend of two great shows and a Double Cast for large groups of interested students.

We are excited to offer this great experience in performance & design!

For Info Contact Director, KIM STEURY: [kimsteury@gmail.com](mailto:kimsteury@gmail.com)

7 Weeks  
\$775

# The WIZ Show Of OZ



## COOKING CAMP

**Summer Cooking Camp – Youth & TEEN Chef Training**

**JUNE 13 - JULY 29**

CHOOSE MORNING OR AFTERNOON SESSIONS: 9AM-12PM OR 12:30PM-3:30PM

**WEEKLY \$315 + \$84 ONE-TIME SUPPLY FEE**

**\$50 DISCOUNT FOR REED VOLUNTEERS! STOP BY THE PARENT CENTER, RM. 106 FOR INFO**

TO REGISTER, PLEASE CONTACT SUMMER ART ACADEMY THROUGH THEIR WEBSITE DIRECTLY: [WWW.SUMMERARTACADEMY.COM](http://WWW.SUMMERARTACADEMY.COM)

**SPORTS – Balls & Books** June 20 – July 22 (9am -12pm), M-F **\$100 Weekly**

Enjoy a fun sports activity with Soccer or Basketball and get a refresher on Math & English Tutoring during the summer.

**Mock Trial, Speech and Debate** 3 Sessions: June 20-24, July 11-15, July 25-29 (12:30-3:30pm) **\$150 per weekly**

A POPULAR class! Are you a person of passion and conviction with a love for critical thinking and dialogue? In this class, students learn to use logic, communication for explanation, the advocacy & passion of courtroom debate, and other rhetorical tools to support their positions and to express themselves succinctly and skillfully. Students learn to walk & talk with assuredness & purpose, overcome jitters, and deliver speeches with confidence & animation! - By Parker Anderson.

**ART: DRAW, PAINT, 3 D ART & MURALS** 2 Sessions: June 27-July 1 (12:30-3:30pm), July 11-15 (12:30-3:30pm)

**\$150 per weekly.** Have you ever wanted to draw or sketch with pencils, charcoal, paint and color? Are you interested in murals and 3 D Art?

Explore a vast canvas or art with Ms. Carol Ruano's creative arts class! Students will have the opportunity for hands-on projects, informative lectures, critiques and artistic exploration of concept, context, composition and various media.

**Watercolor Painting & Charcoal Sketch** 1 Session: July 18 - July 22 (9am-12pm)

**\$150 weekly.** Ms. Michelle Krivda is back for this great watercolor art class! This is a basic charcoal drawing and watercolor painting class designed to introduce students to the use of these two exciting mediums in order to freely express their creativity. The class objective is to provide students with the opportunity to experiment with different painting and drawing techniques, tools and subjects. As well as learning the art of charcoal, we will be painting a still life, a landscape and other subjects from nature. No experience necessary.

**Martial Arts Class** July 5 – 8 **No class on Monday, July 4** (9am-11am) **\$100 Weekly**

Sensei Jon, a Shotokan karate black belt, will teach your kids basic fighting skills, self-awareness, leadership, esteem and confidence building - all in a fun but disciplined manner!

**ENGINEERING FOR KIDS – (EFK): Weekly Fee \$255****Robo Games Robotics Camp** June 27 - July 1 (9am-12pm)

During the introductory Robo Games camp, students use LEGO® MINDSTORMS® robotics and computers to learn principles of robotics, computer programming, and teamwork. Students will design and program robots that will compete in games such as the Carnival Toss,

Hungry Hungry Robots, Ultrasonic Hide and Seek, and more.



Video link - <https://www.youtube.com/watch?v=pRZN8swnaDo>

**Kodu Kart Racing Camp - Software Engineering (video game design)** June 20 - June 24 (12:30-3:30pm)

Race to the finish and create your own racing game in Microsoft's Kodu gaming environment. From terrain design to enemy selection, students are placed at the wheel and given full control to design their own video game while exploring the foundations of coding. Kick your creativity into high gear with Kodu Kart Racing! (PLEASE NOTE: Not compatible with Mac or Linux.)

Video link - <https://www.youtube.com/watch?v=UgkcF1C6jpM>

**Mission to Mars Robotics Camp** July 5 - July 8 (12:30-3:30pm) **No school July 4<sup>th</sup>, 4 day camp \$204**

During the Mission to Mars camp, students use LEGO® MINDSTORMS® robotics and computers to build and program robots to explore Mars as an unknown planet. Through simulated scenarios, students will launch mini rovers into space, roam Mars safely until they find a suitable place for shelter, race to find water by collecting soil samples, learn how to remotely control their robot from back home, and have a blast doing it all! Video link - <https://www.youtube.com/watch?v=pRZN8swnaDo>

**DaVinci's Designs Robotics Camp** July 25 - July 29 (12:30-3:30pm)

During the DaVinci's Designs camp, students will use LEGO® MINDSTORMS® robotics and computers to approach some of the designs of Leonardo da Vinci, taking a unique perspective by applying robotics principles to the challenges da Vinci faced. In this unit, students will create a robot to simulate retrieving water from a well using a motor and gears to raise and lower a container, create a launcher to make a glider fly, and focus on the artistic side of da Vinci by automating certain drawing tasks to efficiently reproduce the same features while learning about mass production and printing presses.

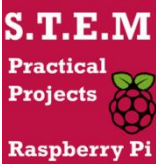
**COMPUTER WISE KIDS – (CWK): Weekly Fee \$255****Build My App with M.I.T Android app Inventor** June 20 - 24 (9am-12pm)

Students will learn strategies to design and create/build games and apps for Android. MIT App inventor provides a platform to design, publish and distribute apps and games. The platform is simple and easy to use: the visual drag & drop interface and complex behavior library provide almost limitless freedom to game designers. Students will bring their apps to life in this class. MIT App Inventor is a blocks-based programming tool that allows students to build fully functional apps for Android devices. Students can have their first app up and running in an hour or less, and can program more complex apps in significantly less time than with more traditional languages. You can see your app on your phone as you build it. If you don't have a phone, you can view it on the on-screen emulator. Share the fun apps you make with friends and family. These short, introductory apps get your students to that "a-ha" moment quickly and easily, leaving them ready to dig deeper into the powerful capabilities of App Inventor.

**Minecraft Programming** June 27 – July 1 and July 18 – 22 (12:30-3:30pm)

Want to introduce programming to your child in an educational and exciting way? Then, this is the class. Students will learn programming with Lua (programming language) in a Minecraft environment in this class. Lua has clean simple syntax suitable for beginners. Lua is flexible to run on microcomputers, Lego Mindstorm NXT and advantageous to learn because it can be embedded for extensible languages to and from C/C++. ComputerCraft allows a player to have Lua- programmable computer robots. Teaching kids to program using Lua within Minecraft is engaging for the students, and very easy to learn. Minecraft offers a strong environment to teach programming to students of different levels of experience. This intuitive game that allows the players' imagination to go wild, and gives them the freedom to craft, create and explore. The students will learn how to program a turtle "robot" to complete the mission. Students

program turtle computers that render basic text-based UIs, with a simple UNIX-like shell. The robots are programmed to do specific jobs per mission as goals set for this class. Students will problem-solve, work with teammates and strategize to complete their tasks. Examples of projects are: build a bridge within parameters, build a tunnel, set up a routine to build or dismantle objects etc. We offer 3 levels of Minecraft Programming classes - each class teaches a deeper level of programming in Lua.

**Raspberry Pi Practical Projects: Robotics & Coding L2** July 11 – July 15 (9am-12pm)

This is the first course of its kind. No one teaches the fundamentals of coding & Robotics like we do. The Raspberry Pi is a compact, powerful computer that is small enough to fit on portable platforms, thereby making it very practical for robotics. Students will develop, build and program using the Raspberry Pi, and work hands-on in teams of 2-3 to complete a set of increasingly complex builds.

Students will start to code by learning code basics and logic with Scratch and then transition to Python programming language and code in a seamless manner. This transition from Scratch to Python is very easy, because it is visual.

Students learn Python faster with this method of instruction, and they gain a strong base of Python syntax. Raspberry Pi interacts with external modules using the GPIO interface. The PiGlow is a small add-on board for the Raspberry Pi that provides 18 individually controllable LEDs. Students will identify and then program the LEDs to create their own customized light patterns. Students can create cool light displays that express their skills with code and logic.

The second part of this class uses the Pibrella. This is a perfect little add-on to drive motors and make sounds through LED and speaker assignments. At first the coding will be done in Scratch, to simplify the time taken to get motion and action, and then the coding will be redone in Python. We will be programming a robotic truck/car in this class. Students will learn how computer programming, engineering, physics, mathematics, geometry, electronics and mechanics come together to make a successful robot.

**Makerspace Lab - 3D Printing and Design** July 25 - July 29 (9am-12pm)

This is a beginner's introduction to 3D printing and design. Students create and design objects and then print it. There will be a 3D printer in the lab to print student work. This course is a student-centered interactive learning. Everything the students do will be hands-on, creative work, including designing personalized 3D models. Students will learn to be "makers" rather than "consumers" of knowledge. The students in this class will need to solve mechanical problems logically. In addition the students will learn how to operate in 3D modeling environments that involve a surprising amount of logical thinking and problem-solving techniques. Students will draw their own design that can be turned into a 3D design, then customize the object (monograms, colors) and use a 3-D printer to make their creations!