



## Weekly inGenius Camp Newsletter

June 26, 2016

WEEK OF 6/20/2016

Parent, you could help us out too. We are in need of 2 liter empty soda bottles. One Little Builders Class will be building bird feeders and would love to use recycled products. Please bring your empty 2 liter soda bottle to the inGenius office on Monday or Tuesday if you are able. Classroom supplies like construction paper, copy paper, crayons and markers are always welcome. Thanks in advance for your donation!

Again, thank you for sharing your child and part of your summer with us at inGenius.

Sincerely,

Tami Johnson, MA, PPS

### Principal's Message



Thank you for entrusting your child to inGenius. We are excited to have a fabulous summer of fun and STEAM education and exploration for them.

We hope your child will make new friends, learn new skills and take home some life long memories. We strive to provide your children a safe, focused character building experiences in a beautiful setting with our energetic camper focused teachers and staff. This week was packed with activities that were fun, challenging, and engaging. All of our learning experiences are project driven and are designed to allow students to explore new ideas, be creative, have an opportunity to work together and share their work. Student solved mysteries, created outstanding art work, raced robots, designed 3D models for printing, turned abstract ideas into animation and debated researched based topics in our debate class. It was a pleasure to see such learning activities going on all week along with lots of smiling faces in each room.

During our Welcome Time each morning, we continue to build friendships and remember our inGenius expectations: Be Kind, Be Safe & Be Respectful = FUN! Also, three of our students created a short film to help us remember the 3 Rs. The kids worked hard last week to reduce, reuse and recycle at inGenius! Click to see our student created YouTube at Recycle at inGenius.

In addition, students in grades 3-7 were introduced to life saving strategies from the Red Cross. Students learned about the 3 Cs of first aid: Check, Call, and Care. Students then practiced using bandages to help someone in need and learned how to help someone who might be choking. After seeing our students in action, it was clear that we may have some emerging doctors, nurses and emergency responders at inGenius!





## Week 6/20 Highlight

### Jr. Robotics (K, 1st-2nd grade)

Students learned about different types of robots and their functions. They designed and drew their own robots, and shared them with the class.

They practiced writing code with the Blockly app. They got to program and control the Dash robot, and learned correct ways to get it to do what they want. They also got to operate a Sphero robot, an Ollie robot, and a Clawbot robot. Finally, BB-8 from Star Wars: The Force Awakens even made a guest appearance!



### 3D Modeling and 3D Printing (3rd-7th grade)

Students learned about the history of 3D printing, including additive and subtractive manufacturing and FFF (Fused Filament Fabrication). Students also learned basic 3D-printing vocabulary. Students also learned beginning and intermediate solid modeling skills with Autodesk 123D Design. Student designed and printed their own 3D objects.



**Debate and Public Speaking (5th-7th grade)** This week we learned about ocean topography and zones (and created our own salt dough maps!), unique ocean animal adaptations, submarines & submersibles, had a shark day complete with shark crowns & games, dissected a fish and created lots of crafts! The students were so excited to share their knowledge about ocean animals and exploration. Every student had a chance to learn something new and use their creative juices to dive in and explore the ocean deep.



### 3D Mobile Game Design (3rd-5th grade)

In this week's class we covered 3D Mobile Game Design using Clickteam's "Fusion Engine" software as a tool for development. The class also discussed current game industry programming and design tactics, which were applied to the creation of our games. The students were also shown short video excerpts from industry professionals about the successes and failures of previous and current mobile development markets. During the week the students were task with the day to day construction of "ChocoBreak," a BrickBreaker style game. By the end of the week each group has a fully playable and customizable game.





## Red Cross First Aid Training (3rd-7th grade)

Students in grades 3-7 were introduced to life saving strategies from the Red Cross. Students learned about the 3 Cs of first aid: Check, Call, and Care. Students then practiced using bandages to help someone in need and learned how to help someone who might be choking. After seeing our students in action, it was clear that we may have some emerging doctors, nurses and emergency responders at inGenius!



## Comic and Cartooning (3rd & up)

Students learn about the Lilo and Stitch artist, Chris Sanders, and his amazing flying creatures. They studied Disney characters and choose one to draw and color to completion. They were first drawing with pencils, and then adding colored pencil, oil pastels, pen and ink or watercolor paint. Friday, students all brought home a portfolio of a week of work.



## Secret Spy school (1st & 2nd grades) Being a Detective (3rd & 4th grades)

Students explored the techniques of being a spy or detective..... They were in different scenes to spy or detect.



## The Week Ahead (6/27/2016-7/1/2016)

### **Under the Sea (K)**

Have you ever thought about what it would be like to live under the sea? Come along for a wonderful undersea adventure with us! Campers will enjoy a week packed full of underwater animals and slippery fun. We will start each day with a story about different undersea creatures, and then dive into awesome crafts, activities, and games that feature fun characters like fish, turtles, sharks, and more!

### **K-O Alphabets & Rhythm and Rhyme (K)**

The camp has the cutest idea to come up with different activities each day based on a letter of the day.

### **Math Mania (1st & 2nd grades)**

Develop math techniques to increase productivity. Solve math problems using nothing but your brain. Also the learning projects based on classroom experience with number systems, fractions, graphing, fractions and geometry will enable campers to become a math Mania.

### **Little Builder's Camp (1st & 2nd grades)**

Our kids want to know how to build just about everything, so in this camp we tap the inventor in every child as we build the thing together.

### **History Mysteries (3rd & 4th grades)**

This camp is all about mysteries of the past. Explore archaeology, geology and paleontology while we investigate stone aged science. Our Jr. Explorers will learn about disappearing dinosaurs and ancient engineers. Have fun building pyramids and discovering how mummies were made while experimenting with some of history's greatest mysteries.

### **Bits Maker (3rd & 7th grades)**

Using both LittleBits blocks or electronic pieces and hands-on experiments, kids learn about electrical engineering, structural design and space flight. It's a chance to introduce kids to a wide range of science subjects while exploring the theory behind electronics, architecture and flight.

### **Finance & Investment (5th-7th grade)**

In this class students will learn about various investment products and strategies. Students will acquire an understanding on how finances really work and be challenged with real world situations. After gaining a basic understanding of financial strategies, Students will become involved in individual and group projects, such as investing in stocks, mutual funds, and bonds. Also working in groups to set up and present a model investment firm: and exploring alternative investments such as real estate, insurance, and derivatives.

### **Graphic Design (3rd & up)**

Students will learn design principles and basic to intermediary Photoshop editing skills.

Students will create project with team work.

### **Java Programming B (4<sup>th</sup> & up)**

This camp provides an introduction to the Java programming language with a focus on procedural programming and quick instruction to object-oriented concept.