

## Camp Stream Curriculum Snapshot

### EXPLORERS

K – 2<sup>nd</sup> Grade

Science: Making a mess with Science! Set off a Diet Coke and Mentos reaction to learn about physics, make dough using chemistry, explore botany while coloring celery and eating nutritious ants on a log, and more as students make messes learning all about science.

Technology and Engineering: Lights, Motors, Action! Learn about key engineering and design principles through problem solving and building Gyro Airplanes. Campers will apply the knowledge learned by building gadgets that light up and move with motors and lights.

Reading & Arts: Building a Story. Explore stories and create your own with mad libs, paint, and music! Campers will read, paint, exercise, and create their own stories as they learn the key to storytelling. Campers will also create artwork and music, and even find new ways to approach everyday foods!

Math: Count with Me! Have fun counting marshmallows while learning how to measure household items and make art while using different shapes and colors. Learn how to tell time with the clock you make.

Financial Literacy: Campers are taught financial responsibility through fun, and experiential learning. Campers will be compensated daily with “HPL” bucks, which are added to their weekly paycheck. Campers can use the money earned to purchase incentive items from the “HPL” store. Campers will learn the importance of managing and investing money appropriately.

### DISCOVERS

3<sup>rd</sup> – 5<sup>th</sup> Grade

Science: Rock-it with Science! Break some rocks, make some rocks, and launch some rockets. Learning about physics, geology, zoology, chemistry and more! By the end of the day your child will have made their own jello, launched a rocket, and planted a plant.

Technology and Engineering: Let There Be Light: Invent with electricity science by constructing custom light up cards. Learn all about batteries, LEDs, and circuitry. By the end of the day campers will have engineered to take home a helicopter that lights up as it flies!

Reading & Arts: Connecting the Past to the Future. Create a story, explore Improv and poetry, and paint on the walls! Campers will use their imaginations to discover improvisational acting, adapt a well-known story, uncover the poetic origins of music, and discover humanity’s oldest surviving art form: cave paintings.

Math: Mental Math Fun - Learn to solve problems just using your mind and understand volume with sugar cubes. Fractions are so much easier to learn when there is pizza involved.

Financial Literacy: Campers will be taught personal financial responsibility through the usage of an “HPL” paycheck system. Have an understanding of how purchases are made to meet their individual wants and needs. Campers will determine their wants and needs based on their end of the day compensation.

## Camp Stream Curriculum Snapshot (continued)

### NAVIGATORS

6<sup>th</sup> – 8<sup>th</sup> Grade

Science: Hungry Science! Learn about all the major branches of science by studying polymers (make your own jello!), optics (spy on your pets), carnivorous plants, animal adaptations and habits, geodes, currents, and rocketry. Campers will conduct a variety of experiments, including some that they can take home!

Technology and Engineering: 3D Printing Chocolate: Unleash your imagination with 3D printing technology. Campers will create custom models and transform them into chocolate with a mold to take home. Campers will also learn all about Mars and build a Martian community with 3D Computer Aided Design software.

Reading & Arts: Create Your Own Adventure. Take on Improv and probability as a superhero, learn the art of printmaking, create a zine, and put on a puppet show! Campers will create their very own super hero character, which is transported back in time and use their powers to navigate a rapidly-intensifying disaster!

Math: How Fast Can you Go? Find out how fast you can run and the speed of your hands using Math. Learn to make 3D shapes using marshmallows and gum drops. Is that magic? No! It's just math, amaze your friends when you make a mobius band.

Financial Literacy: Campers will be taught practical money skills by applying processes to financial decision-making. Implement their decision-making skills daily by determining which incentives to purchase with daily compensation.

### INVENTORS

9<sup>th</sup> – 12<sup>th</sup> Grade

Science: Baked Science: Make your own solar-powered oven to bake your own bread and feed it to your own carnivorous plant! (Or better yet, eat it yourself!) Who knew chemistry was so tasty? While you're waiting for the bread to bake, build and launch your own rocket using physics!

Technology and Engineering: Interactive Music Room: Using the principles of electrical circuitry, campers will record their own sounds and create an interactive musical room! Campers will also learn how to program as well as edit sound to bring their invention to life.

Reading & Arts: Worst-Case Scenario - Build a prop, write a skit, and survive the apocalypse! Campers will first hone their improvisation skills by acting and creating props, and then they will brainstorm disaster and dystopian scenarios and discuss how to survive a variety of scenarios. Campers will also learn about wearable technology by creating their own.

Math: Math! You need it when you get older!! Campers will need a place to put all the cash they'll be saving when they learn about student loans and car loans. Make a wallet or tote bag using duct tape. Construct 3D shapes when making a tower out of newspaper.

Financial Literacy: Learn practical money skills through real-world concepts and discussions. Campers will engage in college readiness through analyzation of Federal Student Aid applications, as well as analyzing budgets and self-regulation through an "HPL" paycheck system.