



Summer 2019 STEM Camps

Mission to Mars (Grades 2-3)

Think, Plan and Design a Mission to Mars with a team of astronauts who are focused on learning the Dynamics of Launch, Space Flight, Landing and Setting Up a Habitat. The team must consider all requirements of the human body, the impact of space travel and a Martian environment.

Space Camp (Grades 4-6)

Learn, team-up and compete in NASA Design Challenges including Hot Air Balloons, Wing Design, Rockets, Heat Shields and Liquid Nitrogen Apollo Capsules.

Tinkering Camp (Grades 4-6)

Tinker, Design and Create your own vehicle as you study Engineering, Construction and Design processes. Students will be using various tools and techniques to critically think about their tinkering.

Coding & Gaming (Grades 4-6)

Code Games, Learn Programming Language and Explore Applications in Software and Technological Innovation. Students will also be coding and flying drones through their own obstacle courses.

Force Camp (Grades 4-6)

This module will study physics, play with forces and create projects that generate real energy and maybe a few safe explosions. Additionally, students and teams will explore forces using Flexcarts and Inquiry Projects.

River Camp (Grades 4-6)

Explore the ecology of the Little Spokane River firsthand through field trips, canoeing, macro invertebrate sampling and wildlife observations.

CSI Forensics (Grades 4-6)

Become a CSI. Investigate a crime scene and "Test the Evidence" to solve the crime as a team of detectives using real world technology and forensic skills.

The Operating Room (Grades 4-6)

Teams of student physicians will study systems and diseases and then operate on specimens identifying the comparative anatomy and physiology of diverse species.

Reaction! (Grades 4-6)

Do you like seeing reactions? Do you like causing reactions? This module is ALL ABOUT REACTIONS. Physical reactions, chemical explosions, liquid nitrogen cannons and all the drama of reactivity. Students will also measure and analyze forces as they seek to modify and maximize REACTIVITY. Fun rating = HIGH.

Design Academy (Grades 7-8)

Learn and apply Design Thinking to solve various problems. Using Project-Based Learning students will work in teams to Empathize, Define, Ideate, Prototype and Test creative solutions using 3D printing and various technologies in our Fabrication Lab.