

PROGRAM:

Summer Science Camp at WSU Tri-Cities

OBJECTIVES:

Provide students with hands-on science learning in a fun and safe environment.

LOCATION:

College Campus

DESCRIPTION:

WSU Tri-Cities campus has provided week-long, single-theme summer day camps for twelve years. Altogether, 589 elementary students attended the Summer Science Camps held in 2009.

Summer Science Camps are hands-on day camps for boys and girls entering kindergarten through 5th grade. Innovative activities and trained instructors engage children in week-long adventures of learning and fun.

The curriculum that is used for Science Summer Camp is developed at Champions Science Adventures by staff that specializes in a variety of science disciplines. Champions® is a national education leader delivering a broad array of educational solutions. With nearly three decades of experience serving educators, Champions® provides customized, on-site programs at over 1,800 locations. Champions® is a division of Knowledge Learning Corporation®, a company that serves over 300,000 children nationally. Website: <http://www.knowledgelearning.com/>

There is a registration fee. Early registration is \$149 half day and is \$229 for a full-day. Scholarships are available, however. WSU Tri-Cities strives to enroll a diverse student population. There is a 90 student limit for each week-long camp. One certified teacher and one assistant works with 25 students each day. Plus one or two volunteers help each week. All camp employees and volunteers must complete a background check and orientation.

Student registration includes five forms:

- Participant Health Form
- Emergency Medical Release Form
- Assumption of Risk Form
- Image and Voice Recordings Consent Form
- Transportation Authorization Form

All camps are held at WSU Tri-Cities (Richland) in the Consolidated Information Center. All camps are Monday through Friday. Full-day sessions are from 8:30 a.m. to 4:30 p.m. and half-day sessions are from 8:30 a.m. to 12 p.m. (unless otherwise noted). Transportation must be provided by families or guardians.

Lunch is not included as part of camp, therefore, each child must bring their lunch and beverage in a bag or container marked with their name and plenty of water in a marked water bottle or container. Refrigerated storage or a microwave is not provided for use by campers. We discourage use of on-site vending machines as children often have difficulty using them. To this end, we request that parents not send money with their children for this use. Campers are released by a staff member only to those persons authorized by the parent/guardian on the Transportation Authorization Form. Those checking out a child from camp must sign out the child and show picture identification.

Themed camps might include:

Gizmo's Robot Factory:

BUILD A WALKING K'NEX ROBOT!

Build, customize and battle one of Gizmo's greatest inventions, the Buggy-Bot! Build a giant insect motorized walking K'nex robot. Investigate what makes a robot tick as we take a robot's-eye view in 3-D, listen with electronic ears, and prepare to compete in the Robo-Olympics. Stay all day and build a robot model with five robot technologies, create a crazy invention, and discover how robots are changing the face of our world. Power up for fun and discover the secret lives of these extreme machines.

Space and Rocketry:

BUILD AND LAUNCH GIZMO'S NEW HYDRO-ROCKET AND HIS FAVORITE RAD ROCKET, TOO!

Get pumped up for some space exploration! Join Gizmo to build his brand new, state of the art hydro-rocket. Using the power of air pressure and water, launch your very own rocket more than 100 feet into the air...AND compare it to the speed of the high-flying, solid-fueled RAD rocket on Launch Day. Bring a bottle from home to design and launch a personalized rocket. Then take a trip around the universe by building a light-up solar system and a model of your galactic address. Stay a full day and get loony about the moon. Build your own motorized K'nex motorized Lunar Rover and make craters with marble meteorites!

Mystery of the Pharaoh's Treasure:

SOLVE AN EGYPTIAN MYSTERY

Journey to the land of the pharaohs to help Gizmo solve a mystery and unearth two long-forgotten treasures! Decipher hieroglyphics, investigate the secret of the sands, predict the rising of the stars to unearth a mummy, and take home a share of the gold. Full-Day campers become geologists and build a take home rock collection as they help Gizabelle solve the riddle of the Sphinx and reveal a crystal treasure. Take a step back in time to unravel this mysterious Egyptian adventure!

Go Wild Animal Camp:

MEET LIVE ANIMALS!

Leap into the wild on an awesome adventure to investigate extreme plants and amazing animals. Join Gizabelle to build a nature kit complete with microscope, bug cage and telescope. Meet live animals face-to-face during in our amazing Animal Encounter! Stay a full day to take part in the animal Olympics and make glowing fire flies, sticky octopus arms and more. Get ready to explore the world outside your door — it's time to Go Wild!

Fabulous Physics:

ARE YOU READY TO GRAPPLE, PHYSICS STYLE?

It's a showdown when campers build dragsters, throw magnetic darts, and hurtle parachutes through the air. These budding physicists will throw down their slickest moves with skateboard racers and slime sport shoes. Serious mini-scientists will learn how physics properties relate to the sports and self-guided contraptions. This physics challenge will be your campers' biggest adventure.

Gizmos, Gadgets & Goop:

INVENT WITH ELECTRONICS!

Science and imagination join forces as children experience the thrill of building electronic gadgets while learning basic principles of electricity. They explore the science behind batteries, bulbs and buzzers. Enter the Invention Dimension to design and create motorized K'nex racers, roller coasters, planes and more Gizmos, Gadgets and Goop!

Powerful Planet:

EXPLORE THE PLANET'S MOST POWERFUL FORCES!

Team up to explore the planet's most powerful forces! Learn how new sources of energy can make the planet a better place to live by building speeding electric cars, cooking up s'mores using solar energy, and creating your own water filtration system! Stay all day to solve the mystery of the endangered sea turtles. Recreate and learn about the dangers they face on their adventurous journey to the sea.

A sample day may include (example: Fabulous Physics Challenge):

Are you ready to grapple, physics style? During the week, mini-scientists will learn how physics properties relate to the sports and self-guided contraptions.

Newton's Bowling: There are strikes to spare when campers put science in motion with a little help from Sir Isaac Newton. Children construct their own bowling alley and compete for the highest score!

Disc Golf: Campers feel the need for speed when they discover Newton's Second Law and learn how weight and force are important to the stability of a flying disc.

Rocket Flight: Three, two, one, blast off with Newton's Third Law as campers use balloon rockets. Children use their own design to build their rockets and launch them in competition.

Catapult Basketball: Incoming! By building their own game of catapults, campers learn how levers can be used to make work easier!

Skateboard Racers: Throw down your sickest moves with skateboard racers! Campers discover how friction relates to sports.

Parachutes: Look out below! Children experiment with air force resistance by making and then testing parachutes!

Magnetic Darts: Campers learn about magnetic attraction and repulsion with a friendly competition of darts!

Sport Stacking: The craze that's sweeping the nation is not only fun, it is science! Campers use the skill of cup stacking and see how it relates to air pressure!

By the end of Fabulous Physics Challenge, campers will be Newton fanatics!

Each camp culminates with a “Big Event” on Friday morning. Family and friends are invited to camp to see the action and take pictures of these fun events. Big Events typically start at 10 a.m. and last between 1 and 2 hours, depending on the size of the group. Information is posted near the Camper Sign-in Desk each Thursday morning.

IMPLEMENTATION TIMELINE:

PREPARATION ACTIVITIES:

Camp planning begins the prior October.

March: Set-up staff.

April: Begin registration.

FOLLOW-UP ACTIVITIES:

Camp evaluation.

Camp reports.

Budget Overview.

Determine what is needed for next summer.

EVENT COSTS OR COST CONSIDERATIONS:

1. Purchase curriculum.
2. Camp Coordinator.
3. Camp Staff.
4. Any special facility needs or technical needs.
5. Supplies.

CONTACT INFORMATION:

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RESOURCES:

The curriculum that is used for Science Summer Camp is developed at Champions Science Adventures Champions®, a division of Knowledge Learning Corporation®.

Website: <http://www.knowledgelearning.com/>