

ROCK HILL SCHOOLS 2023 EXPLORATION SUMMER CAMP

OBJECTIVE:

Provide fun project-base learning enrichment which integrates core content knowledge with design and innovation to develop skills that are valuable in all learning.

COST: FREE

This opportunity is **FREE** to current rising 6th through 10th grade students attending Rock Hill schools.

Enrollment is inclusive and on a first come, first serve basis. Bus transportation is available.

REGISTRATION:

SIGN UP HERE:

<https://forms.gle/HseMgBsCN2AWgnFE7>

REGISTER BY:

April 28th - Early decision

May 12th - Late decision

Apply early for the best chance of being accepted.

Registration closes when the waitlist fills to approximately 100 students.



Contact
David Consalvi
dconsalvi@rhmail.org
with questions



Explore how content and discovery come together with inquiry and innovation.

LOCATION:

**Sullivan Middle School
1825 Eden Terrace**

Rock Hill Schools
386 E. Black Street
Rock Hill, SC 29730

A diverse, innovative, educational experience enabling students to discover their potential and inspire success.

WHEN: JUNE 12-29th

8:30 - 1:00 M-TH

CAMP SESSION OPTIONS

Computer Science

Game Design (Beginner Gr 6-8)

- ☐ June 12-15, (M - Th - 4 days)
- ☐ June 19-22, (M - Th - 4 days)
- ☐ June 26-29, (M - Th - 4 days)

Game Design & Animation (Advanced Gr 7-10)

- ☐ June 12-29, (M - Th - 12 days)

Engineering and Technology

Engineering Explorers (Beginner Gr 6-8)

- ☐ June 12-15, (M - Th - 4 days)
- ☐ June 19-22, (M - Th - 4 days)
- ☐ June 26-29, (M - Th - 4 days)

Engineering Principles (Intermediate Gr 7-9)

- ☐ June 12-15, (M - Th - 4 days)

Robotic Cars (Intermediate Gr 7-10)

- ☐ June 19-22, (M - Th - 4 days)
- ☐ June 26-29, (M - Th - 4 days)

Robotic Hand (Advanced Gr 7-10)

- ☐ June 19-29, (M - Th - 8 days)

Creative Arts

Theater Arts (Any Level Gr 6-10)

- ☐ June 12-15, (M - Th - 4 days)*
- ☐ June 19-22, (M - Th - 4 days)*

Music Technology (Any Level Gr 6-10)

- ☐ June 12-15, (M - Th - 4 days)*
- ☐ June 19-22, (M - Th - 4 days)*

Visual Arts (Any Level Gr 6-10)

- ☐ June 12-15, (M - Th - 4 days)
- ☐ June 19-22, (M - Th - 4 days)
- ☐ June 26-29, (M - Th - 4 days)

*Theater and Music may be taken for two weeks

Creative Arts



VISUAL ARTS* Art Explorers

An exploration of various visual art forms to build creativity and design skills. Students will explore a variety of media and working with pencil, pen, watercolor, and tempera to create original artwork. *(Any level)*

PERFORMANCE ARTS* Music Technology

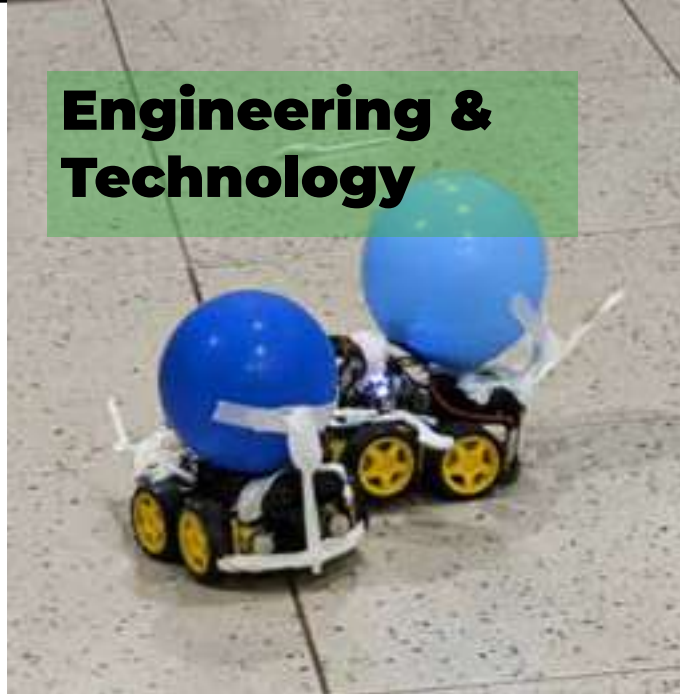
Electronic music composition and arranging that includes composing, recording, mixing, and transmission. Students will discover how to create music using digital software. *(Any level)*

Theater Arts

Campers will create 2D and 3D costumes for a children's play one week. During the second week, campers will write and perform staged combat scenes. *(Any level)*

***Creative Arts sessions can be taken for 1 or 2 weeks.**

Engineering & Technology



Engineering Explorers

Create and innovate using the engineering design process to build 3D kites, Solar cars, catapults, and more. Campers will explore the science behind their builds while trying to make improvements in their designs. *(Any level)*

Engineering Principles

Take your engineering skills to the next level designing and creating. Projects include rockets, pulley systems, and automatons. Projects require more skill and innovation. *(Intermediate level)*

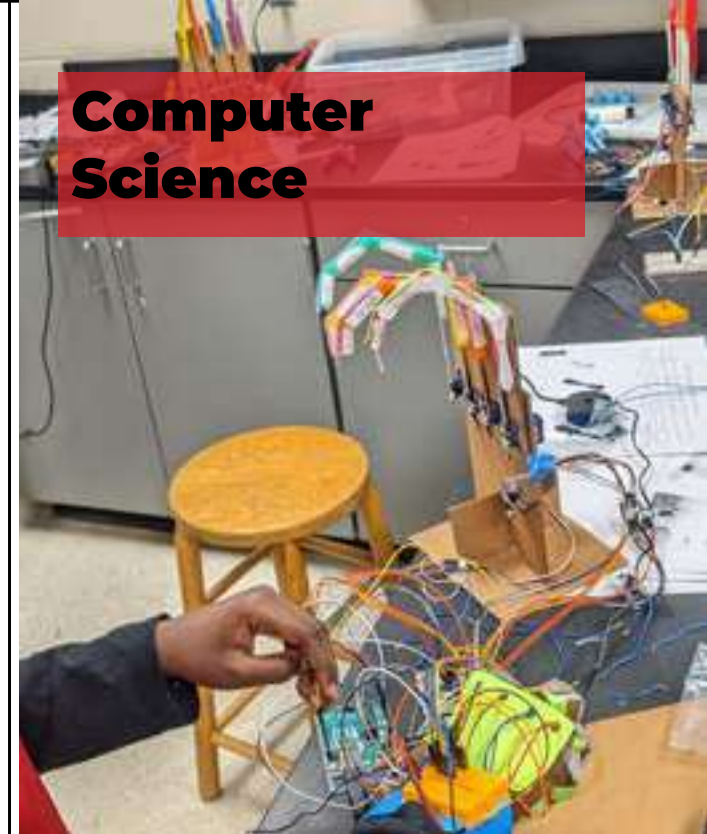
Robotic Cars

Build a robotic car to be controlled by a cell phone or remote control. The cars have programmable Arduino boards, sensors, and motors to control their functioning. This session takes some fine motor skills and patience to succeed. (Cell phones used) *(Intermediate level)*

Robotic Hand

Create a robotic hand with sensors connected to the computer that has the ability to measure the force in each finger. Campers program Arduino boards, hook up servo motors, and build their hands. This session takes patience, attention to detail, programming, and innovation to succeed. Involves fine cutting and detail work. *(Advanced level)*

Computer Science



Game Design

Exploring game design elements using MakeCode Arcade or CircuitPython to create an original hand held digital game using a PyGamer circuit board. Using pixel design students build original scenes, sprites, and effects for their games. Each camper will have their own device to create, learn, and play. *(Any level)*

Game Design and Animation

Take your game design to the next level. Explore how digital animators use Adobe Animate to create immersive environments. Explore coding conditions to develop characters, environments, and effects for professional game programming software using Unity, an industry standard. *(Advanced level)*

Note: Spots are limited in each session, are inclusive, and on a first come, first serve basis. You are encouraged to select a second choice in case the first is full. Sessions may change based on material availability but the descriptions provide a general idea of what each experience will be like. Campers will have opportunities to participate in a variety of activities during their sessions.