

OPTIMAL LEARNING YOUTH ADVENTURE CAMP 2019



What is STEAM? STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process. These are the innovators, educators, leaders, and learners of the 21st century!

THE "A" IN S.T.E.A.M. (THE ARTS)

MUSIC

In music, children will use the concepts and materials of music to compose, improvise, arrange, perform, conduct and respond to their own and others' work.

MEDIA ARTS

Children will develop knowledge, understanding and skills in the creative use of communications technologies and digital materials to tell stories and explore concepts for diverse purposes and audiences.

DANCE

In dance, students will develop knowledge, understand and skills to communicate ideas using the elements of dance, including space, time, dynamics and relationships.

VISUAL ARTS

Children will learn through direct engagement with two-dimensional, three-dimensional and four-dimensional art and design practices and concepts, theories, histories and critiques. They will develop skills, knowledge, understandings and techniques as artists, designers, critics and audiences.

DRAMA/THEATRE

Children will explore, depict and celebrate human experience by imagining and representing other people through live enactment. Drama is collaborative art, combining physical, verbal, visual and aural dimensions. In drama the children will experience theatre and develop an understanding

COMPUTING

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which children are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, children are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that children become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

DESIGN AND TECHNOLOGY

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination children design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of



What is SPARK:

The focus of SPARK is the development of motor skills, movement knowledge, and social and personal skills. The SPARK program promotes quality, daily physical activity for youth for them to obtain the



Elementary School Age



DATE	FIELDTRIP	DEPARTURE	RETURN
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SESSION I June 17th - June 28th. 2019

CAMP SESSION I - Week 1	XTREME NINJA KIDS	June 17th-June 21st 2019
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Technology: Rockets activities: simple machines, forces, motion, speed and variables. Mathematics: measuring distance and time. Shaping social skills and team work.

SPARK	PERSONAL BEST CHALLENGES CHARACTER BUILDING SKILLS	Obstacles - Fitness - Fun. Emphasis on constructing teams of campers to shape friendship making and social skills. Campers will be able to hone their agility and challenge themselves to conquer obstacle courses, hiking trails and rock climbing.
THEATRE	ROLE PLAY	Campers will participate in role-play experiences and engage in discussion
DANCE	CHOREOGRAPHY	Although dance is a creative art, different forms of dance require different skills and vary in the number of rules that apply.
MUSIC	EXPLORING MUSIC	Campers will explore and experience a variety of music with substantial guidance
MEDIA ARTS	EXPLORATION OF MEDIA ARTWORKS	Campers will share ideas for media artworks through guided exploration of tools, methods and imaging.
VISUAL ARTS	EXPLORING IDEAS	Campers will express ideas and feelings through visual arts.

POOL	GERMANTOWN OUTDOOR Pool, 18905 Kingsview Rd, Germantown
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FIELDTRIP	Climb Zone, Laurel MD (Rock climbing)
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CAMP SESSION I - Week 2	FARM TO TABLE	June 24th - June 28th 2019
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Technology & Engineering: Land Reuse Models activities: human impact on the environment; Mathematics: average mean), Health nutrition. This week is all about teaching our campers about environmental sustainability. Campers will learn about the farm-to-table cycle incorporating science, engineering and technology activities such as growing vegetables from seeds, local food exploration, as well as cooking and wool working (felting). Campers will also have the opportunity to explore the technological evolution of farming.

SPARK	FLYING DISC ACTIVITIES	Throwing at targets and practicing precision. Predicting flight patterns, increasing distance, how does wind factor in?
THEATRE	THEATRE ROLES	Campers will use vocabulary to discuss play activities such as character, role, setting and story.
DANCE	MAKING CONNECTIONS	Children will be able to watch the dance, "record" it in their minds, practice it and make connections with the ideas and meanings of the dance. (celebrations, rituals, etc..)
MUSIC	MUSIC CONCEPTS	Campers will explore and experience a variety of music concepts (beat, melodic contour)
MEDIA ARTS	PLANNING MEDIA ARTS PRODUCTIONS	Campers will form ideas into plans or models for media arts productions
VISUAL ARTS	MOODS	Campers will create pictures that define moods

POOL	GERMANTOWN OUTDOOR Pool, 18905 Kingsview Rd, Germantown
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FIELDTRIP	FARMERS MARKET/FARM VISIT
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Elementary School Age



DATE	FIELDTRIP	DEPARTURE	RETURN
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SESSION II July 1st - July 12th. 2019

*no camp on 7/4/19

CAMP SESSION II - Week 1	INVENTORS	July 1st - July 5th, 2019
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Engineering: Solar energy projects such as solar water heaters and ovens. Campers will use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own needs and values. They will acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

SPARK	FOOTBALL	Fitness - Fun. Emphasis on constructing teams of campers to shape friendship making, team bonding and social skills.
THEATRE	ROLE PLAY	Campers will participate in role-play and recreate situations that have caused concern during dramatic play
DANCE	JOY OF DANCE	While teaching rules for dance and movement, the primary focus will be on children's joy in movement and dance
MUSIC	IMPROVISATION	Campers will improvise rhythmic and melodic patterns and musical ideas for specific purposes
MEDIA ARTS	SHARING IDEAS	Campers will share ideas for media artworks through guided exploration of tools, methods and imaging.
VISUAL ARTS	EXPLORING IDEAS	Campers will discover and share ideas for media artworks using play and experimentation
POOL		GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874
FIELDTRIP		DISCOVERY STATION, HAGERSTOWN

CAMP SESSION II - Week 2	INVESTORS	July 8th - July 12th, 2019
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Mathematics: operations, Social Studies: economics. New Businesses: Campers will come up with ideas for products and develop new businesses around those products

SPARK	KICKBALL	improve social skills, agility, team bonding and physical exercise
THEATRE	USING PROPS	Campers will use materials and props in non-traditional ways
DANCE	GROUP DANCE	Dance has social benefits as children share space, interact, observe each other, and explore movement and dance with children rather than bystanders.
MUSIC	FAVORITE MUSICAL IDEAS	Campers will explore favorite musical ideas with substantial guidance (movement, vocalization, instrumental accompaniment)
MEDIA ARTS	CONTENT	Campers will make and capture media arts content, freely and in guided practice, in media arts production.
VISUAL ARTS	ART TALK	Campers will discuss and recognize own and others' art work using appropriate vocabulary, color, shape, line and texture
POOL		GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874
FIELDTRIP		VISIT TO A LOCAL BUSINESS



Elementary School Age



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SESSION III July 15th - July 26th 2019

CAMP SESSION III - Week 1	SHARK WEEK	July 15th - July 19th 2019
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SCIENCE: Needs of living things, adaptations and habitats. oceanography. An entire week dedicated to learning more about sharks, what they look like, how they swim, what they eat, and where they live. Campers will delve into the amazing world of sharks while exploring shark biology and marine science. They will discover the differences between other fish and sharks, inspect shark teeth and observe live sharks in their habitat.

SPARK	BASKETBALL	Fitness - Fun. Emphasis on constructing teams of campers to shape friendship making, team bonding and social skills.
THEATRE	SCENARIOS	Campers will create new scenarios to enact
DANCE	JOY OF DANCE	While teaching rules for dance and movement, the primary focus will be on children's joy in movement and dance
MUSIC	RECORDING TECHNOLOGY	With guidance organize musical ideas using iconic notation and/or recording technology.
MEDIA ARTS	EXPRESSIVE EFFECTS	Campers will attempt and share expressive effects, freely and in guided practice, in creating media artworks
VISUAL ARTS	EMOTIONS	Campers will discuss works of art to determine mood or emotion.

POOL	GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874		
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FIELDTRIP	Sant Ocean Hall at the National Museum of Natural History, DC		
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CAMP SESSION III - Week 2	TREASURE HUNTERS & EXPLORERS	July 22nd - July 26th 2019
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SCIENCE: magnetism (making compasses) SOCIAL STUDIES: explorers. Campers will have the opportunity to locate and preserve ancient artifacts "Indiana Jones" style. Decipher ancient texts, follow treasure maps, geo caching, search abandoned temples and avoid the booby traps left to protect the priceless treasures of long ago. All this while learning about ancient civilizations such as the Aztecs, Mayans and Incas.

SPARK	WORLD GAMES	Games and traditions from other cultures.
THEATRE	USING OUR VOICE	Campers will act out parts of stories by inventing a voice and creating various facial expressions for the character
DANCE	LOCOMOTORS	Campers will identify and demonstrate basic locomotors and non-locomotor movements
MUSIC	EMOTION	Campers will discuss how music can evoke emotions.
MEDIA ARTS	REFINE TECHNIQUES FOR PRESENTATION	Campers will endure understanding of how media artists require a range of skills and abilities to creatively solve problems within and through media arts productions.
VISUAL ARTS	ROOM DESIGN	Campers will point out differences and similarities in the room or hallway.

POOL	GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874		
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FIELDTRIP	VOLCANO ISLAND WATERPARK		
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DATE	FIELDTRIP	DEPARTURE	RETURN
SESSION IV July 29th - August 9th 2019			
CAMP SESSION IV - Week 1		MINECRAFT ARCHITECTS	
		July 29th - August 2nd, 2019	

Engineering: Roller Coaster activities. Students design, build, and test roller coasters using motion and stability, net forces, Newton's third law of motion. SOCIAL STUDIES: environments. Campers will be able to power up their planning and building skills, they will learn how to collaborate, design and build in creative mode using Mine Craft as a guide for building models.

SPARK	GREAT GAMES:	Great Games - Aerobic, Playground, Simple and chasing Games	
THEATRE	STORY TELLING	Campers will act out action that relate to stories	
DANCE	BEAT & TEMPO	Campers will identify and demonstrate accuracy in moving to a musical beat and responding to change in tempo	
MUSIC	MUSICAL CONTRASTS	With guidance organize musical ideas using iconic notation and/or recording technology.	
MEDIA ARTS	MEDIA CONTENT	Campers will make changes to the content, form or presentation of media artworks and share results	
VISUAL ARTS	EXHIBIT	Campers will exhibit and show respect for artwork exhibited by other students	
POOL		GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874	
FIELDTRIP		LOCAL BUILDING SUPPLY STORE	

CAMP SESSION IV - Week 2	PHOTO JOURNALISM	Aug. 5th - August 9th 2019
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Campers will discover a variety of areas that can be incorporated within the field of photojournalism. They will be able to examine areas such as Sports, Nature, Food, and Animals to tell an objective story with their pictures. The campers will have an opportunity to display their work on Friday at their exhibit.

SPARK	HOCKEY	Hockey - Balloon-, Air-, Table-, Field Hockey	
THEATRE	PLAY WRITING	Campers will create a play based on a familiar story	
DANCE	CHOREOGRAPHY	Campers will Students will invent movement, and improvise to solve movement problems	
MUSIC	MUSIC CONTRASTS	Campers will explore and demonstrate awareness of music contrasts such as high, low, loud/soft, same/different in a variety of music selected for performances.	
MEDIA ARTS	REFINE TECHNIQUES FOR PRESENTATION	Campers will endure understanding of how media artists require a range of skills and abilities to creatively solve problems within and through media arts productions.	
VISUAL ARTS	CULTURAL ART FORMS	Campers will create own works using various art forms from other cultures	
POOL		GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874	
FIELDTRIP		NATIONAL GEOGRAPHIC MUSEUM, DC	



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SESSION V August 12th - August 23rd, 2019

CAMP SESSION V - Week 1	ANCIENT WORLDS	Aug.12th - Aug.16th 2019
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SCIENCE: earth materials, natural resources SOCIAL STUDIES: evolution. This week our campers will travel back in time to explore the pre-historic art of the cave paintings of Lascaux and Chauvet, France. They will make their own paints using items only found in nature. They will travel on to ancient Egypt to discover how their painting have taught us about their life. Finally we will end in ancient China to explore their life through their paintings.

SPARK	SOFTBALL			
THEATRE	RED CARPET	Hollywood style performance		
DANCE	PARTNER SKILLS	Campers will demonstrate partner skills of copying, leading, following and mirror imaging.		
MUSIC	MUSIC TASTES	Campers will demonstrate and state preference for varied musical selections.		
MEDIA ARTS	IMAGING	Campers will combine different forms and content, such as image and sound, to form media artworks		
VISUAL ARTS	COLORTHEORY	Campers will create a nutritional ad campaign - using only primary colors, that will allow them to discover the how to mix colors		
POOL		GERMANTOWN OUTDOOR POOL, 18905 Kingsview Rd, Germantown 20874		
FIELDTRIP		GYMNASTICS		

CAMP SESSION V - Week 2	NATIVE AMERICAN TECHNOLOGIES	Aug.19th - Aug.23rd 2019
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TECHNOLOGY: Survival techniques including tool building, shelter construction, SOCIAL STUDIES: people, places and environments. This week campers will learn about local native American tribes. They will explore how they lived, their customs and technologies, traditional skills and handmade tools they used for their survival. Campers will also design and make nutritious, healthy snacks that can be eaten "on the go".

SPARK	LACROSSE	Lacrosse & other Native American games		
THEATRE	RADIO ONLY	Campers will only use their words and voices to describe an object or product.		
DANCE	GROUP DANCE	Campers will use their phrase to come up with a group dance.		
MUSIC	KARAOKE	Campers will rehearse and be able to listen to and perform songs for their peers.		
MEDIA ARTS	MAKE A COMMERCIAL	Campers will be able to show they can work effectively with groups and leaders to create a commercial together.		
VISUAL ARTS	MONOCHROMATIC	Campers will create paintings, sculptures & drawing using a monochromatic color scheme by varying shades and hues of one color.		
FIELDTRIP		CANOEING ON LAKE NEEDWOOD		

Please pack **BAGGED**, non-heatable lunches on fieldtrip days. *Your child must wear the orange* OPTIMAL camp t-shirt on all fieldtrips. Please make sure your child wears appropriate clothing, hat and shoes on field trip days and apply sunscreen at home before your child arrives at camp. Flip flops and sandals are NOT encouraged

CREATIVE THINKING AND EXPRESSION - COMMUNICATION THROUGH THE ARTS



OPTIMAL LEARNING SUMMMER CAMP

proudly presents

