

# Sienna Montessori School Youth Club/Lower Elementary Adventure Camp



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



## 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



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<b>CAMP SESSION I</b>	<b>XTREME NINJA KIDS</b>
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Science: simple machines, forces, motion, speed and variables. Mathematics: measuring distance and time. Shaping social skills and team work.

<b>SPARK</b>	<b>PERSONAL BEST CHALLENGES CHARACTER BUILDING SKILLS</b>	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.
<b>THEATRE</b>	<b>ROLE PLAY</b>	Campers will participate in role-play experiences and engage in discussion
<b>DANCE</b>	<b>CHOREOGRAPHY</b>	Although dance is a creative art, different forms of dance require different skills and vary in the number of rules that apply.
<b>MUSIC</b>	<b>EXPLORING MUSIC</b>	Campers will explore and experience a variety of music with substantial guidance
<b>MEDIA ARTS</b>	<b>EXPLORATION OF MEDIA ARTWORKS</b>	Campers will share ideas for media artworks through guided exploration of tools, methods and imaging.
<b>VISUAL ARTS</b>	<b>EXPLORING IDEAS</b>	Campers will express ideas and feelings through visual arts.

<b>POOL</b>	<b>SIENNA MONTESSORI SCHOOL POOL</b>
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<b>CAMP SESSION 2</b>	<b>FARM TO TABLE</b>
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Science: 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 visit a farm and farmers market.

<b>SPARK</b>	<b>FLYING DISC ACTIVITIES</b>	Throwing at targets and practicing precision. Predicting flight patterns, increasing distance, how does wind factor in?
<b>THEATRE</b>	<b>THEATRE ROLES</b>	Campers will use vocabulary to discuss play activities such as character, role, setting and story.
<b>DANCE</b>	<b>MAKING CONNECTIONS</b>	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..)
<b>MUSIC</b>	<b>MUSIC CONCEPTS</b>	Campers will explore and experience a variety of music concepts (beat, melodic contour)
<b>MEDIA ARTS</b>	<b>PLANNING MEDIA ARTS PRODUCTIONS</b>	Campers will form ideas into plans or models for media arts productions
<b>VISUAL ARTS</b>	<b>MOODS</b>	Campers will create pictures that define moods

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<b>CAMP SESSION 3</b>				
<b>INVENTORS</b>				
<p>Inventing means curiosity, practicality, necessity, cooperation and dreaming. 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.</p>				
<b>SPARK</b>	<b>FOOTBALL</b>	Fitness - Fun. Emphasis on constructing teams of campers to shape friendship making, team bonding and social skills.		
<b>THEATRE</b>	<b>ROLE PLAY</b>	Campers will participate in role-play and recreate situations that have caused concern during dramatic play		
<b>DANCE</b>	<b>JOY OF DANCE</b>	While teaching rules for dance and movement, the primary focus will be on children's joy in movement and dance		
<b>MUSIC</b>	<b>IMPROVISATION</b>	Campers will improvise rhythmic and melodic patterns and musical ideas for specific purposes		
<b>MEDIA ARTS</b>	<b>SHARING IDEAS</b>	Campers will share ideas for media artworks through guided exploration of tools, methods and imaging.		
<b>VISUAL ARTS</b>	<b>EXPLORING IDEAS</b>	Campers will discover and share ideas for media artworks using play and experimentation		
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<b>CAMP SESSION 4</b>				
<b>INVESTORS</b>				
<p>Mathematics: operations, Social Studies: economics. Campers will learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens</p>				
<b>SPARK</b>	<b>KICKBALL</b>	improve social skills, agility, team bonding and physical exercise		
<b>THEATRE</b>	<b>USING PROPS</b>	Campers will use materials and props in non-traditional ways		
<b>DANCE</b>	<b>GROUP DANCE</b>	Dance has social benefits as children share space, interact, observe each other, and explore movement and dance with children rather than bystanders.		
<b>MUSIC</b>	<b>FAVORITE MUSICAL IDEAS</b>	Campers will explore favorite musical ideas with substantial guidance (movement, vocalization ,instrumental accompaniment		
<b>MEDIA ARTS</b>	<b>CONTENT</b>	Campers will make and capture media arts content, freely and in guided practice, in media arts production.		
<b>VISUAL ARTS</b>	<b>ART TALK</b>	Campers will discuss and recognize own and others' art work using appropriate vocabulary, color, shape, line and texture		
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			<b>No Camp July 3rd</b>

<b>CAMP SESSION 5</b>	<b>SHARK WEEK</b>
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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.

<b>SPARK</b>	<b>BASKETBALL</b>	Fitness - Fun. Emphasis on constructing teams of campers to shape friendship making, team bonding and social skills.
<b>THEATRE</b>	<b>SCENARIOS</b>	Campers will create new scenarios to enact
<b>DANCE</b>	<b>JOY OF DANCE</b>	While teaching rules for dance and movement, the primary focus will be on children's joy in movement and dance
<b>MUSIC</b>	<b>RECORDING TECHNOLOGY</b>	With guidance organize musical ideas using iconic notation and/or recording technology.
<b>MEDIA ARTS</b>	<b>EXPRESSIVE EFFECTS</b>	Campers will attempt and share expressive effects, freely and in guided practice, in creating media artworks
<b>VISUAL ARTS</b>	<b>EMOTIONS</b>	Campers will discuss works of art to determine mood or emotion.
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<b>CAMP SESSION 6</b>	<b>TREASURE HUNTERS &amp; EXPLORERS</b>
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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.

<b>SPARK</b>	<b>WORLD GAMES</b>	Games and traditions from other cultures.
<b>THEATRE</b>	<b>USING OUR VOICE</b>	Campers will act out parts of stories by inventing a voice and creating various facial expressions for the character
<b>DANCE</b>	<b>LOCOMOTORS</b>	Campers will identify and demonstrate basic locomotors and non-locomotor movements
<b>MUSIC</b>	<b>EMOTION</b>	Campers will discuss how music can evoke emotions.
<b>MEDIA ARTS</b>	<b>REFINE TECHNIQUES FOR PRESENTATION</b>	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.
<b>VISUAL ARTS</b>	<b>ROOM DESIGN</b>	Campers will point out differences and similarities in the room or hallway.
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<b>CAMP SESSION 7 MINECRAFT ARCHITECTS</b>			

SCIENCE: 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 as they become master designers. Whether they are fabricating a hidden fortress, invent future worlds or masterminding a colony on Mars, they will learn how to collaborate, design and build in creative mode using Mine Craft as a guide for building models.

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

<b>CAMP SESSION 8 PHOTO JOURNALISM</b>			
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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.

<b>SPARK</b>	<b>HOCKEY</b>	Hockey - Balloon-, Air-, Table-, Field Hockey	
<b>THEATRE</b>	<b>PLAY WRITING</b>	Campers will create a play based on a familiar story	
<b>DANCE</b>	<b>CHOREOGRAPHY</b>	Campers will Students will invent movement, and improvise to solve movement problems	
<b>MUSIC</b>	<b>MUSIC CONTRASTS</b>	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.	
<b>MEDIA ARTS</b>	<b>REFINE TECHNIQUES FOR PRESENTATION</b>	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.	
<b>VISUAL ARTS</b>	<b>CULTURAL ART FORMS</b>	Campers will create own works using various art forms from other cultures	
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<b>CAMP SESSION 9</b>	<b>ANCIENT WORLDS</b>
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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.

<b>SPARK</b>	<b>SOFTBALL</b>	
<b>THEATRE</b>	<b>RED CARPET</b>	Hollywood style performance
<b>DANCE</b>	<b>PARTNER SKILLS</b>	Campers will demonstrate partner skills of copying, leading, following and mirror imaging.
<b>MUSIC</b>	<b>MUSIC TASTES</b>	Campers will demonstrate and state preference for varied musical selections.
<b>MEDIA ARTS</b>	<b>IMAGING</b>	Campers will combine different forms and content, such as image and sound, to form media artworks
<b>VISUAL ARTS</b>	<b>COLORTHEORY</b>	Campers will create a nutritional ad campaign - using only primary colors, that will allow them to discover the how to mix colors
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<b>CAMP SESSION 10</b>	<b>NATIVE AMERICAN TECHNOLOGIES</b>
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SCIENCE: Natural resources, TECHNOLOGY: 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 learn native games and be able to create native crafts, such as basket weaving.

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

Please pack **BAGGED**, non-heatable lunches on fieldtrip days. Your child must wear the green Sienna Montessori School 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\***

