

TECHNOLOGY ENRICHMENT

MIDDLE SCHOOL PROGRAM AT BETHLEHEM MIDDLE SCHOOL

MIDDLE SCHOOL PROGRAM FOR STUDENTS ENTERING GRADES 5-8

TUITION: \$265

70096

July 10 - 14, 8:30 a.m. - 3 p.m.

Campers participate in all four modules throughout the day.

Bethlehem Middle School is located at 332 Kenwood Avenue in Delmar.

The Technology Enrichment Program gives students a chance to discover their interests and talents through hands-on, activity-packed learning sessions. Students will be given the opportunity to explore several dynamic areas.

The program will meet Monday through Friday for one week. Campers will have a half-hour for lunch and are expected to bring their own lunch and beverage. This program is comprised of four modules.

[Module 1 - 3D Printing and Coding!](#)

[Module 2 - A Crash Course](#)

[Module 3 - Fisher Technics Design Challenge](#)

[Module 4 - Tinkering with TOYS](#)

3D PRINTING AND CODING!

Invent your own creation, or innovate an existing one! You will be challenged to create a new product to solve a need you will identify. Your design will come to life using computer software and 3D printing. Students will be introduced to core computer science and programming concepts using popular characters like Angry Birds, Plants vs. Zombies and Flappy Bird. Using Code.org "Hour of Code," you will be learning how to create mazes, make drawings, algorithms and functions.

Tim Connelly, Instructor

A COURSE!

What is a CRASH course? This one is all about collisions! What happens when two objects come together? Sometimes they bounce and sometimes they break. Students will explore collisions that occur in many different settings. They will investigate collisions in sports such as baseball, curling, pool and bowling. Students will practice reducing the impact of collisions like baseball players catching a ball with "soft hands," and apply that to a "safe" collision with a water balloon or raw egg. Predictions will be made about a collision between two students in Sumo suits. Another activity will involve designing a helmet to protect a pasta "brain." And we will learn even more about collisions by investigating the role of crash dummies in safety tests. Bring your best thinking and engineering skills to this hands-on CRASH course in collisions.

Cheri White, Instructor



BETHLEHEM MIDDLE SCHOOL



FISHER TECHNICS DESIGN CHALLENGE

Students will design, build and program Fisher Technics robot assemblies to perform fun and creative tasks. We will develop automated models for hitting ping pong balls, climbing obstacles and more. The camp will focus on elements of design, and test participants' problem solving skills in redesigning their robots until they accomplish their goal. Several fun and challenging engineering and design activities will occur throughout the week.

Andrew Cancio, Instructor

TINKERING WITH TOYS

What do you do to amuse yourself when you're not on your phone? Toys have been entertaining and amazing people well before the smartphone was ever invented. Start your summer out playing with classical toys that balance, spin and move in a variety of interesting ways. While tinkering with these fun gadgets, you will learn the science behind the wonderment and be able to construct your own unique toys that will bring you enjoyment well after the camp has ended.

Todd Tyler, Instructor