



SUMMER PROGRAM 2014

July 7th - August 1st | 9:00am - 1:30pm

HIGH SCHOOL
(4 HOURS PER DAY)

INNOVATION

Creativity is at the heart of discovery! Encouraging out-of-the-box thinking to solve a variety of problems, which have no one correct answer, this hands-on class gives students the opportunity to test their proposed solutions.

ENTREPRENEURSHIP

From the business plan to bookkeeping, from designing the product, to making a prototype, to developing a plan and presenting to potential investors, it's all here. Let the start-ups begin!

CAHSEE PREP

This course is designed to prepare students for the CAHSEE English Language Arts and Math exams. Students will also have the opportunity to review math, reading comprehension, and writing skills to allow them greater success in the Core curriculum.

SCRIPT TO SCREEN

Write a screenplay and make a short film! Develop a story from an initial idea to a short film.

ROBOTICS

Explore the various aspects of making robots. Work on the programming software used in developing controls and on the construction itself, using VEX as well as other add-on parts and pieces - all materials provided.

PRACTICE PROBLEM SOLVING SKILLS

From floods to earthquakes, hurricanes to rising sea levels, this class covers it all. Students build and test prototypes to assess their safety in the face of possible threat from natural and man-made disasters.

WEB DESIGN AND DEVELOPMENT

Learn the design, creation, and maintenance of websites. The course progresses from introductory work on web design to a culminating project in which students design and develop websites for a cause or interest of their choice.

3D MODELING AND PRINTING

Thanks to easy-to-use software, 3D modeling isn't just for engineers anymore! Use the latest software, Tinkercad, to design objects and print them out using the school's MakerBot 3D printer! From tools to toys, anything's possible.

CARTOON ANIMATION

Explore multiple types of animation, and learn about a wide variety of cartooning styles including comic books and graphic novels as well as Nickelodeon, Disney, and Anime. The course includes lessons on designing cartoon characters, story lines, sample cartoon strips and traditional flip-book animation.

HEALTH AND FITNESS

Healthy living includes making positive food choices and having an exercise plan. The class will promote a healthy lifestyle by developing a fitness plan for each student as well as a deeper understanding on the technology, math and science of health.

FULL STEAM AHEAD!

MUSIC PRODUCTION

Learn the fundamentals of a professional recording studio. Students will have access to industry standard recording programs and professional grade musical equipment enabling them to produce a music recording project from start to finish resulting in a completed music CD.

ARDUINO WORKSHOP—BEYOND ELECTRONICS

Arduino is similar to a small computer that can be programmed to interact with the world through electronic sensors, lights and motors. The ultimate tinkering tool, students learn to program a robot, build an Arduino powered cell-phone or open source laptop in this hands-on class.

CREDIT RECOVERY

The goal of credit recovery is to give students the opportunity to graduate in a timely manner. The class allows students who have failed or underperformed in courses required for graduation an opportunity to make them up without repeating the entire class. They will receive individual guidance in order to be successful.

DRIVER EDUCATION

Students will learn the rules of the road and how to be safe, responsible, and knowledgeable drivers. Sign up today!

BEGINNING ROBOTICS

Students work with the latest LEGO building system, the EV3, to create and command robots. 3D building instructions and intuitive icon-based programming make it easy to bring projects to life.

COMPUTERS

Students create compelling digital presentations using Prezi. Working with pre-existing templates to construct their own presentations, which they will present to the class.

SCIENCE—BREAKING BALSA

Students try their hand at designing structures, studying stresses, working on the minute details of a beautiful tower or bridge, and then breaking it! In the process, they will learn how strong structures are built, and how to design structures of different types to withstand natural and man-made forces.

BOTS FOR TOTS!

Students use littleBits electronic modules that snap together with tiny magnets, for prototyping, learning and fun! Each bit has a specific function (light, sound, sensor, motor, etc.), and modules snap together to make larger circuits. Students will create sophisticated electronics just by snapping small magnets together!

SCIENCE—JUNK BOX BUILD OFF

Students are given 30 minute design challenges to build specific objects (e.g. the tallest tower possible) out of items they have stored in their junk box. Students pre-pack a variety of items such as Styrofoam cups, plates and bowls, straw, string, and tape.

COMPUTERS

In this introductory course, students use a variety of programs to learn the basics of keyboarding and graphics. Kid-spiration, TuxPaint, Photobooth or Picnik, insert photos into projects, and compose short stories using a web-based tool like Storybird.

For more information or to register please visit www.villageglen.org
ph. 877.994.5386 | fax 818.779.5295 | www.thehelpgroup.org

REGISTER

MIDDLE SCHOOL
(2 HOURS PER DAY)

ELEMENTARY SCHOOL
(1.5 HOURS PER DAY)