



STEM 101 STUDENT SUMMER CAMP

Middle School (ages 10-14)

The STEM Academy Academic Leadership Team is pleased to present STEM 101 - STUDENT SUMMER CAMP SERIES options for schools and organizations who are interested in establishing STEM experiences for students during summer months. These student summer camp options were created to ignite passion and excitement in STEM education for all students. Content for camps is intended for middle school age students (approximate ages 10-14). The STEM Academy provides all content and a Camp Director for the STEM 101 - STUDENT SUMMER CAMP experience. Camp Directors will work with schools and organizations if targeted age group needs to be scaled for elementary or high school age students.

AVAILABLE DATES:
MON-WED

JULY 9TH THROUGH JULY 11TH
JULY 16TH THROUGH JULY 18TH
JULY 23RD THROUGH JULY 25TH
JULY 30TH THROUGH AUGUST 1ST

SCHEDULE:
8:00 AM TO 4:00 PM DAILY

Request information:

RUSSELL MICKELSON
Chief Executive Officer

E: russell.mickelson@stem101.org
T: 888.STEM101 ext 803 | C: 480.381.9437
www.stem101.org

ALL ACTIVITIES ARE CENTERED ON THE FOLLOWING CONTENT AREAS:

SCIENCE
TECHNOLOGY
ENGINEERING
MATHEMATICS
CHARACTER EDUCATION
TEAMWORK
PROBLEM SOLVING
CAREER/EDUCATION AWARENESS
DESIGN
ENTREPRENEURSHIP
REAL WORLD APPLICATION OF STEM

ROBOT UNIVERSITY – 1 DAY CAMP

During this one day camp, attendees will discover the joys of electronics and robotics. Attendees will learn the basics of electronics while performing such skills as soldering, creating basic circuits, etc. The ultimate project will have students building their own obstacle avoidance robot that will navigate around a room and bounce off any object in its way. Campers will get to take the robot home for more experimentation and discovery. This is a great introduction to STEM camp that the camp instructors have used with middle school aged students for many years.

MOVE IT, MOVE IT, MOVE IT –
2 OR 3 DAY CAMP

During this camp, attendees will discover the joys of engineering design. Students will experience break-out sessions that will concentrate on such areas as concurrent engineering, fluid power, manufacturing, electronics, physics, automation, geometry, etc. The ultimate project will place students in teams to engineer and fabricate a robotic arm to palletize (move objects) from one location to another. In the end, the teams will compete to see whose robot arm is the most efficient. This is a great introduction to engineering design camp that camp instructors have used with middle school aged students for many years.

FLOATERS, SINKERS AND FLINKERS!!! –
2 OR 3 DAY CAMP
(Pool or other water source Required)

During this camp students will investigate the Science, Technology, Engineering, and Mathematics behind marine technology. Campers will investigate how things float, sink, and even flink!!! Students will experience break-out sessions that will concentrate on such areas as buoyancy, Archimedes Principle, Geometry, Physics, etc. while they design, fabricate, and test model boats and submarines. In the end, students will compete to see whose holds the most weight and goes the fastest. This is a great introduction to engineering design camp that includes a wealth of content from other discipline areas.

THE STEM ACADEMY®

A National Non-Profit Status K-12 Education Program