

ROCK HILL SCHOOLS

2022 EXPLORATION SUMMER CAMP

OBJECTIVE:

Provide project-base learning enrichment which integrates core content knowledge with design and engineering practices to build skills that are valuable in all learning.

COST: FREE

This opportunity is **FREE** to current rising 5th through 10th grade students in Rock Hill schools.

Enrollment is inclusive and on a first come, first serve basis. Bus transportation is available.

REGISTRATION:

SIGN UP HERE:

<https://forms.gle/JsS84C8DNCUng8mGA>

REGISTER BY:

May 5th - Early decision

May 19th - Registration closes



Contact
David Consalvi
dconsalvi@rhmail.org
with questions



Explore how content and discovery come together with inquiry and innovation.

LOCATION:

Saluda Trail Middle School
2300 Saluda Road

Rock Hill Schools
386 E. Black Street
Rock Hill, SC 29730

A diverse, innovative, educational experience enabling students to discover their potential and inspire success.

WHEN: JUNE 13-30th
8:30 - 1:00 M-TH

CAMP SESSION OPTIONS

Computer Science

Game Design (Beginner Gr 5-8)

- June 13-16, (M - Th - 4 days)
- June 20-23, (M - Th - 4 days)
- June 27-30, (M - Th - 4 days)

Game Design & Animation (Advanced Gr 8-10)

- June 13-30, (M - Th - 12 days)

Engineering and Technology

Engineering Explorers (Beginner Gr 5-8)

- June 13-16, (M - Th - 4 days)
- June 20-23, (M - Th - 4 days)
- June 27-30, (M - Th - 4 days)

Robotic Cars (Intermediate Gr 7-10)

- June 13-23, (M - Th - 8 days)
- June 20-30, (M - Th - 8 days)

Robotic Hand (Advanced Gr 7-10)

- June 20-30, (M - Th - 8 days)

Creative Arts

Drama - Costuming (Beginner Gr 5-10)

- June 13-16, (M - Th - 4 days)

Drama - Staged Combat (Beginner Gr 5-10)

- June 20-23, (M - Th - 4 days)

Graffiti & Street Art 1 (Beginner Gr 5-10)

- June 13-16, (M - Th - 4 days)

Graffiti & Street Art 2 (Beginner Gr 5-10)

- June 20-23, (M - Th - 4 days)

Asian Art Forms (Beginner Gr 5-10)

- June 27-30, (M - Th - 4 days)

Pop Music - Ukulele (Beginner Gr 5-8)

- June 13-16, (M - Th - 4 days)

Pop Music - Ukulele (Beginner Gr 7-10)

- June 20-23, (M - Th - 4 days)

Creative Arts



Graffiti & Street Art #1

An exploration of the terms and styles of graffiti & street art, including tags, slaps, designing pieces, developing a handstyle, and the use of stencils.

Graffiti & Street Art #2

A deeper exploration including developing a personal style/message and the design and creation of a large scale "piece" on plywood.

Asian Art Forms

Exploring some unique art methods, techniques, and materials found in Asian art.

Pop Music - Ukulele

Intro to ukulele with a pop music approach to learning.

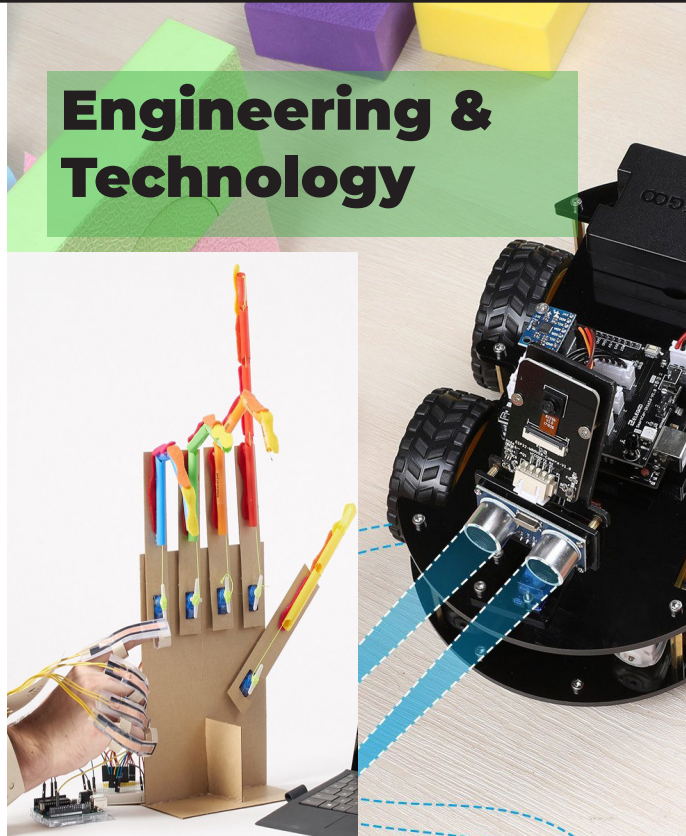
Drama Costume Design

Campers will create 2D and 3D costumes for a children's play, "Tarheel Tales".

Drama Staged Combat & Creative Movement

Campers will write and perform staged combat scenes.

Engineering & Technology



Engineering Explorers

Create and innovate using the engineering design process to build 3D kites, Mini-drones, Air powerd rockets, Solar cars, and more. Campers will explore the science behind their builds while trying to make improvements in their designs. (Cell phones used)

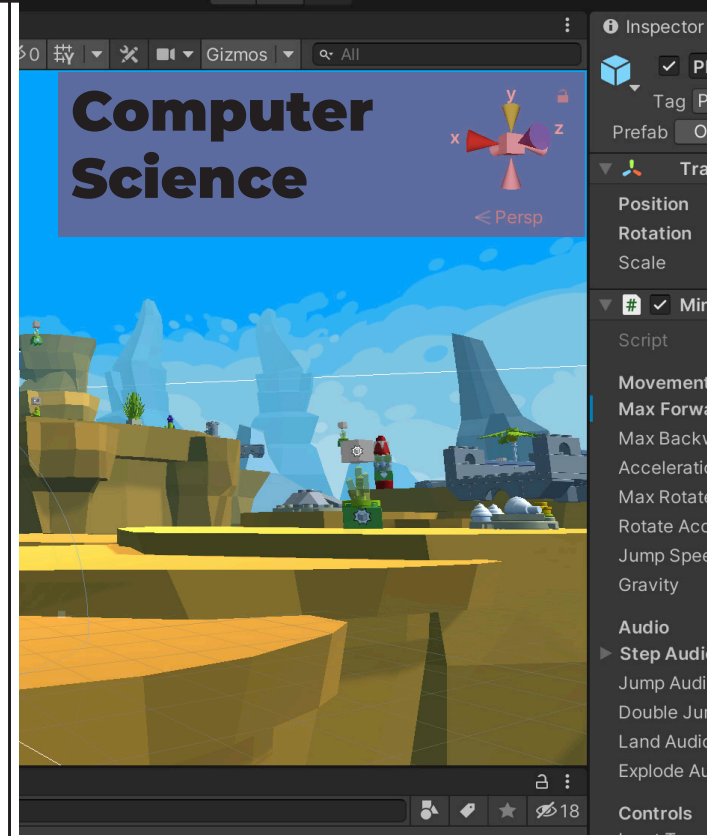
Robotic Cars

Build a robotic car to be controlled by a cell phone or remote control. The cars have programmable Arduino boards, sensors, and motors to control their functioning. This session takes some fine motor skills and patience to succeed. (Cell phones used)

Robotic Hand

Create a robotic hand with sensors connected to the computer that has the ability to measure the force in each finger. Campers program Arduino boards, hook up servo motors, and build their hands. This session takes patience, attention to detail, programming, and innovation to succeed. Involves fine cutting and detail work.

Computer Science



Game Design

Exploring game design elements using Scratch programming and then advance to MakeCode Arcade or CircuitPython to create an original handheld digital game using a PyGamer circuit board. Using pixel design students build original scenes, sprites, and effects for their games. Each camper will have their own device to create, learn, and play.

Game Design and Animation

Take your game design to the next level. Explore how digital animators use Adobe Animate to create immersive environments. Explore coding conditions to develop characters, environments, and effects for professional game programming software using Unity, an industry standard. Experience mixed reality programming using the Microsoft HoloLens.

Note: Spots are limited in each session and are inclusive and on a first come, first serve basis. You are encouraged to select a second choice in case the first is full. Sessions may change based on material availability but the descriptions provide a general idea of what each experience will be like. Campers will have opportunities to participate in other activities during their sessions.