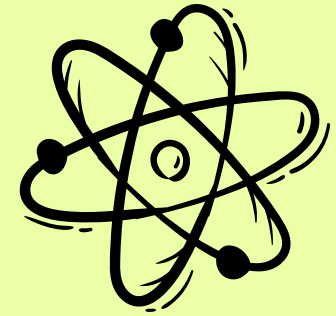


# SMITHTOWN STEAM ENRICHMENT



## GRADE K-1 STEAM INSPIRED BY NATURE

- Session 1 Nature Creations
- Session 2 Storybook STEAM
- Session 3 Silly Science Safari
- Session 4 Sensational Spring



## GRADE 2-3 BUILD & EXPLORE

- Session 1 Makerspace Madness
- Session 2 Bridge Engineering
- Session 3 Extreme STEAM
- Session 4 Retro Science



## GRADES 4 & 5 DESIGN & CODE

- Session 1 Video Game Design
- Session 2 Engineering & Strength Competition
- Session 3 Artificial Intelligence
- Session 4 Amazing Aeronautics



### Session Dates:

- Session 1: Nov 3 - Dec 15
- Session 2: Jan 8 - Feb 5
- Session 3: March 1 - April 5
- Session 4: April 8 - May 10



### Program Details

- Each session is 4 weeks. Students may sign up for as many sessions as they wish.
- \$125 per session; 10% additional sibling discount. No refunds after the session deadline.
- All classes scheduled before school at 8:20 AM
- Mondays or Fridays as per building schedule; see website for your building details
- Registration at [scopeonline.ce.eleyo.com](http://scopeonline.ce.eleyo.com)
- Course descriptions on back.
- All program details can be found online.
- Info: [bwestcott@scopeonline.us](mailto:bwestcott@scopeonline.us) 631.881.9651

## GRADES K-1 STEAM Inspired by Nature

**Fall STEAM Creations Nature** Explore the beautiful autumn season while learning and creating fall masterpieces. Learn how trees breathe and how water moves through leaves. Let's be engineers as we design and build a model house, a stick raft, birdseed ornaments and a leaf person. Let's have some Fall fun!

**Storybook STEAM** Your favorite storybooks come to life through our Storybook STEAM activities. Read, Plan and Design structures after listening to a storybook. We will be going on adventures through stories such as, "How I Became a Pirate", the "Three Little Pigs," "Rapunzel", "Horton Hatches the Egg" and "The Most Magnificent Thing." You will work together to solve the character's problem by creating something to help. The characters give children a framework to explore how things work and the world beyond their home.

**Silly Science Safari** Take a trip through the Silly Science Safari! In this engaging and hands-on course, elementary students will embark on a journey of discovery as they combine science and fun in the most delicious and wacky ways. There will be a variety of interactive activities and experiments such as creating edible play dough, edible layers of soil, making oobleck lemon volcanoes and magic milk. Students will deepen their understanding of basic scientific concepts, as well as develop a sense of wonder and curiosity about the world around them.

**Sensational Spring Nature** Spring has sprung and it is time for STEAM learning fun! Let's learn and explore this wonderful season filled with new wonders. Students will use many items found in nature to design and create a milk carton birdhouse, an egg carton garden, four seasons tree cups and learn about biodiversity before building a mason jar terrarium. Are you ready to SPRING into action?

## GRADES 2-3 Extreme STEAM & Science Exploration

**Makerspace Madness** Through hands-on tasks we need you to bring your creative minds to invent, create, and problem solve. Create a marble run, marshmallow launcher and catapult and compete in a Rocket Balloon Challenge! Are you up for the challenge?

**Bridge Engineering and Build Competition** Let the build competition begin! This hands-on class will include activities that incorporate aspects of science, technology, engineering, art and math (STEAM). Students will engage in challenges of building bridges and structures during a build competition. Are you up for the challenge?

**Extreme STEAM** Do you love to create new designs or to solve challenging problems? If so, join us as we explore the world using interactive experiments that will be sure to spark your imagination. Work independently and with teams and let your curiosity and creativity soar, as we invent and create using problem solving strategies. This hands-on class will include activities such as building bridges, catapults, straw rockets and Play-Do Mazes. Are you up for the challenge?

**Retro Science** Science is exploratory and exciting! It's about the "Aha!" moments in life, like when you figure out how something works or when you're amazed by the result of an awesome experiment. Activities may include crystal creations, making a glitter globe, chemical changes and making polymers. You will have the opportunity to learn about science through our interactive hands-on science activities that will be sure to spark your imagination!

## GRADES 4-5 Coding & Engineering

**Video Game Design** Students design their first app while learning both fundamental programming concepts and collaborative software development processes. Students will use our Sprite lab to create video game characters, challenges, and designs. They will also create simple programming challenges their characters need to accomplish.

**Engineering, Bridge Design & Strength Competition** Work as engineers to design and build a popsicle stick bridge that can withstand 25 pounds! Students will use various materials to create the strongest bridges within a fixed budget. Kids will work both individually and cooperatively during the design process before putting their bridge to the ultimate strength test competition.

**Artificial Intelligence Coding** Artificial Intelligence Curriculum Students will learn how to manage a large set of data and program this data to help solve real world scenarios and problems. Join your friends as we learn about Artificial Intelligence, and how to program, design, and think creatively to get machines, computers and devices to help improve our society.

**Amazing Aeronautics** What are lift, thrust and drag? These are just a few of the concepts explored in this class that features hands-on engineering of flight. Kids will gain insight into the scientific principles of flight during construction of planes and rocket launchers.