

Montclair Learning Center

2010 Summer Camp for Grades 1-7

June 28 to August 27

Science ♦ Chess ♦ Media ♦ Mindscapes ♦ GameMaker

Register for individual programs; half day; or full day

PROGRAMS:

Our summer programs are conducted on a weekly basis. Students should feel free to take as many weeks of a given program as desired, as the instruction is tailored to each individual's experience and skill level. Based on enrollment, students in each program are also placed in different sections based on their grade level.

All of our summer programs have culminating events on the last day of each week. Parents, caregivers, and families are invited to attend these events, which are identified on our website, MLCPLUS.com. Check our website also for samples of student projects from previous camps.

SCIENCE CAMP:

Our science camp offers 3 different programs each week: **Science I: Robotics**; **Science II: Motion and Forces**; and **Science III: Science in Action**. Our instruction incorporates a both substantive and fun approach to learning about science. Emphasis is on hands-on learning, with each session and its instruction built around specific activities and experiments that aid in understanding not only how but why. Each session includes student take-home projects.

Science I: Robotics

Students are introduced to the basics of robotics while working hands-on with various robotic systems, including Lego Mindstorms NXT and TETRIX. Students design and construct different robots and then use computers to teach them to move, react, and solve various challenges. Each week there are separate Beginner, Intermediate, and Advanced sections for new and returning students. **Grades 2 and up.**

Science II: Motion and Forces

Students are exposed to the fundamentals of motion and forces, while learning the basic aerodynamics of rockets and race cars. Each session incorporates different model-building levels for new and returning students. **Grades 1 and up.**

Rocketry (Weeks 1, 2, 4, 5, 7, 8): Prepare for lift-off! Each student builds and test flies two model rockets, with models taken home at the end of the course.

Race Cars (Weeks 3, 6, 9): Start your engines! Each student designs, builds, and test races a take-home rocket-powered dragster.

Science III: Science in Action

Students are offered a rotating series of programs designed to increase their exposure to and interest in four broad realms of science: space sciences, earth sciences, life sciences, and environmental sciences. In addition, we have a special multidisciplinary program, CSI: Forensics. **Grades 1 and up.**

Green Energy (Environmental Science) (Week 1): Students work hands-on with different types of renewable energy, to include wind and solar, while building functioning (take-home) green power systems.

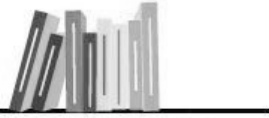
Machines (Earth Science) (Week 2): Students explore different types of machines, from ancient catapults and medieval trebuchets to modern cranes, and use math and engineering skills to assemble working (take-home) models of these technological marvels.

Human Body (Life Science) (Week 3): Students learn about the different systems of the human body while constructing scale (take-home) anatomical models.

Mission to Mars (Space Science) (Week 4): Students plan for how a mission could survive in the Red Planet's harsh environment. Students construct a simulated habitat, to include a solar-powered Mars dune buggy, and build model (take-home) space vehicles.

Ecodesign (Environmental Science) (Week 5): Students explore how green technologies can be used in sustainable development while undertaking (take-home) ecodesign projects.

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Montclair Learning Center 2010 Summer Camp

Structures (Earth Science) (Week 6): Students explore how domes, towers, and bridges are able to span the distances and heights they do and then build and test scale (take-home) replicas of these amazing structures.

Reptilemania (Life Science) (Week 7): Students learn about and care for our assortment of live reptiles, including snakes, skinks, geckos, dragons, and other lizards.

CSI: Forensics (Multidisciplinary) (Week 8): Students learn to use biology and chemistry in finding and analyzing evidence needed to solve crimes. Instruction culminates with students challenged to work a simulated “crime scene.”

Magnetic Levitation (Environmental Science) (Week 9): Students investigate magnetic levitation and how it might be used in energy-saving transportation systems. Each student builds and tests a (take-home) MagLev system.

CHES CAMP:

Chess helps build sportsmanship, self-confidence, and discipline; develop critical reasoning skills; and improve academic performance. Each session includes a fun mix of more-formal instruction, practical exercises, and playing opportunities. Our experienced instructors monitor and work individually with students in the development of their chess skills, with separate sections for beginning, intermediate, and more-advanced players. We provide special instruction for new players, as well as the opportunity to prepare for and participate in chess tournaments. **Grades 1 and up.**

MEDIA CAMP:

Our media camp is an innovative program that lets students develop their communication skills while working in different media (print, broadcast, web). Each session focuses on a different aspect of the media, from book publishing to video to blogs. Students are exposed to digital media technologies (publishing, broadcast production, web) in preparing actual media materials. **Grades 1 and up.**

My Website (Weeks 1, 5, and 9): Students develop, write, design, and post their own websites using actual website programs and tools.

My Blog (Weeks 2 and 6): Students choose and design their own blogs and then daily post writings to them.

Publish Me (Weeks 3 and 7): Students learn to write, illustrate, design, edit, produce, and publish their own 16-page (with cover) illustrated books.

My Webcast (Weeks 4 and 8): Students work together to script, shoot, edit, and produce “mini-documentaries” (clips) on subjects of interest that are then posted online.

MINDSCAPES CAMP:

For children who enjoy a range of learning activities, Mindscapes is a unique program that provides a kind of mental gym where kids' minds can stretch and explore in fun and intriguing ways and directions. Mindscapes uses an innovative mix of puzzles, brainteasers, thought-provoking problems and exercises, games, and other hands-on (and minds-on) activities to encourage and develop students' creative and critical thinking skills, with a focus on math and language arts. Classes include both individual and small-group exercises and play. **Grades 1 and up.**

VIDEO GAME MAKER CAMP:

Enter the world of avatars! Students are introduced to the basics of game development while learning to use the exciting new Kodu software. Kodu is a visual programming language designed to be accessible to children and made specifically for creating games. Students then design and build their own video games. **Grades 3 and up.**

All programs are held at the Center at 73 S. Fullerton Avenue, Montclair, NJ
973.744.7464 ~ contactus@mlcplus.com






Montclair Learning Center

2010 Summer Camp for Grades 1-7, June 28 to August 27

Register for individual programs; half day; or full day

SCHEDULE: All programs are conducted Monday to Friday (except Week 2, during which camp is closed Monday, July 5).

Week	Dates	Period 1: 9:00-11:30 (includes snack break)			11:30-1:00	Period 2: 1:00-3:00		Period 3: 3:30-5:00	
		Science Camp			Lunch/ Recreation	Chess Camp	Media Camp	Mindscapes Camp	Video GameMaker Camp
		Science I*	Science II*	Science III					
1	Jun 28-Jul 2	Robotics	Rocketry	Environmental Science: Green Energy	Lunch/Rec	Chess	My Website	Mindscapes	Video GameMaker
2	Jul 6-Jul 9	Robotics	Rocketry	Earth Science: Machines	Lunch/Rec	Chess	My Blog	Mindscapes	Video GameMaker
3	Jul 12-16	Robotics	 Race Cars	Life Science: Human Body	Lunch/Rec	Chess	Publish Me	Mindscapes	Video GameMaker
4	Jul 19-23	Robotics	Rocketry	Space Science: Mission to Mars	Lunch/Rec	Chess	My Webcast	Mindscapes	Video GameMaker
5	Jul 26-30	Robotics	Rocketry	Environmental Science: Ecodesign	Lunch/Rec	Chess	My Website	Mindscapes	Video GameMaker
6	Aug 2-6	Robotics	 Race Cars	Earth Science: Structures	Lunch/Rec	Chess	My Blog	Mindscapes	Video GameMaker
7	Aug 9-13	Robotics	Rocketry	Life Science: Reptilemania	Lunch/Rec	Chess	Publish Me	Mindscapes	Video GameMaker
8	Aug 16-20	Robotics	Rocketry	Multidisciplinary: CSI/Forensics	Lunch/Rec	Chess	My Webcast	Mindscapes	Video GameMaker
9	Aug 23-27	Robotics	 Race Cars	Environmental Science: MagLev	Lunch/Rec	Chess	My Website	Mindscapes	Video GameMaker

* Students can take as many weeks as desired, as instruction is tailored to individual skill level.

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2010 Summer Camp for Grades 1-7, June 28 to August 27

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SUMMER CAMP OPTIONS:

Parents have the option of registering their children for individual programs; half days; or full days. Half and full days include an extra fee for the lunch/recreation and/or afternoon break/snack periods. Children are required to bring their own lunch; snacks are provided by the Center. Weather permitting, recreation will be outdoors and will include activities such as soccer, basketball, softball, croquet, etc.

Individual Programs:

Students can register for as many individual programs as desired. (Please note that lunch/recreation and afternoon break/snack are not part of this option).

Science: 9:00-11:30, \$150 per session (Week 2: \$120)

Chess: 1:00-3:00, \$110 per session (Week 2: \$90)

Media: 1:00-3:00, \$110 per session (Week 2: \$90)

Mindscales: 3:30-5:00, \$85 per session (Week 2: \$70)

Video GameMaker: 3:30-5:00, \$85 per session (Week 2: \$70)

Half Days or Full Days:

Half and full day options include lunch/recreation and/or the afternoon break/snack. Early drop-off and late pick-up are available for all half and full day students.

Half Day I: 9:00-3:00, \$290, includes optional early drop-off (Week 2: \$230)

Half Day II: 1:00-5:00, \$200, includes optional late pick-up (Week 2: \$160)

Full Day: 9:00-5:00, \$390, includes optional early drop-off and late pick-up (Week 2: \$310)

	Cost per Session	Optional Early Drop-Off 8:00-9:00	Science Camp 9:00-11:30	Lunch/ Recreation 11:30-1:00	Chess or Media Camp 1:00-3:00	Afternoon Break/ Snack 3:00-3:30	Mindscales or Video GameMaker Camp 3:30-5:00	Optional Late Pick-Up 5:00-6:00
Half Day I:	\$290 (Week 2: \$230)	X	X	X	X			
Half Day II:	\$200 (Week 2: \$160)				X	X	X	X
Full Day:	\$390 (Week 2: \$310)	X	X	X	X	X	X	X

REGISTRATION:

Registration is by the week, with each week's programs running from Monday to Friday (except Week 2 which runs from Tuesday to Friday). **Space is limited; please register early!** Registration is on a first-come basis.

Payment is required at time of registration.

Discounts:

Advance registration: 10% on all registration completed or postmarked by May 15th

Sibling: 10% per each additional sibling

Policies:

Our policies are designed to provide a positive learning experience for every child in our programs. For information on our compartment and refund policies, please visit Policies at www.mlcplus.com.

All programs are held at the Center at 73 S. Fullerton Avenue, Montclair, NJ.

To register, please see the Summer Camp 2010 Registration Form (page 5).

973.744.7464 - contactus@mlcplus.com



Montclair Learning Center

Summer Camp 2010 Registration Form

Register for individual programs; half day; or full day

PROGRAM SELECTION:

■ **Individual Programs**, Science I, II, or III, \$150 (\$120 Week 2); Chess or Media, \$110 (\$90 Week 2); Mindscapes or Video GameMaker \$85 (\$70 Week 2)

Please check applicable week(s) and circle desired programs; maximum one program per period.

Week	----- Period 1 -----	-- Period 2 --	---- Period 3 ----
□ 1: Jun 28-Jul 2	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 2: Jul 6-Jul 9*	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 3: Jul 12-16	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 4: Jul 19-23	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 5: Jul 26-30	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 6: Aug 2-6	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 7: Aug 9-13	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 8: Aug 16-20	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 9: Aug 23-27	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker

■ **Half Day I**, 9:00-3:00, \$290 (\$230 Week 2):

Please check applicable week(s) and circle desired program for each period.

Week	----- Period 1 -----	-- Period 2 --
□ 1: Jun 28-Jul 2	Science I Science II Science III	Chess Media
□ 2: Jul 6-Jul 9*	Science I Science II Science III	Chess Media
□ 3: Jul 12-16	Science I Science II Science III	Chess Media
□ 4: Jul 19-23	Science I Science II Science III	Chess Media
□ 5: Jul 26-30	Science I Science II Science III	Chess Media
□ 6: Aug 2-6	Science I Science II Science III	Chess Media
□ 7: Aug 9-13	Science I Science II Science III	Chess Media
□ 8: Aug 16-20	Science I Science II Science III	Chess Media
□ 9: Aug 23-27	Science I Science II Science III	Chess Media

■ **Half Day II**, 1:00-5:00, \$200 (\$160 Week 2)

Please check applicable week(s) and circle desired program for each period.

Week	-- Period 2 --	---- Period 3 ----
□ 1: Jun 28-Jul 2	Chess Media	Mindscapes Video GameMaker
□ 2: Jul 6-Jul 9*	Chess Media	Mindscapes Video GameMaker
□ 3: Jul 12-16	Chess Media	Mindscapes Video GameMaker
□ 4: Jul 19-23	Chess Media	Mindscapes Video GameMaker
□ 5: Jul 26-30	Chess Media	Mindscapes Video GameMaker
□ 6: Aug 2-6	Chess Media	Mindscapes Video GameMaker
□ 7: Aug 9-13	Chess Media	Mindscapes Video GameMaker
□ 8: Aug 16-20	Chess Media	Mindscapes Video GameMaker
□ 9: Aug 23-27	Chess Media	Mindscapes Video GameMaker

■ **Full Day**, 9:00-5:00, \$390 (\$310 Week 2)

Please check applicable week(s) and circle desired program for each period.

Week	----- Period 1 -----	-- Period 2 --	---- Period 3 ----
□ 1: Jun 28-Jul 2	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 2: Jul 6-Jul 9*	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 3: Jul 12-16	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 4: Jul 19-23	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 5: Jul 26-30	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 6: Aug 2-6	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 7: Aug 9-13	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 8: Aug 16-20	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker
□ 9: Aug 23-27	Science I Science II Science III	Chess Media	Mindscapes Video GameMaker

*closed Monday, July 5