Fun and engaging classes for 5-7 year olds, like Carnival Design, Toy Making, Advanced Block Building, Backyard Ninjas, and more.

Unique courses in computer science, architecture, fashion technology, potions, designing playscapes, theater, and more for kids ages 7+. Tackle enticing challenges individually and in groups!

Young Investigator Series: College-level, mini-courses in gene editing, marine biology, entrepreneurship, history, and philosophy for 12-17 year olds.
<table>
<thead>
<tr>
<th>WEEK 1</th>
<th>6/10 - 6/14</th>
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<tbody>
<tr>
<td>Live Action Role Play (LARP) (10+)</td>
<td>Food Systems: Farm Cooking (7-10)</td>
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<td>Animation Lab (7-10)</td>
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<tr>
<th>WEEK 2</th>
<th>6/17 - 6/21</th>
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<th>WEEK 3</th>
<th>6/24 - 6/28</th>
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<tr>
<th>WEEK 4</th>
<th>7/1-7/5</th>
<th>No Camp Week of July 4</th>
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<tr>
<th>WEEK 5</th>
<th>7/8 - 7/12</th>
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<th>WEEK 6</th>
<th>7/15 - 7/19</th>
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<tbody>
<tr>
<td>Class descriptions and registration at aceraschool.org/summer-camp</td>
<td></td>
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</tbody>
</table>

Classes start at $305/week (half day)
## Week 7
### 7/22 - 7/26
- **Woodshop: Int Woodworking (11-15)**
- Become Your Own Potion Master (7-10)
- Biology Lab: Comparative Anatomy (8-11)
- Design and Build a LEGO World (5-8)
- Food Systems: The Story of Chocolate (11-15)
- Make Your Own Gondola (10-15)
- Printmaking Jr. (5-7)
- SEEDS: Choreography of Matter (10-15)
- Theater: Finding Your Voice (7-10)
- Woodshop: Build Your Own Skateboard (11-15)
- Fluid Dynamics (9+)
- Investigator Series: Gene Editing (12-17)
- Music Video Workshop (8-10)
- Not a Box (5-7)
- Physical Computing Clubhouse (8+)
- Scratch Studio (7-10)
- SEEDS: From Fibers To Form (7-10)
- Theater: Heads to Punchlines (10-15)
- Woodshop: Longbow (11-15)

## Week 8
### 7/29 - 8/2
- **Creative Reuse: Pallet Redesign (11-15) | Photography Intensive (10-15)**
- Biology Lab: Unraveling Genetics (8-11)
- Design like Nature (7-10)
- Einstein's Dreams: Theories of Time (8-12)
- Exobiology: Life in Space (8-12)
- Fairy & Troll House Construction (5-7)
- Investigator Series: Entrepreneurs for Social Good (12-17)
- Music Video Workshop (8-10)
- SEEDS: Computational Critters (5-7)
- Theatrical Make-Up (7-10)
- Advanced Block Building (5-7)
- Animation Lab (7-10)
- Chemistry Lab: Edible Experiments (7-10)
- Costume Designers Jr. (5-7)
- D&D Roleplay (10-15)
- Food Systems: You are What You Eat (11-15)
- Linocut Stamps (10-15)
- Producer's Cut: Album in a Week (7-10)

## Week 9
### 8/5 - 8/9
- **Raft Building (10-15)**
- Biology Lab: Unraveling Genetics (8-11)
- Drawing & Sculpting in VR (10-14)
- Drums to Strings: Instrument Making (8-10)
- Film Making Club (7-10)
- Investigator Series: History on Trial (11-17)
- Theater: Costume Design (7-10)
- Toy Making Jr. (5-7)
- Field Science: Ornithology (7-10)
- Model UN (10-15)
- Patterns & Prints (5-7)
- Printmaking (7-10)
- Song Writing (7-10)
- Theater: Character Construction (7-10)
- Vlogging Studio (10-15)

## Week 10
### 8/12 - 8/16
- **Live Action Role Play (LARP) (10+)**
- Architecture: Hypernatural (8+)
- Carnival Design (8+)
- Debate Club (10-15)
- Drawing Experiments (7-10)
- Engineering with Found Objects (7-10)
- Food Systems: Archaeology (7-10)
- Marshmallow Crossbows (11-15)
- Poetry & Picnics (5-7)
- SEEDS: Naturebots (6-8)
- Jr. Fantastical MiniWorlds (5-7)
- Materials Science: Bioplastics (10-15)
- Mini-Med School (6-9)
- Music Video Workshop (8-10)
- Political Satire and the Media (10-15)
- Printmaking (7-10)
- SEEDS: E-Fashion (7-10)
- Woodshop: Pet Homes (7-10)

## Week 11
### 8/19 - 8/23
- **Live Action Role Play (LARP) (10+) | Video Game Design (8-12)**
- Advanced Printmaking (10-15)
- Ancient Egypt (7-10)
- Drawing & Sculpting in VR (10-14)
- Investigator Series: Ethics and The Law (12-17)
- Jewelry and Clay Sculptures (7-10)
- Renewable Energy: Solar Harness (7-10)
- School of Rock (7-10)
- SEEDS: Computational Critters (6-8)
- Storybook Projects (5-7)
- Chess Camp (7-10)
- Fluid Dynamics (9+)
- Investigator Series: On Happiness (12-17)
- Jr. Carnival Design (5-7)
- Pirate Tales: Spices, Trade, Adventure (7-10)
- Poetry & Picnics (5-7)
- SEEDS Start Making! (7-10)
- Short Story Writing (10-15)
- Survival Engineering (7-10)
WHAT TO EXPECT

Curiosity, creativity and innovation come alive at Acera’s Summer Camp! Immersed in STEAM-rich experiences, students (5-17) envision, design, build, experiment, code, problem-solve, make, innovate, film, paint, compose and perform. All while working with like-minded peers in our fully equipped Innovation Lab, led by experienced educators with backgrounds in engineering, science, architecture and the arts.

High school internships available.

Register online today! aceraschool.org/summer-camp

Regular camp hours 9 a.m. to 4 p.m.
Early drop-off and late pick-up available.
No camp July 4th week.

Acera School
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