SUMMER STEAM CAMP SCHEDULE (Ages in parentheses)

**Full Day Program**  
Morning | 9:00 AM – 1:00 PM  
Afternoon | 12:00 PM – 4:00 PM

### Week 1  
6/10 - 6/14
- **Live Action Role Play (LARP)** (7-10+)
- Food Systems: Farm Cooking (7-10)
- Forts, Fantasy, and Friends (7-10)
- Mini-Med School (6-9)
- Musical Makers: Learn, Jam, Tinker (5-7)
- Physical Science: Miniverse (6-9)
- Physical Computing Clubhouse (8+)
- Playing Card Design (7-10)
- Woodshop: Wall Sconces (9-10)

### Week 2  
6/17 - 6/21
- **Augmented Reality Game Design** (8-12)
- Backyard Jr. Ninjas (5-7)
- Engineering with Found Objects (7-10)
- Flying Machines & Snapbots (9+)
- Food Systems: Kelp Forests (8+)
- Linocut Stamps (10-15)
- Nature Journaling (8+)
- Woodshop: Wall Sconces (9-10)

### Week 3  
6/24 - 6/28
- **Advanced Printmaking** (10-15)
- Jr. Fantastical Miniworlds (6-7)
- Marshmallow Crossbows (7-15)
- Physical Science: Learn, Jam, Tinker (5-7)
- Physics of Projectile (5-10)
- Playground Game Design (7-10)
- SEEDS: Start Making! (5-10)

### Week 4  
7/1-7/5  
- **Live Action Role Play (LARP)** (7-10+)
- Field Science: Ornithology (7-10)
- Food Systems: Art & Science of Cooking (7-10)
- Forts, Fantasy, and Friends (7-10)
- Mini-Med School (6-9)
- Musical Makers: Learn, Jam, Tinker (5-7)
- Political Satire and the Media (10-15)
- VR Messenger (10-15)
- Woodworking Jr. (6-8)

### Week 5  
7/8 - 7/12
- **Chess Camp** (11-15)
- Food Systems: Global Cuisines and Culture (8+)
- Investigator Series: Gene Editing (12-17)
- Not a Box (7-9)
- Physical Computing Clubhouse (8+)
- STEAM Challenger (7-10)
- Woodshop: 6 Hour Canoe (11-15)
- Woodworking Jr. (6-8)

### Week 6  
7/15 - 7/19
- **Advanced Physical Computing** (11-15)
- Backyard Jr. Ninjas (5-7)
- Become Your Own Potion Master (7-10)
- Chemistry Lab: Edible Experiments (7-10)
- Make It Sci-Fi (8+)
- Theater: Finding Your Voice (10-15)
- Woodshop: Build Your Own Skateboard (11-15)
- Woodshop: Wooden Games (7-10)

### Week 7  
7/22 - 7/26
- **Live Action Role Play (LARP)** (8+)
- Architecture: Hypertextual (8+)
- Carnival Design (8+)
- Debate Club (10-15)
- Drawing and 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)

### Week 8  
7/29 - 8/2
- **SEEDS: Naturebots** (8-11)
- Field Science: Ornithology (7-10)
- Film Making Club (7-10)
- Investigator Series: Gene Editing (11-15)
- Oceanography: Coral Reef (7-10)
- Poetry & Ceramics (5-8)
- Woodshop: Pet Homes (10-15)

### Week 9  
8/5 - 8/9
- **Live Action Role Play (LARP)** (8+)
- Architecture: Hypertextual (8+)
- Carnival Design (8+)
- Debate Club (10-15)
- Drawing and 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)

### Week 10  
8/12 - 8/16
- **Live Action Role Play (LARP)** (8+)
- Architecture: Hypertextual (8+)
- Carnival Design (8+)
- Debate Club (10-15)
- Drawing and 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)

### Week 11  
8/19 - 8/23
- **Live Action Role Play (LARP)** (8+)
- Architecture: Hypertextual (8+)
- Carnival Design (8+)
- Debate Club (10-15)
- Drawing and 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)

### Class descriptions and registration at aceraschool.org/summer-camp  
Classes start at $305/week (half day)