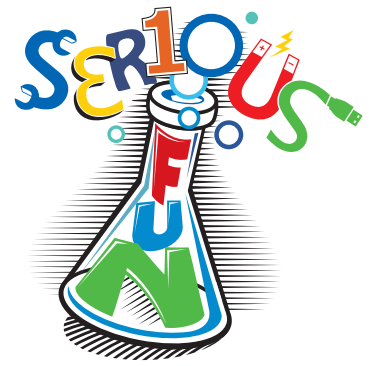


Youth Programs



SERIOUS FUN SUMMER CAMPS

JUNE 18 - AUG. 10 ■ GRADES 2-12

Week #1: Starts June 18

Week #2: Starts June 25

Week #3: No Classes

Week #4: Starts July 9

Week #5: Starts July 16

Week #6: Starts July 23

Week #7: Starts July 30

Week #8: Starts Aug. 6

Enroll at lcc.edu/seriousfun ■ 517-483-1415

Advanced Robotics

1-4 p.m. ■ Week #5 ■ A+ ■ Grades: 6-12

1-4 p.m. ■ Week #7 ■ A+ ■ Grades: 6-12

Using VEX IQ Robotics equipment, students will work in teams to build and program their robot.

Airplanes & Drones

9 a.m. - 12 p.m. ■ Week #1 ■ A+ ■ Grades: 6-12

Learn the science behind flight, and explore the future of aviation through drones. Field trip to Airport included.

Art-Explore Painting Mediums

1-4 p.m. ■ Week #1 ■ A+ ■ Grades: 4-5

Create through painting, and explore where different mediums can take you!

Athena, Thor & More

1-4 p.m. ■ Week #6 ■ GATE ■ Grades: 4-5

Learn about mythology and use that knowledge to create myths of the future!

Battling Robots Jr.

9 a.m. - 12 p.m. ■ Week #4 ■ A+ ■ Grades: 4-5

9 a.m. - 12 p.m. ■ Week #7 ■ A+ ■ Grades: 4-5

Think you can create the undefeated battlebot? Bring it! Use Lego EV3 robots to create your dream bot.

Battling Robots Sr.

9 a.m. - 12 p.m. ■ Week #5 ■ A+ ■ Grades: 6-12

1-4 p.m. ■ Week #6 ■ A+ ■ Grades: 6-12

Think you can create the undefeated battlebot? Bring it! Use Lego EV3 robots to create your dream bot.

Beginning Robotics

1-4 p.m. ■ Week #4 ■ A+ ■ Grades: 2-3

9 a.m. - 12 p.m. ■ Week #6 ■ A+ ■ Grades: 2-3

Sphero robotics is a fun hands-on way to learn how to program a robot.

Big Zoo Explorer

9 a.m. - 4 p.m. ■ Week #1 ■ GATE ■ Grades: 3-4

9 a.m. - 4 p.m. ■ Week #8 ■ GATE ■ Grades: 5-6

Learn about animals and zoos during this week of field trips to Potter Park Zoo.

Classroom Arcade

9 a.m. - 12 p.m. ■ Week #4 ■ A+ ■ Grades: 4-5

Use science and engineering to design and build your own arcade games to play.

Comic Book Commander

9 a.m. - 12 p.m. ■ Week #4 ■ GATE ■ Grades: 2-3

Use your imagination to create characters in your own comic book.

Geology

1-4 p.m. ■ Week #7 ■ A+ ■ Grades: 4-5

9 a.m. - 12 p.m. ■ Week #7 ■ A+ ■ Grades: 6-8

Learn about volcanoes, earthquakes, and topographic maps. Also, dig for fossils.

Imagination Art

9 a.m. - 12 p.m. ■ Week #1 ■ A+ ■ Grades: 2-3

Explore your inner Picasso! Sculpt clay, paint on canvas, and learn about famous artists.

Math = Health

9 a.m. - 12 p.m. ▪ Week #2 ▪ A+ ▪ Grades: 2-3

1-4 p.m. ▪ Week #2 ▪ A+ ▪ Grades: 4-5

Exercise and diet are crucial for a healthy lifestyle. Explore portions, calculate facts and figure fractions to stay healthy!

Miniature Golf Challenge

1-4 p.m. ▪ Week #6 ▪ A+ ▪ Grades: 5-8

Use math, science and engineering skills to design and build a miniature golf course! Field trip to local Putt-Putt course included.

Mystery of Missing Bear

9 a.m. - 12 p.m. ▪ Week #5 ▪ A+ ▪ Grades: 2-3

Become a detective; discover clues like a real scientists to solve a mystery!

Okinawan Karate

9 a.m. - 12 p.m. ▪ Week #2 ▪ A+ ▪ Grades: 2-8

9 a.m. - 12 p.m. ▪ Week #4 ▪ A+ ▪ Grades: 2-8

Obtain physical, mental and moral fitness to earn your first belt.

Outdoor Survival Skills

9 a.m. - 12 p.m. ▪ Week #2 ▪ A+ ▪ Grades: 6-8

Learn to survive outdoors in emergency situations. Includes field trip to Fenner Nature Center.

Photography

1-4 p.m. ▪ Week #1 ▪ A+ ▪ Grades: 6-12

Learn photo techniques and write your own "news" in this photo/journalism class.

Pond Life Explorers

1-4 p.m. ▪ Week #4 ▪ A+ ▪ Grades: 4-8

This class is loaded with live animals each day and includes a field trip to a vernal pond at Nature Discovery.

Prehistoric Predators & Prey

9 a.m. - 12 p.m. ▪ Week #5 ▪ GATE ▪ Grades: 3-4

Do you love dinosaurs, museums, rocks and minerals? This class is for you! Field trip to MSU Museum included.

Rockets & Robots

9 a.m. - 12 p.m. ▪ Week #6 ▪ A+ ▪ Grades: 6-8

Launch rockets outdoors then move inside to build your own robot out of old electronic devices.

Scope it Out

9 a.m. - 12 p.m. ▪ Week #1 ▪ GATE ▪ Grades: 6-8

This microbiology class uses microscopes to explore tiny living things in the world around us.

Scripting Graphic Novels

1-4 p.m. ▪ Week #4 ▪ GATE ▪ Grades: 4-5

Learn how to draw and write graphic novels inspired by your own imagination.

STEAM Spinning Gadgets!

1-4 p.m. ▪ Week #5 ▪ A+ ▪ Grades: 5-8

Use STEAM (science, technology, engineering, art and math) skills to design and build spinning gadgets to take home!

STEM Challenge

9 a.m. - 12 p.m. ▪ Week #6 ▪ GATE ▪ Grades: 4-5

Do you love to build and destroy? Use scientific methods to build structures.

STEM Sports

1-4 p.m. ▪ Week #4 ▪ A+ ▪ Grades: 4-5

9 a.m. - 12 p.m. ▪ Week #4 ▪ A+ ▪ Grades: 6-8

Use science, technology, engineering and math to build sports-related projects.

Youth Fire Academy

8 a.m. - 12 p.m. ▪ Week #1 ▪ A+ ▪ Grades: 7-12

West Campus

Hands-on training (including CPR) for youth interested in fire fighting and emergency services.

Youth Police Academy

8 a.m. - 12 p.m. ▪ Week #1 ▪ A+ ▪ Grades: 7-12

West Campus

Students will learn about police procedures, participate in physical activity, learn CPR and more! Field trips included.

3D World Map Making

1-4 p.m. ▪ Week #2 ▪ A+ ▪ Grades: 3-5

Using Minecraft.edu, students will make treasure maps and more!

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GATE classes require a recommendation form from child's school.

All classes held at East Campus unless noted otherwise.