

SUMMER PROGRAM REGISTRATION FORM

\$2,500.00
4 Weeks

Please complete this registration form, and mail check to:
STEM³ Academy | Attn: Tamika DeCambra

6455 Coldwater Canyon Ave., Valley Glen, CA 91606

818.623.6386 | tdecambra@stem3academy.org | www.stem3academy.org

Name Of Student _____ Current Grade _____

Name of Parent(s) _____

Mailing address _____ City _____

Zip _____ Home Phone _____ Cell Phone _____

Please Select Grade: Elementary Middle School High School

ELEMENTARY SCHOOL students please fill out below:

PERIOD 1 – Please rank your choices from 1-2 on the following:

____ Art & Design ____ Remediation

PERIOD 2 – Please rank your choices from 1-2 on the following:

____ Physics of Fun ____ Remediation

MIDDLE SCHOOL students please fill out below:

PERIOD 1 – Please rank your choices from 1-4 on the following:

____ Art & Design ____ Kinetic & Interactive Devices
____ Sports & Fitness ____ Remediation (Math)

PERIOD 2 – Please rank your choices from 1-4 on the following:

____ Entrepreneurship ____ Physics of Fun
____ Sports & Fitness ____ Remediation (Writing Workshop)

HIGH SCHOOL students please fill out below:

PERIOD 1 – Please rank your choices from 1-3 on the following:

____ Engineering & Design ____ Inventions & Discoveries ____ Remediation

PERIOD 2 – Please rank your choices from 1-3 on the following:

____ Remediation (Writing Workshop) ____ Electronics & Circuits
____ Science & Pseudoscience

STEM³ ACADEMY
GRADES K-12

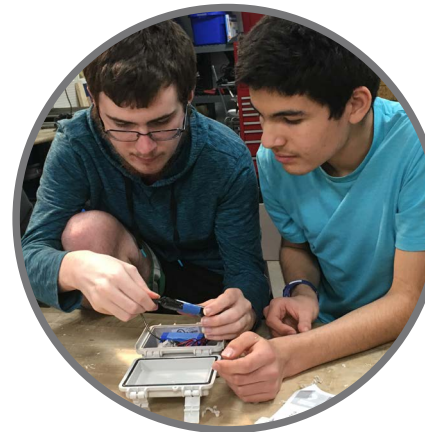


2018
SUMMER
SCHOOL

VALLEY GLEN CAMPUS

JULY 9 – AUGUST 3, 2018

8:30AM – 1:00PM



For bright, curious, technology-driven students
grades K–12 with social and/or learning differences

OUTSIDE OF THE BOX: STUDENTS, LEARNING, RESULTS

SUMMER SCHOOL CLASSES

ES: Elementary School **MS:** Middle School **HS:** High School



ART & DESIGN (ES, MS)

Draw, paint, and sculpt, make collages and work in metal, wood and paper. Learn new techniques and electrify your design by making it light up. Join this class to let your creative urges loose. Amaze your friends, amaze yourself!



ENTREPRENEURSHIP (MS)

Want to start your own business? Learn how to develop a business plan, how to market and how to manage others. Learn how to develop your own ideas and put them into effect. Students will work in teams to develop a viable business.



REMEDIATION (MATH & WRITING WORKSHOP) (ES, MS, HS)

This course is for specified students only to make up a class, remove an incomplete, or engage in a special project. Approval from an administrator is required prior to registration.



ENGINEERING & DESIGN (HS)

Learn the design process. Design and engineer solutions to fun problems, both simple and complex. Prototype the solution, and test out your design, then modify and retry. Most of what you see and use around you, from roller coasters to toothbrushes were subject to the design and engineering process.



ELECTRONICS & CIRCUITS (HS)

Students learn how to analyze and design circuits, and to measure circuit variables using tools such as a multimeter. Take away knowledge and skills from this class and build yourself an electronic cat feeder! Or something else that would enrich your life!



KINETIC & INTERACTIVE DEVICES (MS)

Develop simple machines that form components of a larger "chain reaction" (AKA "Rube Goldberg" machine). Learn basic tool use, materials literacy (i.e. properties of materials and their best use), shop safety, how to plan and strategize building a project through drawings, basic mechanical and physical principles.



THE PHYSICS OF FUN (ES, MS)

Students will conceptualize and build their own simple machines and devices. They will gain experience in basic tool use (or build on existing knowledge), materials literacy (i.e. properties of materials and their best use), shop safety, how to plan and strategize their project to see it to completion, basic mechanical and physical principles, mechanical "hacking".



INVENTIONS & DISCOVERIES THAT CHANGED HISTORY (HS)

Students will identify inventions, both ancient and modern, that made a huge impact on history and on people's lives. They identify and research inventions such as: the compass, nanobots, cellphone technology, personal computing, and the inventors largely responsible for them. Students keep a journal and report on their findings, on just how those inventions impacted people and society.



SCIENCE & PSEUDOSCIENCE (HS)

What do you make of: creationism, those who believe that the earth is flat, those who deny climate change, those who believe in astrology, psychokinesis, the paranormal or scientology? Most argue that they are pseudoscience, beliefs masquerading as science while making false or unverifiable claims. Delve into these and many other beliefs, and develop a clear understanding of what science is, and does.



SPORT & FITNESS (MS)

Improve your ability, your flexibility, and improve your health at the same time. Engage in a variety of sports and activities designed to get your heart pumping, your muscles stretching, and your lungs filling. Discussion of nutrition and other aspects of wellness is a focus. Individual and team exercises offered. Get moving!

