



**Montessori School of Denver**

**Summer Day Camp**

**2012**



*Our summer camps combine the best of Montessori School of Denver, with an extra helping of adventure and fun.*

Diverse thinking, doing good in the world and learning at full potential? That doesn't end when summer comes. Our summer camps give your kids amazing experiences and memories and plenty of mind-expanding adventures. Summer is a great time for kids to explore the world around them, experience self-discovery and enjoy a little independence. As a Montessori School of Denver camper, they'll get all that in an environment that they already know and love.

Sign your kids up today by returning the registration form (or go online to sign-up for the two Camp Invention weeks).

Let the great memories begin!



## Primary Summer Camp

*(for ages three - five years, students must be fully potty trained)*

Our Primary Summer Camp is a thoughtfully designed program that includes time for independent exploration and group learning. Campers who stay for the full-day will enjoy a special lunch on us every Friday, extra playground time and scheduled naps if they are under age five. Campers who are five years old and will be in Kindergarten in the fall, will enjoy a special afternoon session that extends their morning studies in creative and fun ways.

### Session One: Underwater Adventure June 18 - July 6 (no Camp July 4)

#### Camp Options

Half Day: 8:30 - 11:30 am \$645/session

Full Day: 8:30 am - 3:00 pm \$950/session

### Session Two: Australian Walkabout July 9 - July 27

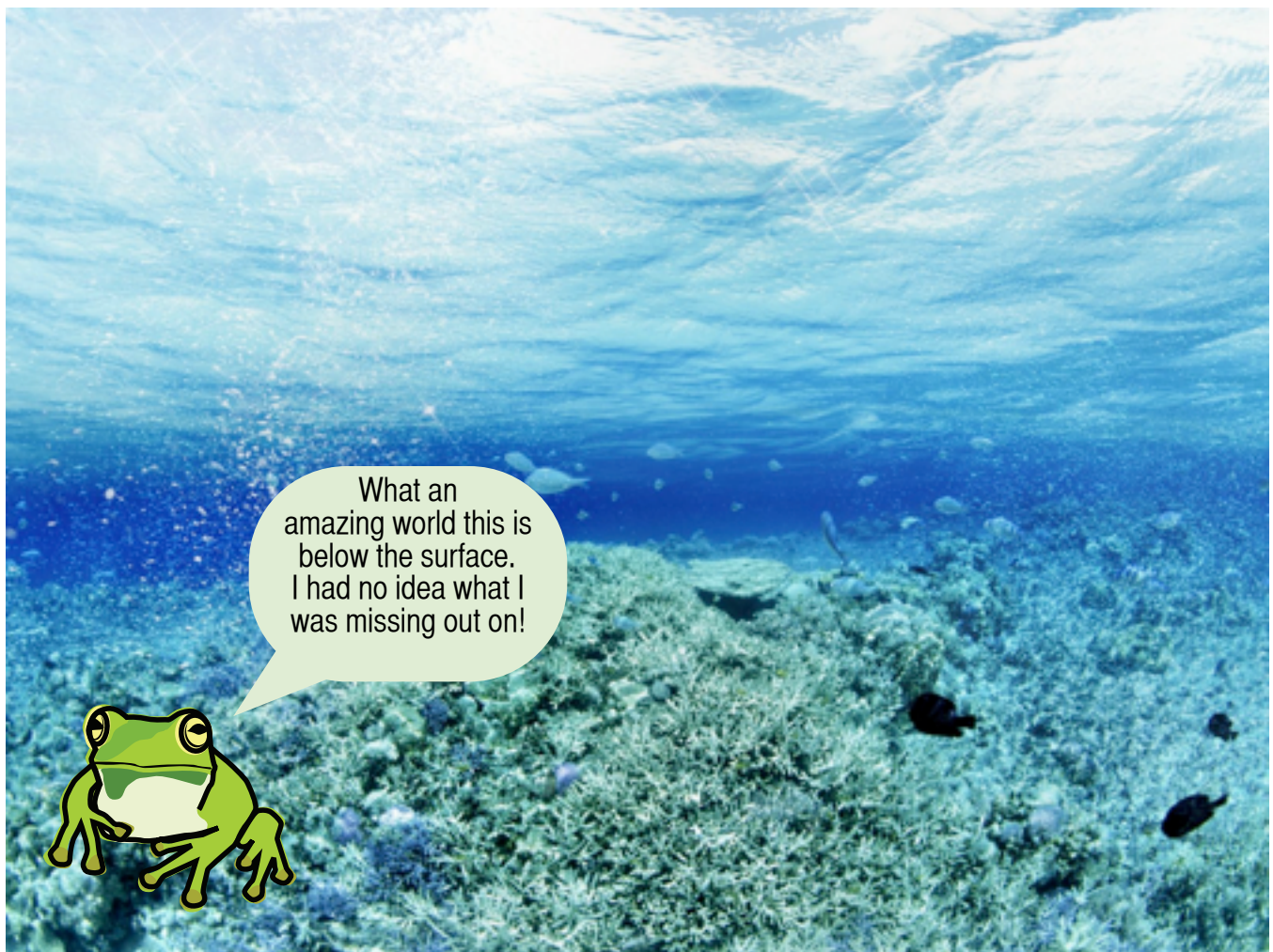
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Half Day: 8:30 - 11:30 am \$645/session

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I can't wait to go on an Underwater Adventure and an Australian Walkabout!



## **Primary Camp Session One: Underwater Adventure June 18 - July 6 (no camp July 4)**

Grab your snorkel and fins and join us for an undersea adventure. More than 70% of our planet is covered by water, offering Primary campers a lot of area to explore over three weeks! Campers will learn about the tiniest plant to the largest mammal that live underwater. We will exercise our critical thinking skills as we explore the marine ecosystem and the importance of conservation. Activities will include lots of zoology with a special emphasis on the oceans invertebrates, large mammals and fish, and transportation from Pirates to submarines. We will be singing, reading and doing fun crafts all related to our Adventure.

### **Kindergarten Time (five year olds who stay until 3:00 pm)**

Kindergarten campers will continue their underwater adventures daily. These older campers will take a leadership role in navigating our imaginary ROV (remote operated vehicle) across the ocean floor. They will also be exploring sonar, underwater imaging, water ecology and the water cycle more in-depth.



## **Primary Camp Session Two: Australian Walkabout July 9 - July 27**

Australia is about the size of the 48 contiguous United States with a very diverse climate ranging from dry and subject to drought, to tropical. Campers in this session will focus on Australia's rich biodiversity; the different plants, animals (marsupials!), micro-organisms and ecosystems from the Great Barrier Reef to the Outback that make-up this fascinating continent. We will have lots of fun, crafting boomerangs and learning to throw them, exploring original art in the Aboriginal style, making our own didgeridoos, cooking up some Aussie favorites, and much more!

### **Kindergarten Time (five year olds who stay until 3:00 pm)**

Kindergarten campers will continue on a Walkabout in the afternoons by focusing more in-depth on Australia's biodiversity and stewardship. They will continue to explore what really makes this continent the "Land Down Under."



## Elementary Summer Camp

*(for students entering first grade in the fall and older)*

Children at this age are fascinated with the “how” and “why” of everything. The MSD Elementary Summer Camp is a wonderful way to support these very inquisitive and imaginative minds. This summer experience will be an immersion in learning—including Camp Invention weeks, a week of doing good and a week immersed in the dramatic arts. The Elementary Camps are specially designed for students entering elementary in the coming fall and those already in the elementary grades.

This summer we have four special weeks planned for elementary aged campers—spots are very limited for these weeks so please do not delay in signing up. Sign up for one, or all four weeks! All Elementary Camps are full day programs from 8:30 am - 3:00 pm. Lunch will be provided by MSD on the Friday of Week Three and Week Four.

**Week One: June 18 - 22**

**Camp Invention: ENVISION Program \$265/week**

**Week Two: June 25 - 29**

**Camp Invention: INNOVATE program \$265/week**

**Week Three: July 2 - 6 (No camp July 4)**

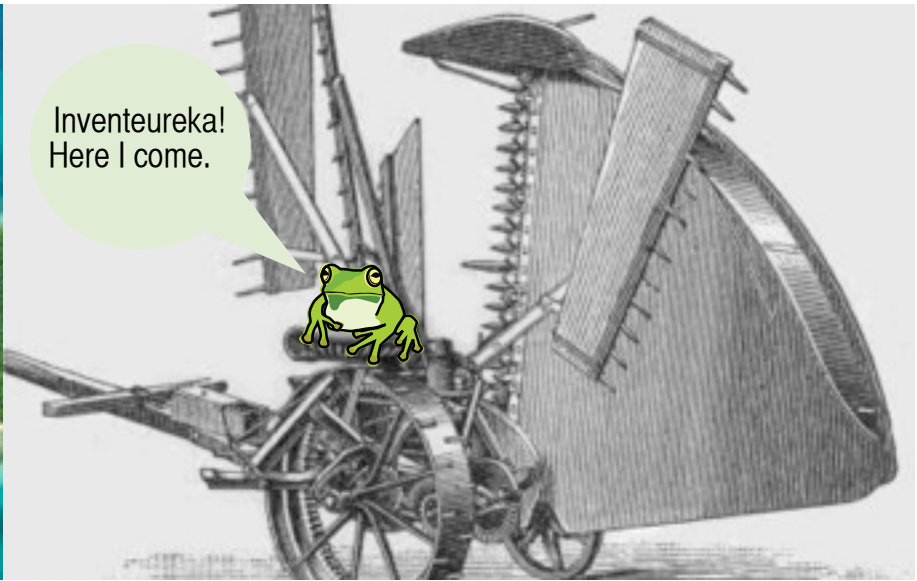
**Drama Slam \$260/week**

**Week Four: July 9 - 13**

**Camp Do Good \$320/week**

So many great options to keep me hopping all summer.





## Camp Invention

Camp Invention is a summer program that partners MSD with the National Inventors Hall of Fame and Invent Now in Denver. There will be two weeks of Camp Invention this year at MSD. Your child is welcome to do one or both weeks of Camp Invention.

### June 18 - June 22: ENVISION Program

Participants are captivated during this magnetic island adventure as they explore Science, Technology, Engineering, Math (STEM) and creative problem solving as they rotate through different modules daily.

In the *Magnetropolis* module, participants are recruited to find the magnificent island by navigating hand crafted upcycled ships to the last known location of the island while exploring science skills such as buoyancy, orienteering and magnetism. Children rebuild the island to scale using engineering design and mathematics. Children work as a team to solve daily

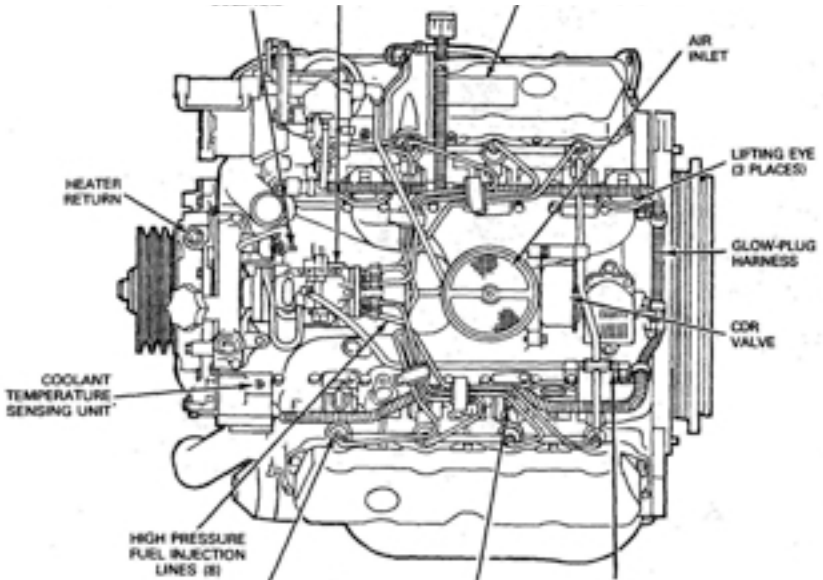
challenges, such as creating a light tower exactly 100ft high to scale to safely guide ships back to the island of Magnetropolis.

Creativity and innovation are the foundation of the *Inventeureka* module. Participants will take a fantasy adventure on the Ci6000 Space Modulator Time Machine to explore serendipitous moments that make the process of inventing fantastic. Participants will build their own inventions and practice both innovative and adaptive innovation. They will be challenged to elaborate, refine, analyze and evaluate their ideas to improve their invention and explore the connections between science, technology, engineering and innovation.

In the *I Can Invent: Balloon Burst* module, participants dismantle broken machines from home using real tools and create multi-step inventions that they name and prepare to market. Participants use science, creative problem solving, and

hands-on applications to further their inventiveness and critical-thinking skills. Working in teams, younger participants focus on balloon breaking machines that break a water balloon on a target, while older participants create multi-step, Rube Goldberg-type water balloon breaking machine.

The *Action and Adventure Games* module scores a home run by combining physical activity and creativity. Children practice teamwork, cooperation, coordination, and creative problem solving processes during fun, energetic games. Action and Adventure Games activities are based on the premise that traditional games can be modified using nontraditional approaches. Employing the concept of upcycling, children use found materials to create completely new games. Unlike competitive games or sports, this module stresses creative problem solving, rather than winning or losing, while boosting self-confidence and encouraging active physical participation.



## Camp Invention June 25 - June 29: INNOVATE Program

Children explore new types of energy to help power robotic creatures during the *Power'd* module. A week of building, powering, and exploring the capabilities of their own fantasy creatures, children investigate wind, solar, and hydro power. The excitement builds as children make discoveries about electrical power and circuits by tinkering with motors, batteries, and other engaging materials. Children are introduced to renewable and nonrenewable energy sources as they build and explore the roles of mathematics and physics in design and engineering.

The *Hatched* module utilizes the concept of computer virtual worlds to engage children in economic and entrepreneurial work. During the week, children create and 'sell' items that will benefit their avatars' lives and their Hatched virtual world. This module uses supply and demand as well as needs and

wants to guide children towards a better understanding of how these principles work in the real world. During the week, children use creative and critical-thinking skills, cooperative groups, and communication to engage in the restoration of the Hatched virtual world.

In the *I Can Invent* module, participants dismantle broken machines from home using real tools and create multi-step inventions that they name and prepare to market. Participants use science, creative problem solving, and hands-on applications to further their inventiveness and critical-thinking skills. Working in teams, younger participants focus on balloon breaking machines that break a water balloon on a target, while older participants create multistep, Rube Goldberg-type water balloon breaking machine.

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Check out this Rube Goldberg creation from last





**Elementary Summer Camp: Drama Slam**  
**July 2 - 6 (no camp July 4)**

*Come and experience a four day drama intensive with MSD's own amazing drama teacher, Nathan LeMasters, and art teacher, Joy Giles.*

Campers will spend their time exercising their creative problem solving, design, and critical thinking skills as they engage in acting and improvisational workshops. Campers will explore rehearsal techniques and even practice stage combat. A lot of important work must happen off stage in order for a successful production to happen, so Campers will also spend time on props, costumes, set design and management. This will be an action packed camp full of games, theatrical exercises, and great group work. You don't want to miss this curtain call!

Finally,  
I can play the prince that I  
have always wanted to be!



A  
GOOD  
WEEK

CAMP Do Good

## Elementary Summer Camp: Camp Do-Good July 9 - 13

Join us as we investigate how to do good work on our campus, in our community and in the world. This camp will include a trip around the world to look at the needs of people; we'll learn more about clean water, healthy food and sustainable agriculture through hands-on activities and crafts. Campers will also do some good on campus and in the neighborhood with a variety of fun investigations. Come live the MSD mission and do good in the world this summer! Campers will work on making a movie about their work to show at the end of the week.





## Details

### Primary Camp

#### Underwater Adventure

June 18 - July 6 (no camp July 4)

Half-Day: 8:30 am - 11:30 am

Tuition: \$645/three-week session

Full-Day: 8:30 am - 3:00 pm

Tuition: \$950/three-week session

#### Australian Walkabout

July 9 - July 27

Half-Day: 8:30 - 11:30 am

Tuition: \$645/three-week session

Full-Day: 8:30 am - 3:00 pm

Tuition: \$950/three-week session

### Elementary Camp

#### Camp Invention

ENVISION Program: June 18 - 22

INNOVATE Program: June 25 - 29

Time: 8:30 am - 3:00 pm

Tuition: \$265/week

\*You must register for these sessions directly with Camp Invention at [www.campinvention.org](http://www.campinvention.org)

#### Drama Slam

July 2 - 6 (no camp July 4)

Time: 8:30 am - 3:00 pm

Tuition: \$260/4 day week

#### Camp Do-Good

July 9 - 13

Time: 8:30 am - 3:00 pm

Tuition: \$320/week



MONTESSORI  
School of Denver  
Learning in all its dimensions.