Register now for your opportunity to work side-by-side with one of our UCD STEM camp instructors. Pick and choose the camps that interest you. Each camp is limited to 3 teachers, so register early!

**STEM Camp Offerings** *(see next page for camp descriptions)*

- Programming with Scratch (June 14 or June 16)
- Website Development (June 21 or June 23)
- Becoming a STEM Maker (June 28, June 30, July 26, or July 28)
- Computer Aided Design for Makers (July 19 or July 21)
- Robotics (July 21, July 26, or July 28)
- Introduction to Engineering (August 2 or August 4)

**Camp hours are 8:00 a.m. to 1:00 p.m.**

- 8:00 a.m. to 8:30 a.m. Meeting with camp instructor
- 8:30 a.m. to 11:30 a.m. Classroom experience
- 11:30 a.m. to 12:00 p.m. Debrief with camp instructor
- 12:00 p.m. to 1:00 p.m. Opportunity to sample other STEM Camps or to return to the morning camp

Register at [www.scoecurriculum.net/register](http://www.scoecurriculum.net/register).

**Cost**

- $50 per participant, per camp
- There is a $9.00 parking fee payable by credit card only at the campus.

**Continuing Education Units**

- Earn .5 Continuing Education Units for each 5 hours of instruction for an additional fee.

**Location**

- UC Davis Campus
- One Shields Avenue
- Davis, CA 95616

**Questions? Contact:**

- Andee Press-Dawson
- apressdawson@ucdavis.edu

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Up Close! 
STEM in Action 

STEM Camp Descriptions

Programming with Scratch (June 14 or June 16)
Scratch is a programming language created at the MIT Media Lab that children and adults alike could use to learn fundamental concepts of computer programming simply by snapping blocks together to create projects such as animations, games, art, music, simulations and instruments of characters. Campers can experiment with new ideas and bring their imagination to life.

Website Development (June 21 or June 23)
This camp explores the world of website creation. Campers will start with “WYSIWYG” website creator and then move to creating their own website in a text editor using HTML and CSS.

Becoming a STEM Maker (June 28, June 30, July 26, or July 28)
Makers are those imaginative individuals who are willing to go out on a limb and create. This course will teach campers how to design and bring their own projects to life with the help of some handy STEM topics and 3D printers. Campers will use and learn concepts revolving around design thinking and engineering. Projects will vary from highflying water rockets to sleek newly 3D printed phone cases and anything else in between. Campers are encouraged to bring their own ideas and interests into this camp.

Computer Aided Design for Makers (July 19 or July 21)
Campers will learn how to create beautiful and accurate 3D models using Autodesk’s professional Fusion 360 product design software. The skills learned from this class will serve campers particularly well if they envision their future possibly involving game creation, engineering, architecture, or industrial design. The projects will be fun and challenging and include activities such as 3d printed water rocket nozzles, movie props, and collaborative projects like a totem pole challenges and anything else in between. Kids are encouraged to bring their own ideas and interests into this course!

Robotics (July 21, July 26, or July 28)
You will put their creative engineering skills to the test as you work to complete building, navigation and programming missions with your NXT Mindstorm robots. In addition to the many individual challenges, campers may choose to compete with each other to build the fastest and strongest robots in the daily head-to-head competitions. Campers will also get the opportunity to meet robotics competition teams. If you already know the basics of designing, building and programming, then this camp will be a great place to work with other young robotic engineers in a fun, friendly and competitive atmosphere.

Introduction to Engineering (August 2 or August 4)
This class is an introduction to how engineers use math and science to solve problems and invent new products. Students enrolled in this week-long class will learn how to design, plan, and build products primarily out of wood. Examples include a wooden notebook, The Tower of Hanoi, Tangram puzzle, and more.

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