Why parents and kids like **SPSU's summer programs**

- As Georgia's **Technology** University, we specialize in science, technology, engineering and mathematics.
- Our challenging learning activities are led by experienced adults. Not only does the curriculum stimulate each child's mind, guided recreational activities provide welcome exercise and a break from study. All add up to a healthy, educational, and fun environment!
- Our low child-to-adult ratio assures personalized attention.
- Our camps offer exciting learning experiences rarely found in standard public curriculums.
- Participants enjoy a full-day, full-summer, safe, secure environment. Parents can have confidence that their children are having a great time while learning in a well-organized, monitored and structured program.
- Working parents find our flexible "early in/late out" schedule a good fit.





summer 2007 youth science and technology camps Southern Polytechnic Georgia's **Technology** University

Southern Polytechnic State University

Marietta, Georgia 30060-2855 100 South Marietta Parkway **Extended University**

OUR SEVEN-WEEK SERIES

SUMMERBLAST!

Kindergarten
through
5th Grade

Detonate your child's **summer fun** by signing him/her up for one, some, or all **SummerBlast** camps. The mixture of recreational activities and academic programs will ignite a burst of fun and learning. The camp's nucleus is a combination of **science and technology** exploding with hands-on activities and experimentation. **Don't let your kid's summer be a dud!**



STEMS Up programs are designed to **appeal to preteens, teenagers, and young adults** who want to increase their knowledge in **science, technology, engineering, and mathematics**. The STEMS Up programs are **fun and interactive**, creating an exciting environment conducive to learning. Each area increases the skills of every individual at his/her pace and generates abilities to **prosper in the technical world of today**.

Southern Polytechnic State University is an equal opportunity educational institution which does not discriminate on the basis of race, sex, age, religion, national origin or disability.

	Instruct		
1	SUMMERBLAST Instruction Times!		STEMS UP
	The fee is \$215/week and includes all instruction, course materials, morning and afternoon refreshment breaks, recreational equipment (except optional tennis rackets, baseball gloves and other personal items) and pool time. The fee is for the full five days of camp. Half day rates are not available.	Fees	The fee is \$675/camp and includes all instruction, course materials, morning and afternoon refreshments breaks, recreational equipment (except optional tennis rackets, baseball gloves and other personal items) and pool time. The fee is for full 10 days of camp. If registration takes place within ten (10) days of the camp, the full fee is required at the time of registration.
THE REAL PROPERTY.	Payments can be made in full at the time of registration. If full payment is not made at that time, a non-refundable \$40 deposit for each week of camp is required to hold a spot. For those registering with a deposit, the full balance for each week's session is due ten (10) business days before the session begins.	Payment Schedule	Payments can be made in full at the time of registration. If full payment is not made at that time, a non-refundable \$100 deposit for each camp is required to hold a spot. For those registering with a deposit, the full balance for each week's session is due ten (10) business days before the session begins.
1	Four discount categories apply. Each family can apply one discount per session.	Discounts	Three discount categories apply. Each family can apply one discount per session.
	\$20 discount per camp for Camp Alumni (participants from previous years)		A \$50 discount applies to children of full-time SPSU faculty, staff and students.
1	 A \$25 discount applies to children of full-time SPSU faculty, staff and students. 		A \$50 discount for a second child's registration.
1	A \$25 discount for a second child's registration.		 Register for all 3 camps, pay full amount for first camp and receive a \$75 discount off each additional camp.
	 Register for 3 or more camps and pay all camp deposits, you will pay full amount for the first camp and receive a \$20 discount on the remainder of the camps. 		
	Participants may bring a sack lunch each day or purchase a weekly lunch ticket for \$20.00/wk.	Lunch	Participants may bring a sack lunch each day or purchase a camp lunch ticket for \$40.00/camp.
THE RESERVED	All program charges are included in the SummerBlast fee. However if you wish to purchase a lunch ticket for your child, there is an additional fee of \$20 per week. Also, for an additional \$20 per week you can extend your pick-up time (EXPU) to 6:00 pm. A late fee of \$1.00 per minute will be assessed for any child without EXPU (extended pick-up) who is picked up late (after 5 pm).	Additional Costs	All program charges are included in the STEMS Up. However if you wish to purchase a lunch ticket for your child, there is an additional fee of \$40 per camp. For an additional \$40 per camp you can extend your pick-up time (EXPU) to 6:00 pm. A late fee of \$1.00 per minute will be assessed for any child without EXPU (extended pick-up) who is picked up late (after 5 pm).
	If you need to cancel a registration and want to receive a refund or transfer, you MUST notify the Extended University in writing, at least ten (10) business days prior to the program's start date. All refunds processed will be less a \$40 deposit. Please allow six to eight (6-8) weeks to receive a refund.	Cancellation/ Transfers	If you need to cancel a registration and want to receive a refund or transfer, you MUST notify Extended University in writing, at least ten (10) business days prior to the program's start date. All refunds processed will be less a \$100 deposit. Please allow six to eight (6-8) weeks to receive a refund.
	Participants should come to each session in comfortable, casual clothing. An old shirt needs to be brought due to the nature of some experiments. It could get messy.	Dress	Participants should wear comfortable clothing they are not afraid to experiment in or get dirty. Also, please pack a bathing suit, towel, and any swimming
	Also, please pack a bathing suit, towel, and any swimming accessories (i.e. goggles, swim caps) every day.		accessories (i.e. goggles, swim caps) every day.
	Each weekly session is limited to a maximum of 75 participants. Registrations are accepted on a first-paid, first-enrolled basis. To ensure your child gets the camps of his or her choice, early registration is recommended.	Session Limits	Each weekly session is limited to a maximum of 75 participants. Registrations are accepted on a first-paid, first-enrolled basis. To ensure your child gets the camps of his/her choice, early registration is recommended.
	While the session themes remain the same for all ages, participants will be grouped according to the grade level they will enter in fall of the 2007-08 school year. Activities will vary among the groups to provide grade-appropriate content. When applicable, groups may be combined for selected classes and recreational activities.	Age Groupings	
	Neophytes: K - 1st Grades		
	Juniors: 2nd - 3rd Grades		
	Seniors: 4th - 5th Grades		
		-1-1-1	



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Georgia's **Technology** University

youth science and technology

Kindergarten through 5th Grade



June 4 - 8

Chemistry Cuisine

What do cola, cake, and candy have in common? They are all the result of chemistry in action. Join us to create your own confections by experimentation and learn that chemistry is the main ingredient of fun food.

June 11 - 15

Sell It With Technology

Ever wonder how HP and iPod make those cool commercials to sell their products?

Technology has changed the marketing and advertising world. Your marketing team will use MS software, basic graphic design, and imaging software, in conjunction with digital photography and video production, to produce an original advertising concept, and design their own website.



June 18 - 22

Robo Camp I

Learn to build and program a LEGO Mindstorms robot using science, engineering, and math concepts for beginners. Start the week learning the basics of the inner workings of the Mindstorms robot and by week's end, know how to program your robot to complete various actions.



June 25 - 29 Choice of Camps!



Robo Camp II

Take what you learned in the beginner's class and build a LEGO Mindstorms super bot! With your advanced design and programming skills, your LEGO superbot will do what you want, even complicated tasks.

OR

Unique You

Ever wonder why you have brown hair? Or why you have blue eyes, but only one of your parents has blue eyes? The answer is genetics. Experiment with what makes up every

living organism. Create a hybrid plant, learn about cloning, and discover how geneticists manipulate DNA to construct new organisms.

July 9 - 13

What Makes It Tick?



How does that RC car work? What makes a universal remote so universal? Curiosity and technical engineering go hand in hand in this camp designed to teach how things work. Students will take apart electronic devices, toys, computers, and appliances to discover the theories and practices behind the operation of these objects. The learning continues as scrap parts are used to make a new working device.

July 16 - 20

Krime Scene Investigation: Basic

Crime scene investigation: Southern Polytechnic Style! This camp is designed to test your scientific and logic skills as you learn how to solve various crimes. Learn how DNA testing and other resources used by forensic professionals can assist investigators in catching criminals. Young investigators will take clues from the mock crime scenes suitable for this age group and use scientific methods, along with experimentation, to piece the evidence together and solve the crime.



July 23-27 Choice of Camps!

Krime Scene Investigation: Advanced



Did you become a crime buster with Krime Scene Investigations in the first camp at SPSU? Get ready to sharpen your investigative skills! KSI: Advanced is designed for those who took the first week of KSI: Basic and want to further put their forensic skills into practice. The entire week will include in-depth investigating and analyzing more difficult cases using mock crime scenes suitable for this age group. Join our advanced investigative team!

OF

Kid CAD

Architectural design is at your fingertips in this camp for future designers and builders. If you've ever wanted to design a building or home for the modern world, this camp is for you! Using CAD (computer aided design) you will have the opportunity to design a home or building of the future. Is solar power or earthquake proofing a necessity for future architectural designs? Learn to create floor plans, and functional designs of various buildings based on location and landscape. At the end of the week, your CAD design will include a 2-D floor plan and a 3-D model.



SUMMERBLAST DAILY AG	SUMMERBLAST DAILY AGENDA		
TIME	ACTIVITY	LOCATION	
7:30 - 8:30 am (Registration every Monday)	Check-in	Student Center Lobby	
8:30 - 10:00 am	Activity Time	Student Center Classrooms	
10:00 - 10:30 am	Snack Time	Outside (weather-permitting)	
10:30 am - 12:00 noon	Activity Time	Student Center Classrooms	
12:00 noon - 1:00 pm	Lunch	Student Center Cafeteria	
1:00 - 2:30 pm	Activity Time	Student Center Classrooms	
2:30 - 4:00 pm	Swim / Recreational Time	Wellness and Fitness Center	
4:00 - 4:30 pm	Snack Time	Outside (weather-permitting)	
4:30 - 5:00 pm	Counselor Instruction	Varies	
5:00 - 5:30 pm	Pick-up/Free Time*	Pick-up Student Center	

^{*}Extended Pick-up is until 6:00 pm



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June 4 - 8 and 11 - 15

Video Game Design and Programming

Participants will learn the basics of developing and creating a video game. They will learn the software and lingo that forms the game. They will take that knowledge and apply it to actually creating and programming their own videogame.

June 18 - 22 and 25 - 29

A.I. (Artificial Intelligence)

Artificial Intelligence is a hot topic though few realize how in depth the technology goes. Participants will learn different

branches that A.I. has as well the different areas from which A.I. stems. Kids learn the process of automating tasks which require intelligent behavior. A.I. "has become an engineering discipline, focused on providing solutions to real life problems, software applications, traditional strategy games like computer chess and other video games."



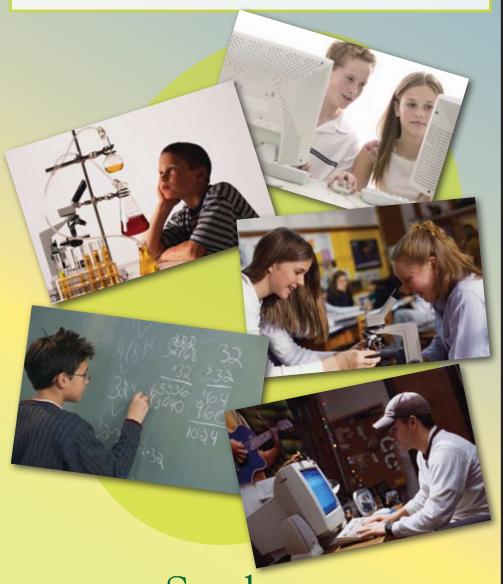


July 9 - 13 and July 16 - 20

Electronics and Circuit Design

Electrical engineering requires knowledge in electronics and circuits. The participants in this camp will first learn the basics in electronics and circuits and apply them to everyday life. Then students will master more complicated electronic circuit design to create sounds, counter circuits, and operational amplifiers.

STEMS UP DAILY AGENDA	TEMS UP DAILY AGENDA		
TIME	ACTIVITY		
7:30 - 8:30 am (Registration every Monday)	Check-in		
8:30 am - 12:00 noon	Course time		
12:00 noon - 1:00 pm	Lunch		
1:00 pm - 3:00 pm	Recreational and Computer Lab time		
3:00 pm - 5:00 pm	Additional Course Time		
5:00 pm - 5:30 pm*	Pick-up Student Center		
*Extended Pick-up is until 6:00 pm			



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