



Summer 2020



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MEET THE

Dear Parents,

It's hard to believe this is Discover Camp's thirteenth year and my twenty-sixth consecutive year of running summer enrichment programs in Westchester. Discover Camp is a direct reflection of our personal and professional interests. My wife Sabrina is the Director of Technology in Ardsley with twenty plus years of experience. I've been teaching technology classes to elementary and middle school students for twenty-five years in Eastchester but Discover really started in my early years.

As a child I played with LEGO Blocks, HO and Lionel trains, built slot cars to race at Elmsford Raceway, flew and crashed RC airplanes and then built and raced radio controlled cars. As I grew up, my love of hobbies grew into my love of cars. I've owned many cars that I've worked on and even today continue to care for our family's cars with a passion. I truly believe it is important to have healthy hobbies. As a child I was always very busy and as an adult my hobbies allow me to escape stress or redirect stress into something positive. Throughout the year I try to stay current on new trends in technologies. My home garage is where I "research." I have several different 3D printers set up, a laser etcher and tons of tools. I read MAKE magazine and 20 other monthly publications and I love to read books, especially non-fiction.

3D printing, or additive manufacturing as it's known in the trade, is still relatively new to the public. This is our eighth year utilizing 3D printers and we're investing in more printers for our classes, bringing our total to over 50. One of the things that has always separated Discover Camp is that we've never focused on the bottom line. It's always been about finding the coolest new tools, technologies and products that fit our philosophy and adding them to the programs at camp. Discover Camp allows me to continue my love of hobbies and technologies only now I'm always thinking of how I can use them to introduce children to the latest trends. We're also very excited to expand our virtual reality course offerings this summer.

If you are new to Discover Camp our Hawthorne facility is just 5-10 minutes north of White Plains and features 17 air-conditioned classrooms. The camp is easily accessible from the Sprain, Taconic, Bronx River, and Saw Mill River Parkways.

During the school year our children are more stressed than ever as our schools are mandated to give more tests and fight for rankings. I believe Discover Camp allows children the summer break they need while feeding their love of stimulating, enriching, and hands-on-experiences.

Truly yours,

Anthony and Sabrina Rich
Founders and Directors



*Mr. Rich, his wife Sabrina
and daughters, Ariana and Olivia*



DIRECTORS

Dear Parents,

As my own children have become school age, I can't help but reflect on how quickly life flies by. Over the past twenty one years as a fifth grade teacher, I have taught children with all styles of learning. The one thing that holds true, no matter the child, is the link between success and passion. Discover Camp provides children with opportunities to learn with passion.

I was fortunate to figure out at a young age that I wanted to become an educator. When I was a freshman in high school, I had a teacher who made a positive impact on me. I knew right then that I wanted to do the same for others. My heart and mind were set on being a teacher, a coach and eventually a principal.

Upon graduation from Iona College in 1999, I began working at P.S. 24 in the Bronx as a fifth grade teacher. It is there, working with Columbia's Teachers College, where my foundations and philosophy of teaching was born. It is there where I caught the progressive bug for constructivist learning. Upon completing a master's degree in Reading from Lehman College and a professional diploma in Teacher Leadership from Bank Street School of Education, I ventured into the realm of Westchester County teaching.

In 2003, while teaching fifth grade at the Anne Hutchinson School in Eastchester, NY, I met Anthony Rich. We both shared many of the same qualities and a mutual respect and friendship was born. Mr. Rich provided me with an opportunity to teach with him at Discover Camp over the summer where I learned the art of teaching rocketry, but more importantly saw first-hand what a dynamic and unique person he is.

A few summers passed and while Discover Camp grew I earned a Master's degree in Educational Leadership and thought I was ready to pursue the next part of my vision, becoming a principal. The problem was not opportunity, but the realization that I never wanted to leave the classroom and that's where Discover Camp has provided me the balance I had been looking for. As the assistant director, I get the opportunity to take on a leadership role during the summer and teach in the classroom during the school year, which is truly my passion.

Discover Camp has a special place in my heart. Being a part of its inception has been a rewarding experience. My wife and I were two of the original six teachers when the camp first opened. I admire the hard work and perseverance that Mr. Rich has shown from day one and I am not surprised by the camp's growth. I have never met a person who puts as much heart into something as Mr. Rich has put into this camp. Every summer we all get to "Discover" something new and exciting.

Sincerely,

David O'Neil
Assistant Director



Mr. O'Neil with his wife Michele, daughter Brooke, son Colin, and Cody

MEET THE

Hello Families,

This will be my eleventh summer at Discover Camp. I have seen campers I've taught my first year become counselors and go on to college. I truly feel lucky to be working in such a special place.

Discover Camp is more than a job to me. It has developed into a home away from home and a career. I work very closely with Mr. Rich and spend lots of time with him and his family. They have truly made me feel like part of their family.

I have a Bachelor's degree in Marketing Management and a Master's degree in Education. I spent a year studying abroad in Brazil, where I researched their automotive industry and use of alternative fuel and energy sources. Being immersed in another culture was a very rewarding experience. Not only did it teach me how to accept and be able to communicate with diverse populations but it also renewed my confidence in the resources and talents we have here at home.



*Anthony Melendez
And Lucas*

Young people today are not only growing up in a technological world but a very global one as well. Opportunities are there for them to be creative, adventurous and inquisitive. I have been able to witness this firsthand by working with Mr. Rich and Discover Camp since 2008.

During the year I am working behind the scenes to create new enrichment activities, exploring the latest innovations, designing the Discover Camp magazine, attending conventions and fairs and coordinating registration. These activities keep me excited and motivated to enhance the camp's impressive programs. The best part of my job is meeting families and campers. These interactions truly make me appreciate my job and make me love it even more!

Everyday brings new challenges and new ideas. Part of our philosophy is to make sure Discover Camp is on the leading edge of what is new. All the work done year round comes together for me during the summer when I get to see all the pieces fit into place. By far, one of the biggest highlights is when campers come to me to show me the projects they are working on. I am excited to see what campers do this year. It is truly inspiring for me to see the magic that happens at camp. Discover Camp is a one of a kind place. I wish it was around when I was younger!

Sincerely,

*Anthony Melendez
Assistant Director*



Discover Camp staff BBQ

DIRECTORS

Dear Families,

I'm very pleased to be entering to my thirteenth year as the Discover Camp Medical Director. This is my sixteenth year as a career firefighter and an Emergency Medical Technician in Westchester. Every year we strive to make improvements that will benefit the safety of our children at Discover Camp. Our medical office is made up of a registered nurse and a BLS assistant. In addition to the medical office staff, dozens of instructors and counselors are "CPR/AED for the Professional Rescuer and Advanced First Aid" certified, which includes our off-site counselors. Our medical office is equipped with an AED, oxygen, a nebulizer machine, EPI-PENS, and a collaborative agreement with Phelps Memorial Hospital to administer EPI, so your child doesn't have to. I'm always open to any suggestions to improve medical care for our children, so please do not hesitate to contact me at medical@discovercamp.com.

This summer, I will be married to my lovely wife Monica for thirteen year's. We have two beautiful daughters, Gabriella and Sabrina. I am excited to be a part of the Discover Camp staff where educational excellence, creativity, imagination, and pure fun are our focus. The bottom line is I really enjoy my summers at Discover Camp and it's much more than just a job.

A few things to please keep in mind. In order for your children to start camp the following items are required. There are no exceptions:

Every child must have the following completed:

- ☐ Discover Camp online medical form
- ☐ Medication Authorization forms, should your child need to take medications during camp hours. This can be downloaded from our website or simply requested from us.
- ☐ Medications must be brought in by an adult and signed off by a medical staff member. All medications must be brought in its original container with an unexpired date. The child's name should be printed clearly on the bottle or package. The prescribing doctor must complete the Discover Camp Medication form for each prescription.

Thank you for your attention to these very important items.

See you in the summer,

Peter DeBiase
Medical Director



Mr. DeBiase, wife Monica, with their children Gabriella and Sabrina



Medical Director/EMT - Peter DeBiase
Founder and Director - Anthony Rich
Assistant Director - David O'Neil
Assistant Director - Anthony Melendez



WHY CHOOSE *DISCOVER* CAMP?

1. Camp founders Anthony and Sabrina Rich and Assistant Director David O'Neil are active, well respected public school **teachers with more than 65 years combined** teaching experience.
2. Our student to adult ratio is typically **5:1**.
3. The majority of Discover Camp's teachers are **NYS certified teachers**. Our other instructors have degrees and experience in their chosen fields.
4. Discover Camp actively seeks the most talented teachers and instructors in the area and believes that offering the highest salaries attracts the most talented individuals.
5. We encourage **differentiation of curriculum** to meet a wide range of student abilities.
6. We believe that all children excel when provided with **enrichment activities** and a supportive environment.
7. All **counselors are former campers** of Discover Camp, former students of the directors or are personally recommended by an instructor. Discover Camp does not advertise for counselors. This further reinforces the family atmosphere at camp.
8. Teachers design their own courses and love what they are teaching.
9. Children **select their courses and return year after year**. Every summer we experience a **90% camper return ratio**.
10. 80% of all new campers are referred by existing Discover Camp families.
11. Discover Camp is a safe, fun environment where children can test new classes and have an enjoyable experience while learning something new or discovering a new hobby.
12. Two state of the art **Virtual Reality Labs**.
13. We **utilize SMARTBoards** in many of our classrooms which allow our lessons to be interactive.
14. Seven Computer Labs: 6 **Dell** labs with 25 laptops each, one **Mac Lab** with 35 Mac Book Pros, one robotics lab with 20 Dell laptops and 24 **iPads** for our campers to use.
15. The only camp in the US with two **3D printing labs** with over **50 printers** and two **laser etchers and cutters**.
16. We own all of our equipment and re-invest every year in new technologies.
17. Discover Camp owns the **largest Mini-Z** track in the world. Yes, the world!
18. On-site off road radio controlled truck and buggy track.
19. "No expenses spared" attitude towards investing in the best materials for camp.
20. All classrooms and the cafeteria are **air conditioned**.
21. Discover Camp is quite simply, "**The Best Camp in Westchester!**"-Discover Camp parent

Program Overview: Discover Camp is a day camp for children ages 5 - 15. The camp is divided into two sessions. Session I is four weeks long from June 29th to July 24th. Session II is three weeks long from July 27th to August 14th. The day is from 9 am to 4 pm broken up into four 90 minute periods with an hour for lunch/recess. Campers and parents build and create their own schedule based on class offerings. Please refer to pages 66 and 67 for the master schedule. Classes are taught by NYS certified teachers and/or industry professionals with a 5:1 camper to staff ratio. Discover Camp is a place your child can nourish their creativity, spark curiosity, and explore their interests. What will your children DISCOVER this summer?

TUITION RATES + CAMP DATES

Stretch your payments out now through July 31st with no additional fees.

2020 Early Registration Rates*			
2020	Morning 9 am - 12 pm	Afternoon 1 pm - 4 pm	Full Day 9 am - 4 pm Lunch Included
Session I June 29th - July 24th	\$1630	\$1630	\$3100
Session II July 27th - August 14th	\$1330	\$1330	\$2520
Sessions I and II June 29th - August 14th	\$2810	\$2810	\$4990
Save up to \$630 off tuition rates when you enroll by February 21, 2020 for the full summer full day.			
*Early Registration ends February 21, 2020			
2020 Tuition Rates			
2020	Morning 9 am - 12 pm	Afternoon 1 pm - 4 pm	Full Day 9 am - 4 pm Lunch Included
Session I June 29th - July 24th	\$1720	\$1720	\$3270
Session II July 27th - August 14th	\$1400	\$1400	\$2660
Sessions I and II June 29th - August 14th	\$2960	\$2960	\$5620
Save up to \$310 off tuition when enrolling for the full summer.			

Registration Dates

Returning Families:

January 28, 2020 at 8 p.m.

New Families:

January 30, 2020 at 8 p.m.

Office Hours:

9:30 a.m. - 4:30 p.m.

Phone: (914) 462 - 0360

E-mail:

Info@DiscoverCamp.com



HOW TO REGISTER

Discover Camp utilizes an online registration system. This system allows you to manage your child's dates of attendance, courses, and payments. The system will show you which classes are age appropriate and which classes are open. You must select one class per period for the time that your child is at camp. If you have special requests, please contact the Discover Camp office.

Please visit www.DiscoverCamp.com to enroll.

Enrollment for returning families begins January 28, 2020 at 8 p.m. Enrollment for new families begins January 30, 2020 at 8 p.m.

EARLY REGISTRATION AND LOYALTY DISCOUNTS

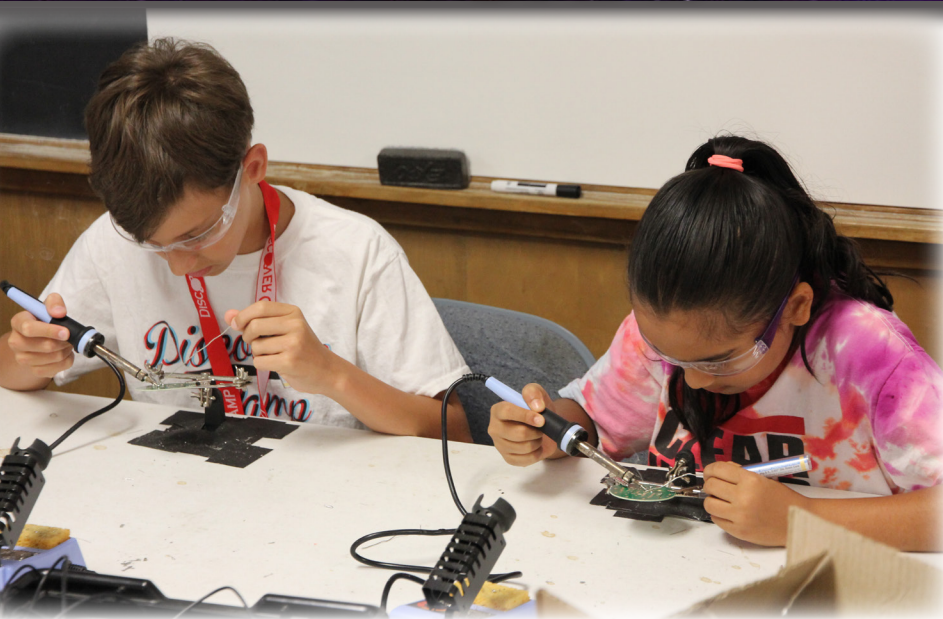
Each year we offer special rates to families that return to Discover Camp and register early. This year we're offering a \$630 discount on early enrollment for the full 7 weeks, full day. Registration must be received by February 21, 2020. The early registration not only helps our loyal families financially but also assists us with planning ahead and hiring staff. The best part about our discount plan is that we do not require full payment until July 31, 2020. Again, it's the commitment we need, not the full payment.

Payment Options We are giving parents two options for payment. You can either pay in full when you register or make automatic monthly installments. Your first monthly installment will be on your day of registration. Your number of payments will be determined by your registration date. The earlier you register, the more installments you will have. Final payment will be on or before July 31, 2020. We hope that by doing this, camp payments will be spread out for up to 7 months. Should you wish to withdraw prior to May 1, 2020 there will be a \$200 administrative fee per child. There are no refunds after May 1st.

SIBLING DISCOUNT

Each year we offer a sibling discount. Two children receive 5% off total tuition, three children receive 10%, and four children receive 20%. Discounts apply to tuition only and not to other fees.





HAPPY CAMPER GUARANTEE

If your child is not 100% happy within the first three days of camp, we'll refund 100% of your camp tuition, no questions asked. Your child's positive summer experience is very important to us. So please take advantage of our open line of communication

OPEN HOUSE

Our Open House takes place at camp, 180 Bradhurst Avenue, Hawthorne, NY. This is a great opportunity to meet the directors, instructors, and counselors. Many of our campers often attend as well since open houses are reunions for campers too.

Come Meet Our Instructors
Open House Date:

Sunday, January 26, 2020

1-3 p.m.

Camp Location:

180 Bradhurst Avenue
Hawthorne, NY 10532

DISCOVER CAMP "FAMILY AND FRIENDS" REFERRAL PROGRAM



Discover Camp has been built on word of mouth and referrals. We thank families for referring new families with a 2.5% off tuition discount. In addition, we also give this same discount to the new family that is being referred! There is no limit to the number of families you can refer. The registration system referrals will be based on a secret coupon code that returning families will receive in an e-mail. Referrals will be applied directly to your balance or we'll credit your account and send you a check.

DC FEES

Material Fees are for any consumables utilized in a class. These include RC cars, rockets, engines, beads, arts and craft supplies etc. These consumables are either used up and/or taken home by the camper.

Technology Fees are those charged for technology classes that utilize technology like laptops, iPads, 3D printers, laser cutters, digital cameras etc.

Track Fees are used to maintain and repair the off road track.

Ramp Fees are used to annually resurface and maintain the skateboard ramps for the safety of the campers.

Transportation Fees are used for attending off-site classes. These rates are determined by the bus company. Off-site classes include golf, rock climbing, gymnastics, and tennis.

Site Fees are the costs that off-site facilities charge for utilization of their equipment and space.

CLASS CHANGES

All changes must be made by phone or e-mail by **June 1, 2020**. After this date there will be no more class changes until after the first day of camp so that we can properly prepare for opening day. After the first day of camp you may change classes on Monday evening, or on Tuesday or Wednesday only. **Any changes made thereafter will incur a \$100 per class change fee.** Please understand that changing classes is disruptive to the teacher and other campers which is why we discourage it.



DC SCHEDULE

Morning Schedule	
Early Drop Off	7:45 am - 8:45 am \$50 per week
Drop Off Begins	8:45 am - 9:00 am
Period 1	9:00 am - 10:25 am
Period 2	10:30 am - 11:55 am
½ Day Pickup	12:00 pm
Lunch and Recess	12:00 pm - 1:00 pm
Afternoon Schedule	
Period 3	1:00 pm - 2:25 pm
Period 4	2:30 pm - 3:50 pm
Camper Pickup	3:50 pm - 4:15 pm
Late Pickup	4:00 pm - 5:00 pm \$50 per week
Extended Late Pickup	5:00 pm - 5:30 pm \$25 per week

DC LUNCH

The full day program includes a delicious individual lunch prepared by Gemelli's Catering Service in New Rochelle, NY. Every Monday morning your child will choose their lunch for the next four days (Tuesday - Friday). All lunches can be customized to meet your child's needs. We offer daily specials as well. Every Monday is PIZZA DAY which we order from a local pizzeria. We order plain, sausage, pepperoni, white, gluten free, sauceless, cheeseless pizzas as well as chicken fingers and garlic knots. Lemonade and ice water are served each day. Fresh salad and fruit are offered daily. Our cafeteria is air conditioned. Contact do'neil@discovercamp.com for questions about food service.

Sample lunch form

Discover Camp Lunch Menu			
Customize your own Sandwich, Salad, Hot Meal, or Daily Special			
Camper Name:			
Sandwiches and Salads			
Meat	Cheese	Bread	Salads/Add Ons
Ham	Swiss	White	Garden Salad
Oven Gold Turkey	White American	Wheat	Egg Salad
Pepper Jack Turkey	Yellow American	Rye	Tuna Salad
Roast Beef	Cheddar	Bagel	Chicken Salad (with Mayo)
Bologna	Cream Cheese	Roll	Lettuce
Chicken Cutlet	Pepper Jack	Wrap	Tomato
Grilled Chicken	Muenster	Gluten Free Wrap	
	Provolone	Gluten Free bread	
Hot Meals			
Mac and Butter	Mac and Cheese	Mac and Sauce	Plain Macaroni
Gluten Free Mac & Cheese	Gluten Free Hot Dog	-----	-----
Gluten Free Pasta w/ butter	Gluten Free Pasta w/ Sauce	Gluten Free Pasta - Plain	Gluten Free Chicken Nuggets
Daily Specials			
Tuesday Special	Wednesday Special	Thursday Special	Friday Special
Hot Dog with Fries	Chicken Fingers	Penne alla Vodka	Cheese Calzone
Chicken Parm Roll	Mozzarella Sticks	Stuffed Shells	Chicken Nuggets

DC KOSHER LUNCH

We are proud to bring back Westchester's best camp kosher lunch menu. For an additional \$50 per week, your child can eat a customized kosher lunch prepared by the following establishments: Ben's Deli or Eden Wok in Scarsdale. The portions and the food quality are great.

Sample Kosher lunch form

Kosher Option				Kosher Option				Kosher Option				Kosher Option																									
Tuesday		Ben's Deli in Scarsdale		Wednesday		Ben's Deli in Scarsdale		Thursday		Ben's Deli in Scarsdale		Friday		Eden Wok																							
Camper Name:				Camper Name:				Camper Name:				Camper Name:																									
Please select an option				Please circle one				Please customize a sandwich OR select a Soup				Please select a Lunch Special and a Soup or Egg Roll (Circle one item from each column)																									
												<table border="1"> <thead> <tr> <th>Lunch Special</th> <th>Soup</th> </tr> </thead> <tbody> <tr> <td>Sliced Beef w/ Broccoli</td> <td>Egg Drop</td> </tr> <tr> <td>Sliced Beef w/ Snow Pea Pods</td> <td>Wonton</td> </tr> <tr> <td>Shredded Beef w/ Garlic Sauce (Spicy)</td> <td>Hot & Sour</td> </tr> <tr> <td>Pepper steak</td> <td>Egg Roll</td> </tr> <tr> <td>Steamed Chicken w. Broccoli</td> <td></td> </tr> <tr> <td>Sweet & Sour Veal</td> <td></td> </tr> <tr> <td>Steamed Beef w. Broccoli</td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>Vegetable Sushi</td> <td></td> </tr> <tr> <td>Sweet & Sour Chicken</td> <td></td> </tr> </tbody> </table>				Lunch Special	Soup	Sliced Beef w/ Broccoli	Egg Drop	Sliced Beef w/ Snow Pea Pods	Wonton	Shredded Beef w/ Garlic Sauce (Spicy)	Hot & Sour	Pepper steak	Egg Roll	Steamed Chicken w. Broccoli		Sweet & Sour Veal		Steamed Beef w. Broccoli				Vegetable Sushi		Sweet & Sour Chicken	
Lunch Special	Soup																																				
Sliced Beef w/ Broccoli	Egg Drop																																				
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Vegetable Sushi																																					
Sweet & Sour Chicken																																					
Roast Beef with Gravy, Mashed Potatoes and Sweet Corn				Roast Beef with Gravy, Mashed Potatoes and Sweet Corn				Roast Beef with Gravy, Mashed Potatoes and Sweet Corn																													
Brisket with Gravy, Mashed Potatoes and Sweet Corn				Brisket with Gravy, Mashed Potatoes and Sweet Corn				Brisket with Gravy, Mashed Potatoes and Sweet Corn																													
Turkey Breast with Gravy, Mashed Potatoes and Sweet Corn				Turkey Breast with Gravy, Mashed Potatoes and Sweet Corn				Turkey Breast with Gravy, Mashed Potatoes and Sweet Corn																													
Grilled Chicken Breast with two sides (Circle below)				Grilled Chicken Breast with two sides (Circle below)				Grilled Chicken Breast with two sides (Circle below)																													
Junior Omelet with french fries and carrot sticks				Junior Omelet with french fries and carrot sticks				Junior Omelet with french fries and carrot sticks																													
Screwball Pasta with meatballs and marinara sauce				Screwball Pasta with meatballs and marinara sauce				Screwball Pasta with meatballs and marinara sauce																													
Chicken Fingers with French Fries and Carrot Sticks				Chicken Fingers with French Fries and Carrot Sticks				Chicken Fingers with French Fries and Carrot Sticks																													
Steak Burger on a twin roll with French Fries and Carrot Sticks				Steak Burger on a twin roll with French Fries and Carrot Sticks				Steak Burger on a twin roll with French Fries and Carrot Sticks																													
Hebrew National Beef Frank with French Fries and Carrot Sticks				Hebrew National Beef Frank with French Fries and Carrot Sticks				Hebrew National Beef Frank with French Fries and Carrot Sticks																													
Plain Kosher Pasta				Plain Kosher Pasta				Plain Kosher Pasta																													
Matzah Ball Soup				Matzah Ball Soup				Matzah Ball Soup																													
Junior Deli Sandwich on a Twin Roll with your choice of deli meat with French Fries and Carrot Sticks				Junior Deli Sandwich on a Twin Roll with your choice of deli meat with French Fries and Carrot Sticks				Junior Deli Sandwich on a Twin Roll with your choice of deli meat with French Fries and Carrot Sticks																													
Sides				Sides				Sides																													
Mashed Potatoes	French Fries	Carrot Stick	Corn	Mashed Potatoes	French Fries	Carrot Sticks	Corn	Mashed Potatoes	French Fries	Carrot Sticks	Corn																										
Peas and Carrots	Apple Sauce			Peas and Carrots	Apple Sauce			Peas and Carrots	Apple Sauce																												
Circle any condiments needs below:				Circle any condiments needs below:				Circle any condiments needs below:																													
Mayo	Mustard	Ketchup		Mayo	Mustard	Ketchup		Mayo	Mustard	Ketchup																											
Monday we will have Chicken Fingers, French Fries and Plain Pasta (Sauces on side) for lunch.																																					

Counselor Name

OTHER IMPORTANT INFORMATION

- Parent Visitation: Parents will have the opportunity to visit classes during the last week of each session. We have a system in place to make visitation appointments.
- **Camp is closed Friday July 3rd in observance of Independence Day.**
- Camp T-shirts, water bottles, and backpacks will be distributed during the week of June 22nd. If campers do not pick them up that week they can receive the items on the first day. Students are encouraged to wear their shirts everyday. Campers will receive five camp shirts.
- Each camper should carry their Discover Camp backpack, a water bottle, sunscreen, and any other personal items they may need. Backpacks and personal belongings should be clearly marked with your child's first and last name. In an effort to be more "green" each camper will receive a Discover Camp water bottle at the opening of camp to reduce the use of plastic cups.
- The camp is not responsible for the personal property of the campers. Campers should not bring expensive items to camp unless they are to be used in a class.
- The directors reserve the right to cancel or modify any courses if enrollment is insufficient or if a change of instructor is needed. This event is highly unlikely but does occasionally occur.
- The directors have the right to remove a camper from camp should their behavior be inappropriate, dangerous or interrupt the learning of others.

001-DC Juniors (Entering Kindergarten or 1st grade by September 2020)

DC Juniors is the ultimate Discover Camp experience for our first year campers entering kindergarten or 1st grade. Led by certified teachers and consistent counselors, our Juniors will be exposed to a wide variety of exciting and educational activities. DC Juniors do not select individual classes. You simply register for the whole program and the instructors and counselors take it from there.

Our DC Juniors program is carried out similar to that of a typical classroom schedule/routine. We begin each day with a morning meeting and end with a compliment circle. Campers will rotate through activities in small groups. Campers will thoughtfully be placed in small groups with consideration of the following: grade level, age, maturity and overall enrollment. Our DC Junior campers are closely supervised throughout the day by the DCJ team. Unlike the four period schedule our older campers follow, DCJ do not change classes. Our counselors escort them to and from all programming locations. This includes eating in our own juniors cafeteria and juniors-only recess. Below are some of the exciting activities the children will participate in.

- **Morning Meeting** - During our morning meeting our instructors give an overview of the day's program.
- **DCJ Science** - Our science activities are a huge hit with the Juniors. We explore chemical reactions, engineering, simple machines, weather, animals, forms of energy, etc.
- **DCJ Chefs** - Campers will be in our very own Juniors kitchen experimenting with ingredients and kitchen equipment. Juniors will learn how to properly measure ingredients and make predictions using their five senses.
- **Storybook STEAM** - During Storybook STEAM our instructors will read aloud classic children's stories as well as introduce the campers to new authors. Juniors will use a variety of materials to problem solve challenges faced by the characters in the story.
- **Arts and Crafts** - Arts and Crafts at Discover Camp encourage campers to be creative and innovative. The activities are thought-provoking, educational and often explore themes such as culture, science, math, and fun!
- **DCJ Builders** - A camper favorite! While expanding their fine motor skills and imagination, our juniors will have access to a variety of building materials including: LEGO, K'nex, blocks, Magna-tiles, playstix, marble-run, etc.
- **Creative Movement** - Gross and fine motor skills will be all the buzz during DJ's Creative Movement. Campers will enjoy music and props to express themselves through movement. Guided meditation and yoga will also be a key component to this section.
- **Multi-Sports** - Our instructors will introduce a variety of organized sports. Campers will learn proper techniques and participate in team building exercises that promote confidence and sportsmanship.
- **Outdoor Cooperative Games** - During outdoor games, campers will enjoy games that foster teamwork, communication, creative thinking and problem solving.
- **DCJ Music** - This exciting addition to our program will have our Juniors on their feet dancing and singing! Campers will enjoy musical games, explore movement through music, develop physical skills, channel energy, stimulate their imagination and promote creativity!
- **Compliment Circle** - DCJ will end each day with a compliment circle. Instructors, counselors and campers will share their favorite moments of the day, acknowledge camper role models, and briefly discuss the following day's schedule.
- **DCJ Drop-in** - During the last two weeks of each session our second year and/or first grade campers have the chance to visit age appropriate Discover Camp classes of interest. This is a fantastic opportunity to give our Junior campers a snapshot of classes available to them once they age out of the DCJ program.

This is a sample schedule of activities. Activities may change during the session in order of events and type of offerings:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:20	Morning Meeting	Morning Meeting	Morning Meeting	Morning Meeting	Morning Meeting
9:20-10:15	Multi Sports	DCJ Chefs	DCJ Builders	DCJ Science	DCJ Builders
10:15-10:30	AM Snack	AM Snack	AM Snack	AM Snack	AM Snack
10:30-11:30	Storybook STEAM	Cooperative Games	Arts & Crafts	Creative Movement	Storybook STEAM
11:30-12:30	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch
12:30-1:15	Cooperative Games	DCJ Builders	DCJ Science	Multi Sports	DCJ Chefs
1:15-2:00	Arts and Crafts	Storybook STEAM	Multi Sports	DCJ Builders	DCJ Music
2:00-2:15	PM Snack	PM Snack	PM Snack	PM Snack	PM Snack
2:15-3:30	DCJ Builders	DCJ Music	Creative Movement	Arts & Crafts	Cooperative Games
3:30-3:50	Compliment Circle	Compliment Circle	Compliment Circle	Compliment Circle	Compliment Circle
3:50-4:15	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup

Daily schedule will support that week's theme where applicable.

June 29th - July 2nd: Robots

July 6th - July 10th: Nature: Animals & Insects

July 13th - July 17th: Halloween

July 20th - July 24th: Kindness

July 27th - July 31st: Disney & Super Heroes

August 3rd - August 7th: Sharks vs. Dinosaurs

August 10 - August 14th: Junior Makers

DC Juniors
Camper Orientation
June 27th at 10 a.m.

Half day options are available. The fee per period is \$25. When signing up for this program please select class option 001-DC Juniors for every period your child will be attending. This is a half day or full day program. Camper course selection begins when your child is entering second grade.



002-Design and Build your own Rube Goldberg Machine!

Rube Goldberg was a cartoonist with a wild sense of invention, creativity, and humor. He drew complicated inventions, laboriously contrived to perform a simple operation. In this class we will design and build wild and wacky machines (Think of the game Mousetrap). Your own imagination and creativity are all you need to build a super Rube Goldberg machine. We will use every type of part imaginable to create our inventions: marble tracks, rubber bands, pipes, clay, levers and more! Students leave with a machine of their own creation.



- Rube Goldberg Machines

Session: I

Period: 1 Grades: 4 - 6

Period: 2 Grades: 2 - 3

Session: II

Period: 3 Grades: 2+

Material fees: \$60

Instructors: Session I:
Daniel Brodsky, Elementary
Teacher at Fox Meadow,
Scarsdale
Session II: Edward Amato,
Technology Education
Teacher at Somers H.S.

***New 003-Arcade Builders**

Inspired by the emotional story of a young boy from Los Angeles who created his own arcade from boxes in his father's shop. This class, modeled after "Caine's Arcade," will use recycled materials to create arcade style games. Caine's Arcade is making carnival style "arcade games" out of recyclable materials, cardboard boxes, tubes, old spools of tape, cereal boxes, ping pong balls, track, wire etc. The goal is to think of a new way to use old materials and to make a game that can be enjoyed by all ages. "Toilet Paper Toss," "Whack-a-Mole," "Skee-ball," "Ring Toss," among others are inspirations.

Some background:

"Caine" is the name of a little boy who, when bored while hanging around his dad's auto supply store, decided to fashion "arcade games" out of recyclable materials. Eventually he rose to fame when an amateur documentary filmmaker made a film about his "arcade," publicized his creations on social media, and invited Los Angeles to come play his games.

Session: I

Period: 3

Grades: 4 - 6

Material fees: \$50

Instructors: Daniel Brodsky,
Elementary Teacher at Fox
Meadow, Scarsdale

What is Caine's Arcade?



***New 004-STEM Challenges**

How high can you build a structure using only 10 marshmallows and 30 toothpicks? Campers will have daily challenges like building a long paper chain from a single 11 x 17 inch piece of construction paper, creating a bridge using only 30 popsicle sticks to hold the heaviest weight, powering a matchbox car using only a balloon, and more. These challenges are what you can expect if you sign up for Discover Camp STEM Challenges!

Session: I

Period: 4

Grades: 2 - 4

Material fees: \$50

Instructors: Daniel Brodsky,
Elementary Teacher at Fox
Meadow, Scarsdale

***New 005-ESCAPE DC**

Escape DC brings immersive gaming into the classroom in a revolutionary way. Each game requires critical thinking, collaboration, creativity and communication. Each game is based around an escape box. During a game, players need to navigate a series of mysteries and solve engaging problems. Games feature physical and online puzzles. Escape DC captures the thrill of the escape room phenomenon in our own unique way.

Session: I

Period: 3

Grades: 3 - 6

Material fees: \$60

Instructors: Edward Amato,
Technology Education
Teacher at Somers H.S.



006-Introduction to Rocketry- Earn Your Launching License

Build and launch rockets as you use hands-on learning to explore fundamental scientific concepts including Newton's Laws and Bernoulli's Principle. Maximize flight performance through experimentation and the changing of variables. Learn how to safely launch rockets under the careful eye of our rocket experts and their assistants. Campers will build an assortment of introductory rocket kits. Each week campers will compete in launching competitions which will test the students' ability to accurately judge launch variables including weight, aerodynamic efficiency, rocket's engine size, launch angle, wind speed, and direction. Prizes will be awarded for all competitions. Tool safety and correct usage will be strongly emphasized.

Session: I & II

Periods: 1 or 3

Grades: 3+

Material fees: \$85

Instructor: Jim Fernhoff, Social Studies and Special Education Teacher at New Hyde Park H.S.

007-Advanced Rocketry I- Taking Rocketry to Higher Levels

This class is perfect for campers who have completed Introduction to Rocketry and are ready to take their building skills to the next level. You'll use your skills to design, build and launch rockets of your own creation.

- Build an assortment of advanced rocket kits.
- Build an assortment of advanced homemade bottle rockets.
- Modify rocket kits to improve them.
- Design and build custom rockets from parts.
- Tool safety and correct usage will be strongly emphasized.

Each week campers will compete in launching competitions which will test the campers' ability to accurately judge launch variables including weight, aerodynamic efficiency, size of the rocket's engine, launch angle, wind speed, and direction.

Session: I & II

Period: 2

Grades: 4+ and/or the successful completion of Introduction to Rocketry

Material fees: \$105

Instructor: Jim Fernhoff, Social Studies and Special Education Teacher at New Hyde Park H.S.



008-Advanced Rocketry II- The Academy for the Evil Genius

Use the skills gained in Introduction to Rocketry and Advanced Rocketry I to build, design and launch the rockets that you've designed and created. Kits and instructions are not used in this class. Campers assemble their rockets using the skills that they gained from several years of rocketry experience. Even more rocket parts are provided to choose from. Over the weeks, campers will compete in launching competitions which will test the students' ability to accurately calculate launch variables and design creativity. We will also complete one flying project which will also build upon skills from all three levels. Prizes will be awarded in our design and launching competition.

Session: I & II

Period: 2

Grades: 5+ and/or the successful completion of Intro and Advanced Rocketry I

Material fees: \$115

Instructor: Jim Fernhoff, Social Studies and Special Education Teacher at New Hyde Park H.S.

009-Siege Machines Plus

Siege machines have been used since the days of Alexander the Great. Long before modern weaponry there were siege machines such as catapults, battering rams, and trebuchets. Siege machines were designed to break or go over city walls. These machines used mechanical energy to launch large projectiles to batter down stone walls or destroy what was inside the walls. Campers will put a modern spin on these machines by creating their own. Campers will also learn about the science and dynamics of how this technology was used and incorporated into history. Campers will build and test out catapults, trebuchets, Da Vinci machines and more.

Session: I & II

Period: 4

Grades: 4+

Session I Material fees: \$125

Session II Material fees: \$100

Instructor: Jim Fernhoff, Social Studies and Special Education Teacher at New Hyde Park H.S.



010-Model Airplane Building

Enter the world of the Wright Brothers! Wilbur and Orville used free-flight gliders and models to learn the basic principles of flight. In this hands-on class you will do the same by building and flying gliders and rubber band powered aircraft to maximize flight time and height. Use your new skills to explore the basic principles of flight. Learn just as the Wright Brothers did with an added emphasis on creativity. A variety of glider and rubber band powered aircraft will be built and flown from kits. These aircraft are free-flight with pre-set control surfaces that guide the aircraft through the air to achieve the best flight time and height. We will build, fly, crash, repair and then fly again. Experimentation plus a new knowledge of flight principles are used to improve the flight characteristics of an aircraft.

Session: I Period: 2
Session: II Period: 4
Grades: 3+

Material fees: \$200

Instructor: Edward Amato, Technology Education Teacher at Somers H.S.

011-Indoor FPV (First Person View) Drone Racing

This is an introductory class where you will be learning how to fly drones using FPV (First Person View Goggles) to race. We will be flying a small micro quadcopter with a camera and will be upgrading it to make it fly faster throughout the session. We will be setting up a series of race courses all over the camp and will compete to see who is the best drone pilot. Another important aspect of drone racing is making repairs after you crash (there will be crashes). The material fees covers the drone, goggles, remote, battery charger, and some replacement parts. The material fees do not cover replacement drones if they are lost.

Session: I
Periods: 3 or 4
Grades: 5+

Material fees: \$350

Instructor: Vinny Garrison, Technology Teacher at Nanuet M.S. and Professional Drone Ariel Photographer

012-Outdoor FPV (First Person View) Drone Racing

THIS IS AN ADVANCED CLASS! You will need to come to this class with experience flying drones FPV (first person view) using goggles. We will be flying an advanced drone that is capable of high speeds. You must have experience flying smaller slower drones. Another important aspect of drone racing is making repairs after you crash (there will be crashes!) The material fees cover the drone, goggles, remote, battery charger, and some replacement parts. The material fees do not cover replacement drones if they are lost. If you do not have the goggles from the indoor fpv class, the cost will be an additional \$100.

Session: I
Period: 2
Grades: 6+
Material fees: \$350
Instructor: Vinny Garrison, Technology Education Teacher at Nanuet M.S.
Prerequisites: Must have taken Indoor FPV

013-Elite Outdoor FPV (First Person View) Drone Racing

This class is being offered to select returning campers only. During the previous summer/s these campers have proven themselves as masters of FPV drone racing and have qualified for this exclusive class that has extremely limited enrollment. These campers will be flying a larger brushless drone capable of extremely high speeds. The materials fee will cover: A new drone, remote, replacement parts, batteries, and the battery charger. The campers will be using the goggles from last year's advanced drone class. The class will not be available in the online registration system. On the evening of registration, select 999-"No Class Selection" for period 1 and send an e-mail to info@discovercamp.com. We will confirm your name is on the invitation list and add the class to your schedule. You may also contact us before registration to ensure your name is on the list.

Session: I
Period: 1
Grades: Invitation only
Material fees: \$200
Instructor: Vinny Garrison, Technology Education Teacher at Nanuet M.S.
Prerequisites: Invitation only.
New goggles are \$100 if needed. The material fees do not cover lost drones



014-Multi-level Chess

Campers will learn to play chess for fun and mental agility. Chess is an excellent forum for competition and sportsmanship. Chess develops life skills including focus, reasoning, decision-making, and strategic thinking. It's the king of games and the game of kings (and queens)!

Topics include:

- Rules of Play
- Understanding the Chessboard: Ranks, Files Diagonals
- Pieces: Names / Values / Moves
- Algebraic Notation: Reading and writing chess moves
- Check / Checkmate / Stalemate
- Attack / Capture / Defend
- Special moves: Castling / Promotion / En passant
- Basic Checkmates
- Tactics: Pins / Forks / Double attacks
- Full Game
- Time, Space, Material
- Solving Checkmate Problems

Session: I & II

Periods: 2 or 3

Grades: 2+

This is a multi-level class. Students will play against campers of similar abilities regardless of age.

Material fees: \$0

Instructor: Silvio Rosato, has been teaching chess for 20+ years.

During the school year, he works with the National Scholastic Chess Foundation teaching in Westchester public and private schools.

015-Pokémon League Level I

Pokémon trainers get ready! In this league trainers will battle, collect, and trade their cards to win prizes and badges. Prizes include booster packs, theme decks and more. Trainers have the opportunity to become Pokémon masters and challenge the gym leader of the camp. Campers will learn math skills such as probability, subtraction, addition, and multiplication while participating in these exciting card games. Your adventure awaits!

Session: I & II

Period: 1

Grades: 2+

Material fees: \$60

Instructor: Ryan Sinnott, World Ranked Pokémon Trainer and After School DC Instructor



016-Pokémon League Level II

This Pokémon League class is designed for returning campers who have already taken Pokémon League I and have their own starter deck. Campers will receive additional booster packs to bolster their already formidable collection. This advanced class focuses on deck building, strategy, and tactics.

Session: I & II

Period: 1

Grades: 2+

Material fees: \$60

Instructor: Ryan Sinnott,
World Ranked Pokémon
Trainer and After School DC
Instructor

017-Dungeons and Dragons Level I

D&D is an imaginative, social experience that engages players in a rich fantasy world filled with larger-than-life heroes, deadly monsters, and diverse settings. There are many great reasons to share D&D with kids. Besides being the kind of imaginative play that kids naturally engage in, Dungeons and Dragons develops an array of essential educational skills including:

- Math, reading, and writing skills
- Cooperation and leadership
- Problem-solving
- Creative thinking

Session: I & II

Period: 3

Grades: 3+

Material fees: \$60

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School

018-Dungeons and Dragons Level II

This Dungeons and Dragons class is designed for returning campers who already have experience playing Dungeons and Dragons 5th edition. This advanced class focuses on character design, leveling up, and advanced rules and tactics. Campers will further develop an array of essential educational skills, including:

- Math, reading, and writing skills
- Cooperation and leadership
- Problem-solving
- Creative thinking

Session: I & II

Period: 3

Grades: 4+

Material fees: \$60

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School



019-Magic: The Gathering and Strategic Table Games

The past decade has seen a surge in popularity for an unexpected industry: tabletop board games. This class will introduce students to the world of strategic board gaming. These aren't your parent's board games! Titles like Settlers of Catan, Ticket to Ride, Pandemic and Magic: The Gathering, are just a few of the innovative games that students will learn to play. Unlike some of the more traditional board games (Monopoly, Risk, Stratego etc.), these modern classics emphasize specific game mechanics that favor ability over luck. The class will focus on skills such as probability, critical thinking, teamwork, planning, organization, and social interaction. The Golden Age of board gaming is upon us. What are you waiting for?

Session: I & II

Period: 4

Grades: 4+

Material fees: \$60

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School

020-Warhammer Level I

Warhammer is a tabletop strategy game where you are the general of an army. Warhammer takes the skill and strategy of chess and transforms it into a game of endless moves and possibilities. You will build and customize your very own army. Campers literally build their army. Everything from gluing to painting is yours to control. Once your army is built, the world of Warhammer awaits your challenge! This is a multi-level class. Beginners and advanced campers are welcomed!

Session: I & II

Period: 1

Grades: 3+

Material fees: \$95

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School

021-Warhammer Level II*

This Warhammer class is designed for returning campers who already have Warhammer armies. Warhammer Level II focuses on army design, advanced painting, learning the rules of play, strategies of defense, attacks, and probability. This is a multi-level class. Campers also will be able to order additional pieces for an additional fee.

*Pre-requisite Warhammer Level I

Session: I & II

Period: 1

Grades: 3+

Material fees: \$30

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School



***New 022-Warhammer: Underworlds**

Warhammer Underworlds is a hybrid deck-builder miniatures game, where players battle it out in the Mortal Realms with warbands of models, using decks they've built to swing the balance in their favor. Each battle involves luck and skill, combining elements from Warhammer, RPGs and card games into one awesome experience – the ultimate competitive miniatures game. This class will focus on learning the rules of play, strategies of defense, attacks, probability and other hobby aspects like modeling and painting. Campers also will be able to order additional pieces for an additional fee.

Session: II

Period: 2

Grades: 4 +

Material fees: \$75

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School

023-X-Wing-Discover a New Strategy Game

If you love strategy and Star Wars, this is the hobby for you! Control the most advanced star fighters and outstanding pilots in the galaxy! In X-Wing Miniatures Game, you take the role of squad leader and command a group of merciless Imperial or daring Rebel pilots in furious ship-to-ship space combat. Featuring stunningly detailed and painted miniatures, X-Wing recreates exciting Star Wars space battles from small engagements of only a couple of crafts, to large conflicts where multiple squadrons clash. Select and equip your ships, pick your crew, plan your attack, and complete your mission.

Students will learn:

- Basic rules and strategies of the game.
- List building and game theory.
- Tactics which include measuring distances and angles, setting maneuvers and planning attacks.
- Basic mathematics and probability.

Students will receive all necessary tools and models to play. Additional pieces will be available for order at an extra fee.

Session: I

Period: 2

Grades: 4 +

Material fees: \$60

Instructor: Bob Sinnott,
Elementary School Teacher at
The Windward School



***New 024-Scratch Coding 3.0**

New to programming, but want to create something cool? Scratch 3.0 is a block-based programming language developed by the MIT Media Labs. With this program, students can code games, animations, music, art and much more. As students create and share objects, they will practice thinking creatively and learn to reason systematically and work collaboratively. Students will also learn about circuitry when they experiment with MaKeyMaKey, an external circuit board to create interactive art. In this class we will create interactive games, animations with dialog, interactive art and more! Scratch is a true beginner programming language that is not only fun, but a bridge to later coding such as Arduino and Java.

Session: I

Period: 1 Grades: 4 & 5

Period: 3 Grades: 2 & 3

Technology fee: \$25

Instructors: Carole Del Juidece, Instructional Technology Specialist at Bronxville Schools & Kimberly Persaud, Instructional Technology Specialist at Rye Schools.

025- Scratch Coding with Mbot Robots

In this course, we will explore various applications of physical computing with robots. We will see our code come to life as we use Scratch coding to program mBot robots to complete fun tasks. We will sound off buzzers, create LED light shows, detect distance and much more! From obstacle courses to music, the possibilities are endless! If you're ready to see your code in real life, this is the course for you!

Session: I Period: 4

Session: II Period: 1

Grades: 3 +

Material fees: \$120

Instructor: Session I: Carole Del Juidece, Instructional Technology Specialist at Bronxville Schools & Kimberly Persaud, Instructional Technology Specialist at Rye Schools
Session II: Edward Amato, Technology Education Teacher at Somers H.S.

***New 026-Python Coding**

Python is the perfect first programming language, similar to writing in English, and widely used and valued. Campers will use Python to edit pictures and art and even program a robot! Engaging projects teach the most important constructs of Python - variables, functions, conditional statements, and loops. With hands-on coding practice, students learn to design, build, and debug programs – skills that any programmer needs to solve real-world problems. Students who successfully complete this session will demonstrate a strong mastery of Python syntax and functionality.

Session: II

Period: 2

Grades: 5+

Technology fee: \$25

Instructors: Maureen Conway, Mathematics & Computer Science Teacher at Mohonasen H.S.

***New 027-App Creators**

Ever wonder how apps are created or have a great idea for an app game? Our App Genius course will guide campers through the process of planning, creating, and testing a game that can be played on computers or smart phones. The program used is completely “drag and drop” and requires no prior coding knowledge, but still teaches campers the basics of program design.

Session: II

Period: 4

Grades: 4+

Technology fee: \$25

Instructors: Maureen Conway, Mathematics & Computer Science Teacher at Mohonasen H.S.



028-Game Design Using Roblox

Roblox is a game design program where campers will learn how to design and create their own gaming world that they can then actually play in! There are a variety of different game templates the campers will be able to choose from. Some templates give campers a theme like a pirate island, a castle, western, or city while others are built for specific genres of games like racing, capture the flag, infinite running, and team areas. Roblox is also an online community of professional and amateur game designers who create and play each other's games. Campers can use Roblox on any PC or Apple product so they can take their work from camp home with them!

Session: I & II

Period: 4

Grades: 4+

Technology fee: \$25

Instructor: Ryan Sinnott, DC
After School Instructor &
Gaming Enthusiast

029-Minecraft! What Will You Create?

Minecraft is a game about discovery. Discovering what's beyond the horizon. Campers will explore new cave systems, projects others have created, and new features released into updates. Campers will be in an environment of like-minded people who share the same passion for Minecraft. Inexperienced players are welcomed and encouraged to join this class. The game is being used to teach more than just computer skills. It easily lends itself to science, technology, engineering and math explorations.

Session: I & II

Periods: 2 or 3

Grades: 2+

Minecraft edu fee: \$10

Technology fee: \$25

Instructor: Ryan Sinnott, DC
After School Instructor &
Gaming Enthusiast

030-3D Design Using Minecraft

We've combined two of the most popular classes at DC, 3D design and Minecraft. Using Tinkercad, children will design 3D structures that will then be imported into Minecraft. The Tinkercad program allows designs to be more complex and detailed. Campers will be creating structures from the past, present, and their imagination. Campers can build their dream house or an impenetrable fortress. Perhaps recreate the Roman Colosseum, the Eiffel Tower, or the Great Wall of China. Maybe build their favorite sports team's stadium, the Golden Gate Bridge or even a local attraction like Playland. Different mods to Minecraft can bring in different styles of designs. Campers do not need to be Minecraft experts, but an understanding of the game is helpful.

Session: I & II

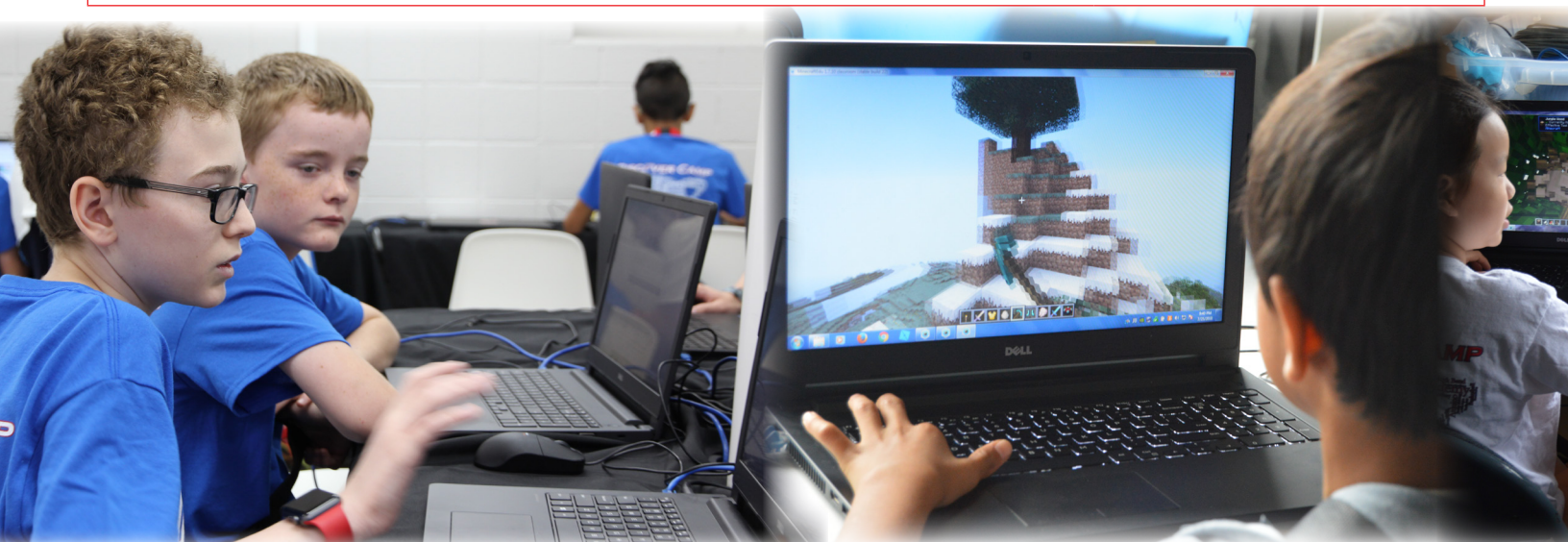
Period: 1

Grades: 3+

Minecraft edu fee: \$10

Technology fee: \$25

Instructor: Nate Steward,
Social Studies Teacher at The
Windward School & Gaming
Enthusiast



031-Minecraft Virtual Reality

The Minecraft VR class opens the door for students to experience their creations in an immersive 3-D environment. Have you ever wondered what it would be like to walk into your Minecraft base and experience your architectural prowess? Now you can view your Minecraft creations with Oculus Rift goggles in the Minecraft VR class. Campers will be challenged to build structures that integrate the necessary infrastructure to allow their Minecraft world to flourish. The Minecraft VR journey begins one block at a time. Campers will build in Minecraft outside of a VR environment and have the opportunity to view and test their creations in a VR environment to enhance their perspective.

Session: I & II

Periods: 2 or 4

Grades: 4+

Minecraft edu fee: \$10

Technology fee: \$50

Instructor: Nate Steward,
Social Studies Teacher at The
Windward School & Gaming
Enthusiast

032-3D Animation & Modeling

Three-dimensional technology is at the forefront of animation, modeling, architecture, and design. Various careers utilize 3D modeling to facilitate the creation of buildings, tools, products, and more. Campers will design anything they can imagine and then view their creations in 3D on Oculus Rift goggles. Unlike 3D computer programs where campers can only view their creations on a 2D screen, this class will use virtual reality (VR). Using the VR headsets, campers will be able to fully immerse themselves in their 3D projects. Campers will learn architecture, texturing, design, and how to utilize VR to enhance the designs. Campers do not need any VR experience, but an understanding of and interest in 3D design will help.

Session: I & II

Period: 3

Grades: 4+

Technology fee: \$50

Instructor: Nate Steward,
Social Studies Teacher at The
Windward School & Gaming
Enthusiast



DISCOVER CAMP



***New 033-Virtual and Augmented Reality Creators**

Virtual Reality (VR) and Augmented Reality (AR) are two of the fastest growing technology fields. This class is designed for beginners to learn how to create and experience VR and AR. Campers will learn about geometry, textures, camera angles, and block-based coding. More advanced campers will also have the option to learn about programming for VR with JavaScript. Discover Camp has Oculus headsets for the campers to use or they can also use smart phones to view their creations with a Google Cardboard. Campers will also be exposed to **Spark AR**, a great introduction to making augmented reality filters and stickers just like the ones used on Instagram and Snapchat. The only limit is your imagination!

Session: I Periods: 1 or 4

Session: II Periods: 1 or 3

Grades: 4+

Material fees: \$15

Technology fee: \$50

Instructors: Session I:

Brendan Chang, Computer Science Major & Flo De Armas, Chemical Engineering Major

Session II: Maureen

Conway, Mathematics & Computer Science Teacher at Mohonasen H.S.

034-Game Design in Virtual Reality with Unity

The Game Design with Unity class will challenge campers to use real game development tools to create a project that they can take home, play, and share with friends. The Unity game engine is an industry favorite, powering popular games like Pokémon GO, Cuphead, and Beat Saber. We'll take a deeper look at geometry, textures, materials, and game programming. Campers will have a variety of projects to work on, from creating simple mobile apps to VR-ready games! Our final project will be to create an interactive game that we can play on the camp's Oculus Rift VR headsets. With such a powerful platform, every camper will get to flex their creative minds through their games.

Session: I Periods: 2 or 3

Session: II Period: 1 or 3

Grades: 5+

Technology fee: \$50

Instructors: Brendan Chang, Computer Science Major and Flo De Armas, Chemical Engineering Major

***New 035-Future City Engineers**

Calling all future architects, engineers, planners, and designers! Come learn about famous architecture, create 3D printed cities and community spaces, and learn what it takes to become an urban planner! Do you have ideas for an awesome park and playground for your neighborhood or would you like to design a 21st century school? We will take Tinkercad and SimCity BuildIt Software to the next level while designing future cities that tackle today's real-world problems. Campers will print their creations using the camps 3D printers.

Session: I & II

Period: 3

Grades: 3 & 4

Material fees: \$75

Technology fee: \$25

Instructor: Session I: Ely Perry, Technology Education teacher at Westlake H.S.
Session II: Daniel Clark, Physics & Engineering teacher at Westlake H.S.



036-Introduction to 3D Printing and Design – The Next Dimension

Years ago, Discover Camp was the first camp in the country to integrate this emerging technology into a summer camp class and we continue to be leaders in the industry. In this course campers will begin to explore ways to design and create real 3D objects and bring them to life. Campers will be introduced to the world of 3D printing by learning how this ground breaking technology works and where it is presently being used in society. They will learn how to navigate and use websites such as Thingiverse.com and Tinkercad.com. At first, students will learn to print designs that currently exist. Campers will then move on to modifying existing designs and then creating and printing their own original designs.

Session: I & II

Periods: 1 or 4

Grades: 4 +

Material fees: \$100

Technology fee: \$25

Instructors: Steve Martin,
Technology Education
Teacher at Nanuet H.S.

***New 037-3D Printing Inventors for Beginners**

Campers, prepare to become inventors, designers, and creators! We will start the session with an introduction to Tinkercad, a 3D modelling and design tool. We will scour the camp and our homes for problems that require solutions. We will present our problems to the class and brainstorm solutions. We'll apply our new Tinkercad skills to design unique solutions to the problems. We'll then use our 3D printers to prepare rapid prototypes to test the solutions in the real world. Some experience with 3D printing or 3D design would be helpful.

Session: I & II

Period: 2

Grades: 3+

Material fees: \$100

Technology fee: \$25

Instructor: Session I: Ely
Perry, Technology Education
Teacher at Westlake H.S.
Session II: Daniel Clark,
Physics & Engineering
Teacher at Westlake H.S.

Prerequisite: any prior 3D
printing course

038-3D Printing Designers (Intermediate)

Campers will take 3D design to the next level in this class. Everyday, 3D Inventors is designed to challenge campers with weekly themes. The weekly themes are.

- 3D Engineers - Design and print solutions to everyday problems.
- 3D Printing Challenge - Design and 3D print solutions to a challenge.
- 3D Toy Creation - Create your own toys using Tinkercad.

*Students should have prior 3D printing experience and/or CAD experience. The majority of the class will be spent designing and engineering using the Tinkercad program.

Session: I & II

Period: 3

Grades: 4 +

Material fees: \$100

Technology fee: \$25

Instructor: Steve Martin,
Technology Education
Teacher at Nanuet H.S.

Prerequisite: any prior 3D
printing course





***New 039-Shark Tank! Rapid Prototyping Using 3D Printing**

Campers, prepare to become inventors, designers, and creators! We will start the session with a brief review of Tinkercad, a 3D modelling and design tool. We will scour the camp and our homes for problems that require solutions or invent something completely new. We will present our problems to the class and brainstorm solutions. We'll work in small teams or individually designing, printing, testing, and tweaking our inventions. We'll then use our 3D printers to prepare rapid prototypes to test and prove our inventions in the real world. Finally, we'll present our inventions to a panel of "investors" to see if our designs are ready for market.

Students should be comfortable with 3D printing or 3D design.

Session: I & II

Period: 4

Grades: 4+

Material fees: \$100

Technology fee: \$25

Instructor: Session I: Ely Perry, Technology Education Teacher at Westlake H.S.
Session II: Daniel Clark, Physics & Engineering Teacher at Westlake H.S.

Prerequisite: 3D printing course

040-Autodesk Inventor

Are you ready for a real engineering experience? Autodesk Inventor is a professional Computer Aided Design (CAD) software that is used by many professional designers and engineering firms. Campers will be introduced to 3D mechanical design, measurement, and prototyping. 3D designs will ultimately be 3D printed. Experience in 3D printing and other computer design software such as Sketchup or Tinkercad is highly recommended.

Session: I & II

Period: 2

Grades: 5 +

Material fees: \$100

Technology fee: \$25

Instructor: Steve Martin, Technology Education Teacher at Nanuet H.S.

***New 041-Prototyping & Engraving using Laser Etching**

Fire up the lasers! Learn basic graphic design and bring your ideas to life with the power of a laser cutter and engraver in the classroom. We'll learn to create basic vector images and use those to cut acrylic or wood prototypes. We will also learn about creating and applying raster images to different materials to add personal touches to the prototypes we create. Bringing together computer skills, design thinking, and the power of a laser, this is a truly unique opportunity for fun!

Session: I & II

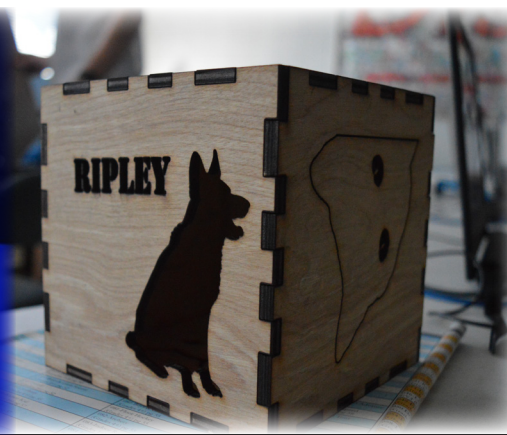
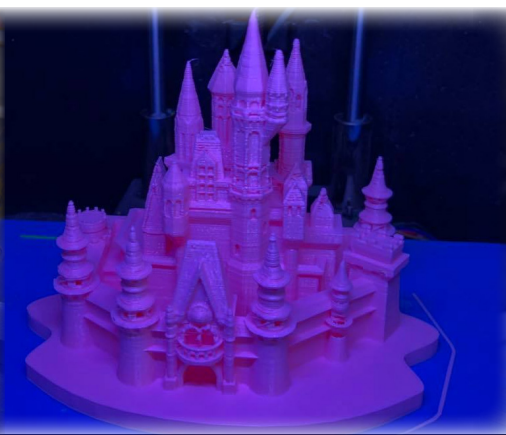
Period: 1

Grades: 4 +

Material fees: \$75

Technology fee: \$25

Instructor: Session I: Ely Perry, Technology Education Teacher at Westlake H.S.
Session II: Daniel Clark, Physics & Engineering Teacher at Westlake H.S.



042-Build Your Very Own Personal Computer

Campers will learn all the parts that make up a personal computer and then build one of their own from start to finish. Campers will get to know each of the components of a computer and will learn about the price vs performance trade-offs of each. With this knowledge and with assistance, campers and parents will choose a budget of \$750 or \$1,000 for their system. They will then select parts that fit the budget and will assemble and test their own personal machine. Each camper will go home with a fully assembled computer running Windows 10. Included components are CPU, motherboard, storage drive, RAM, power supply, computer case, keyboard, and mouse. (Monitor is not included.)

Session: I **Period:** 2 or 3

Session: II **Period:** 3

Grades: 5 +

Material fees: \$750 or \$1000*

Instructor: James Amodio, Physics Teacher at Riverside H.S.

*Fees will be paid during the session once budgets are agreed upon

043-Electronic Game Construction

In this class, campers will construct a handheld video game and load classics such as Space Invaders and Attack of the Tomatoes. Students will learn to identify and describe the function of basic electronic components. Campers will be able to properly place and solder these components into printed circuit boards. Elements of programming may be introduced. At the conclusion of the class, campers will have individually constructed handheld gaming systems that they built.

Session: I **Period:** 3

Session: II **Period:** 1

Grades: 6 +

Material fees: \$120

Instructor: Matthew Scher, Fifth Grade Teacher at P.S. 153 Bronx, NY

044-Electronic Game Construction Level 2

This is a follow up class to Electronic Game Construction I. Campers will continue to enhance their soldering skills with more challenging projects. Various soldering projects will be used to build camper knowledge of different electronic components and better develop camper's soldering techniques. The highlight of this class will have campers constructing the MAKERbuino, a handheld gaming console that includes over 20 games and includes multi-player capabilities.

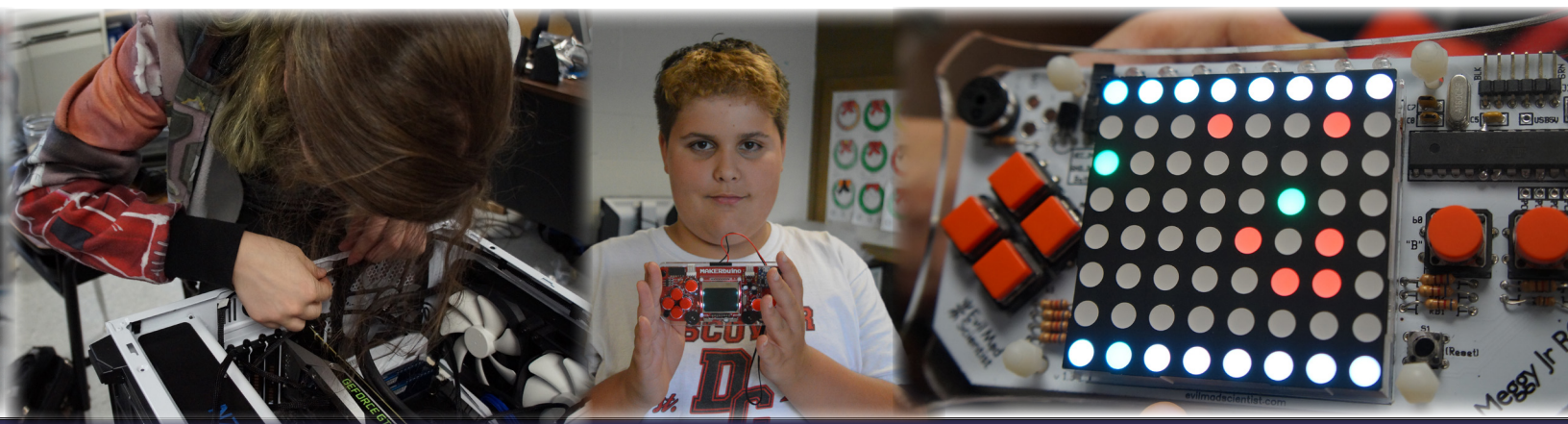
Session: I & II

Period: 4

Grades: 6 +

Materials fee: \$120

Instructor: Matthew Scher, Fifth Grade Teacher at P.S. 153 Bronx, NY



045-Robots, Racers, and Circuits

Campers will learn basic circuit components and then put them together to build projects that include lights, motion, and of course robots. This class is great for beginners, and will teach basic tool use such as rulers and screwdrivers, and following detailed pictorial instructions. No soldering will be done in this introductory course.

Session: II

Period: 1

Grades: 2 +

Material fees: \$130

Instructor: Dan Barbuto,
Electrical Technology
Professor at Dutchess
Community College

046-Alternative Energy Vehicles

Campers will build several cool vehicles, many that run on alternative energy sources. Projects include magnetic levitation (maglev) vehicles, a 6-in-1 transforming solar project, an air motor racer, a hovercraft, and a salt water fuel cell car. Alternative energy such as solar and fuel cells are exciting options for the future of energy. Alternative methods of propulsion for transportation, such as wind motor and hovercraft open new ideas and creativity about how we move from one place to another. Campers will build some projects from kits, others from instructions and raw materials. They will learn to identify and use tools such as angle cutters, long nose pliers, and screwdrivers.

Session: II

Period: 4

Grades: 2 +

Material fees: \$130

Instructor: Dan Barbuto,
Electrical Technology
Professor at Dutchess
Community College

***New 047-Vehicle Builders**

Participants will build vehicles and structures. The projects can be built, and then re-built into other projects - including a 12-in-1 vehicle building kit. At least one project will include a sensor or remote control. This is a great class for beginners, and includes learning how to follow detailed pictorial instructions. No soldering will be done in this introductory course.

Session: II

Period: 3

Grades: 3 +

Material fees: \$130

Instructor: Dan Barbuto,
Electrical Technology
Professor at Dutchess
Community College



048-Soldering Circuits

Campers will build several working circuits while learning how to safely solder. No prior soldering experience is necessary. Circuits will include a light sensor circuit, a siren circuit, a working FM radio, and more. The first project will have blinking lights and a siren, and is intended to teach the participants about basic components such as resistors, capacitors, and integrated circuits. It is also used to teach soldering skills such as how to properly hold the solder and the iron, how to avoid solder bridges, and correct polarity of components. The projects that follow are more challenging – the FM radio requires the proper soldering of over 25 individual components. Campers will learn soldering skills and the use of several tools such as angle cutters, screwdrivers, long nose pliers, and how to complete an intricate circuit so that it works properly.

Session: II

Period: 2

Grades: 4 +

Material fees: \$95

Instructor: Dan Barbuto,
Electrical Technology
Professor at Dutchess
Community College

049-Elementary Electricity-The Circuit Playground

We will explore simple circuits while making electric art, playing with simple sensors, and designing with LEDs. Campers will learn about the basic parts of a circuit and how to change the flow of electricity originating in most cases from small batteries and USB sources. Interesting materials such as conductive inks and paints will be experimented with. This class is great for creative kids as there are many ways to customize your projects--no two end up looking alike! The course will end with experience in programming an interactive light demonstration. No experience required.

Session: I & II

Period: 4

Grades: 2-5

Material fees: \$170

Instructor: James Amodio,
Physics Teacher at Riverside
H.S.



050-Raspberry Pi Makers

What can you do with a fully functioning computer that's the size of a deck of playing cards? Almost anything! Campers will explore the world of Raspberry Pi, a popular computer platform both for learning and for cool electronics projects. Try your hand at programming in Scratch and Python. Build amazing structures in a Minecraft world using code. Program it to control lights and sounds and to sense the world around it. Attach a camera for photos with cool filters, time-lapse videos, and more.

Session: II

Period: 1

Grades: 5+

Material fees: \$170

Instructor: James Amodio,
Physics Teacher at Riverside
H.S.

051-Introduction to Arduino and Coding

This program will introduce children to Arduino, an inexpensive, open-source platform that combines electronics and text-based programming to create individual "Do It Yourself" style projects. Possible creations with this micro controller include (but are not limited to): alarm clocks, distance detectors, theremins, universal remote controls, simple robots, mini-tanks, and changing LED displays. Course fees include an Arduino board for each camper to take home. Campers will start off with basic projects and learn simple electronics and coding. Then we'll start more personal projects developed by the campers themselves. Both beginners and experienced enthusiasts are encouraged to enroll as the class will have different activity tracks. Campers keep their Arduino boards so they can continue creating.

Session: I **Period:** 1

Session: II **Period:** 2

Grades: 3+

Material fees: \$140

Instructor: James Amodio,
Physics Teacher at Riverside
H.S.

052-All About Arduino Advanced

This class is a perfect follow up to any of our introductory Arduino classes or for campers with some Arduino experience. The Arduino is an open-source computer hardware/software platform for building digital devices and interactive objects that can sense and control the physical world around them. We will focus on more advanced coding projects using sensors, and campers will create standalone, semi-permanent projects to take home and enjoy. This is in stark contrast to the simple projects from the beginner course that get disassembled almost immediately upon completion in order to build the next one. Projects vary from year to year, and may include: Motion sensors, bedroom security systems, home automation projects, Nerf turrets, and color-changing gates for drone racing.

Session: I **Period:** 1

Session: II **Period:** 2

Grades: 5+

Material fees: \$275

Instructor: James Amodio,
Physics Teacher at Riverside
H.S.



053-LEGO® WEDO Robotics and LEGO Boost

LEGO® Education WEDO™ and LEGO Boost is an excellent way for some of our younger campers to be introduced to LEGO® programming and transition into the EV3 classes. It combines the children's love of LEGO® building with drag and drop programming. Campers will build a variety of models such as lions, soccer players, ferris wheels, cars, helicopters and cranes. After students have built the models, they will write programs that control the model's behavior. Campers will gain experience writing programs using sequential, loop and logic based structures in a Graphical User Interface (GUI) environment very similar to Scratch, which make use of tilt and motion sensors and control motors and lights. Campers will get to bring home their very own LEGO® Boost kit which includes the pieces to build 5 multifunctional robots that can be programmed via a tablet device.

Session: I **Period:** 1
Session: II **Period:** 3

Grades: 2 - 4

Material fees: \$160

Technology fee: \$25

Instructor: Matthew Scher,
Fifth Grade Teacher at P.S.
153 Bronx, NY
(Campers need to have an
iOS or Android tablet device
for home use of LEGO®
Boost)

054-LEGO® Robotics Mindstorms EV3

The newest and most advanced technology in LEGO® Robotics! Campers will use skills acquired in the LEGO® Mindstorms class to create and command robots that walk, talk, and think with all new sensors such as the infrared sensor, which gives robots the ability to see and detect various objects. They can follow the step-by-step 3D building instructions to create Gyro Boy, Tank Bot, Puppy, Stair Climber as well as the massive Elephant! Campers will also have the opportunity to create personalized robots using their imagination in order to solve various missions and tasks. Campers have the chance to bring these robots to life and develop problem-solving skills in an easy, intuitive, and icon-based programming interface which is based on the industry-leading graphical programming language used by scientists and engineers worldwide. The new and improved EV3 Intelligence Brick even allows campers to control their robots directly by connecting them wirelessly to their phones and tablets!

Session: I & II
Period: 2

Grades: 3 +

Technology fee: \$25

Instructor: Matthew Scher,
Fifth Grade Teacher at P.S.
153 Bronx, NY
Prerequisite: LEGO
Mindstorms

055-LEGO® Mindstorms EV3 Advanced

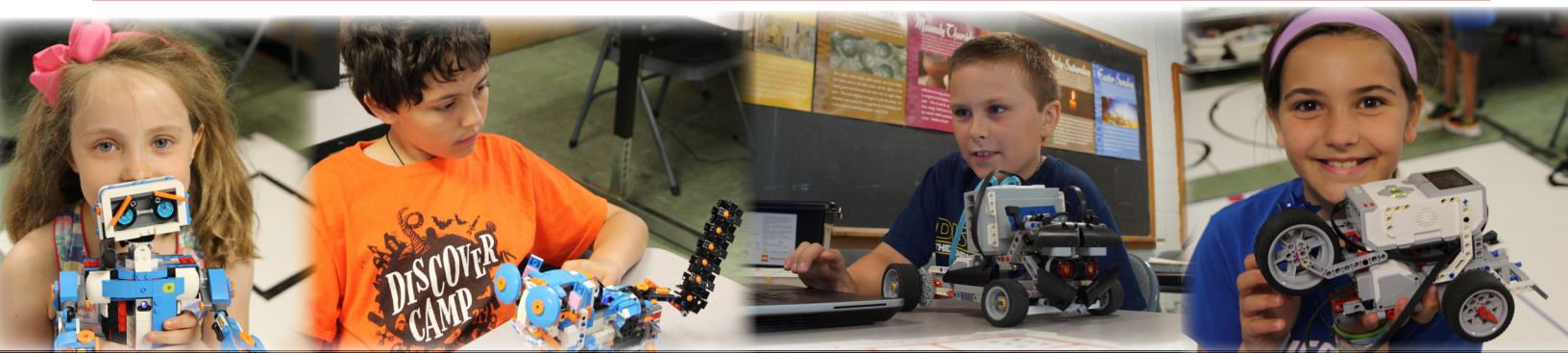
This class is an extension of LEGO® Robotics where campers will team up to complete various objectives. They will have to work together to design sky carts that can pick up or drop off cargo or design autonomous and semi autonomous robots that can navigate through diverse obstacle courses! Advanced building techniques are introduced as campers build more sophisticated robots that utilize multiple sensors such as the color, infrared and gyro sensor. This is a vigorous and engaging class which is sure to capture the imagination of any camper.

Session: I & II
Period: 2

Grades: 4+

Technology fee: \$25

Instructor: Matthew Scher,
Fifth Grade Teacher at P.S.
153 Bronx, NY



056-Stop Motion Animation

In stop motion, campers bring their LEGO, clay, chalk drawing, Star Wars, Minecraft figures and much more to life as they explore the world of stop motion animation. Stop-motion animation allows the photographer to tell a story. This style of photography makes a physically manipulated object appear to move on its own. In stop motion, campers will have the opportunity to make their own movies, and also recreate scenes from their favorite movies like Star Wars. Campers will experience the basics of stop-motion animation using digital cameras, iPads, and their imaginations to bring their ideas to life.

Session: I

Period: 2

Grades: 4 +

Material fees: \$25

Technology fee: \$25

Instructor: Session I: Carole Del Juidice, Instructional Technology Specialist at Bronxville School & Kimberly Persaud, Instructional Technology Specialist at Rye School

057-Filmmaking

In this class, campers will write, direct, act, and edit their own short films using a variety of camera equipment and editing software. Students will work together collaboratively under the guidance of instructors who are well versed in the craft. This class is suited for students with no experience right up through those who have made short films before. Campers will learn script writing, acting, filming, editing, special effects and green screening through out the session.

Session: I **Period:** 1

Session: II **Periods:** 1 or 2

Grades: 3+

Technology fee: \$50

Instructor: Session I: Edward Amato, Technology Education Teacher at Somers H.S.
Session II: Michael Williams, actor and star from the original Blair Witch Project and Scarsdale Middle School Guidance Counselor.



***New 058-Comedy Improvisation**

In this fast paced, fun, think on your feet class, students will learn how to create characters and relationships out of thin air. Based on the famed Chicago Second City style of improv, this class will be a blast for all students. We will utilize theatrical and team building games to build students' performance skills and give the group an improv "troupe" mentality. Campers will improve on their listening and concentration skills, body language, communicating effectively, thinking on their feet and recognizing opportunities.

Session: II

Periods: 3

Grades: 4+

Technology fee: \$50

Instructor: Michael Williams, actor and star from the original Blair Witch Project and Scarsdale Middle School Guidance Counselor.

059-Discover Rock Band

Are you ready to rock? Discover Rock Band offers hands-on stage experience to play in a band. Campers will improve performance skills, build self-confidence, meet other musicians and acquire valuable team building lessons that last long after camp is over. Campers can expect to learn how to properly use their gear, read music charts, find or create parts and (most importantly) obtain skills for being a positive, productive member in a performance group. Live performances are encouraged and have become an exciting part of at Discover Camp.

- Rock and Roll appreciation
- Experience live on stage performances
- Song selection, campers have input which songs are performed
- Campers are challenged to learn songs in a band environment
- Interact and cooperate with other young musicians
- Build self-confidence

Please bring personal instruments you wish to play and we will incorporate them into the band.

Session: I & II

Period: 1 or 2

Grades: 3+

Technology fee: \$25

Instructor: Mike Andrews, has sustained a career in the music industry for over 25 years. Music Teacher at Wooster School
*Pre-requisite, at least 1 year of private lessons or two years of school group lessons.



060-These Images are Alive! Creating and Reading Graphic Novels

Combine your love of art with the power of writing and storytelling! Graphic novels are the result of these creative mediums. Become like the authors and characters that you cannot get enough of! Campers will read and discuss popular graphic novels, storyboard their own ideas, and create their own novels. Journey through the many worlds that today's graphic novels hold and be a part of those stories by creating your own! This course will guide campers through the newest novels and while emulating the authors' and artists' styles.

Session: I & II

Period: 4

Grades: 2+

Material fees: \$40

Instructor: Adam Benveniste, English Teacher at Eastchester H.S.

061-World Explorations

Future world travelers, this course is for you! Discover different cultures from around the world by exploring food, games and other traditions from a variety of countries. You will be engaged in a range of activities such as listening to music, learning dances, preparing food, making crafts and other cultural components that make each country unique.

Session: I

Period: 2

Grades: 2+

Material fees: \$60

Instructor: Brianna DiRoma, Spanish Teacher at Westlake M.S.

062-Fun with Spanish and Italian

¡Vamos a España! /Andiamo in Italia! You will be engaged in a variety of fun activities like playing games and learning the culture behind these two beautiful languages! Campers will learn how to communicate in both Spanish and Italian through vocabulary, phrases and expressions. You will participate in this hands-on class and learn what makes these languages similar and different. The lessons will be conducted in English with basic Spanish and Italian weaved in. It is a perfect course for beginners. We'll even make a few Spanish and Italian treats in the kitchen and learn new words while cooking.

Session: I

Period: 4

Grades: 2+

Material fees: \$30

Instructor: Brianna DiRoma, Spanish Teacher at Westlake M.S.

063-Chopped Junior

Introducing Chopped Junior, an Iron-Chef style cooking competition! In this class, campers work in teams to create culinary masterpieces using the mystery ingredients provided. The rounds are timed, so use the clock wisely! When the clock runs out, it's time for the dishes to be judged on presentation, taste and creativity. Do you have what it takes to be a Chopped Junior Champion?

Session: I

Period: 1 **Grades:** 4+

Period: 3 **Grades:** 2-3

Session: II

Period: 1 **Grades:** 4+

Period: 2 **Grades:** 2-3

Material fees: \$85

Instructor: Session I Brianna DiRoma, Spanish Teacher at Westlake M.S.

Session II Gina D'Orazio Elementary Art Teacher at The Anne Hutchinson School, Eastchester



DISCOVER CAMP



064-DC Amazing Miniatures

Experience the excitement of building your very own miniature world! From simple to more advanced constructions, use your imagination to bring your amazing ideas to life. Work with wood, clay, paint, stone, moss, rocks, or anything you can imagine. Let's check out some of the awesome worlds or themes you can build in 2020! Harry Potter, Star Wars, Amazing Tree Houses, Blue Tropical Islands, Haunted Graveyards, Mission to Mars, Waterfalls with REAL water effects, Carnivals, Fun Water Parks, Magical and more. Bring your favorite book or movie to life. Create your world or theme with rivers, ponds, oceans, mountains, animals and more! All you need is your imagination!

Session: I

Period: 4

Grades: 3+

Material fees: \$85

Instructor: Nicole Alloy
is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

065-Jewelry Making and More!

From sparkling bright colored beads to real Austrian crystals, campers will be inspired by discovering the wonders of jewelry making and design. If you love chokers, bracelets, earrings and rings then you'll love this class. Experience the fun of working with tools of the trade as well as gaining new skills to create your one of a kind works of art. There is so much you can learn by creating jewelry, including improved fine motor skills, visual perception and cognitive skills just to name a few. We offer dozens of projects for campers, many of which are brand new to jewelry making and tons more for campers returning to our class. As part of our program campers will create room décor, like pillows, wall art, mirrors, journals, jewelry boxes, crystal sun catchers, decorative picture frames, candy charms, miniature clay treats and more!

Session: I **Period:** 1

Session: II **Period:** 4

Grades: 2+

Material fees: \$75

Instructor: Nicole Alloy
is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

***New 066-Wonders of Ocean Art**

Do you love the beach? Coming this summer for 2020, we will explore everything you love about the ocean. Campers will have fun creating seashell lamps, cool beaches in bottles, ombre seashell chokers, giant clamshell mirrors, sand art canvases, sea glass room decor, ocean blue drip paint wall art, REAL tropical island miniatures, glow in the dark tiny aquariums, ocean themed sun catchers, mermaid art and so much more! One of my favorite things about the ocean is its sea life. Let's bring your art to life with animals such as starfish, dolphins, seals, tropical fish, cute hermit crabs, sea turtles, glowing jellyfish, sea horses and more!

Session: I

Period: 3

Grades: 2+

Material fees: \$85

Instructor: Nicole Alloy
is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

067-Rock Out Your Room!

Welcome to the world of home design and accessories. This is an awesome opportunity to create and customize your personal space. Design desk accessories, pillows, memory journals and rock'n organizers for all your stuff. This class focuses on developing creativity, design skills and critical thinking. Students will explore various mediums to create cool items for that EPIC room tour! Looking for something different? You've come to the right place. This is the hub of artistic self-expression and thinking out of the box! Let's check out more projects for 2020. Mini lamps, sea glass candle holders, wall art, friendship mirrors, stained glass picture frames, candy jars, ocean art keepsake boxes, firefly glow jars, construct an amazing forest with animals, waterfalls, rivers, ponds and so much more.

Session: I

Period: 2

Grades: 3+

Material fees: \$85

Instructor: Nicole Alloy
is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

068-Lotions, Potions, and More!

Welcome to the World of Natural Homemade Bath and Body products! Have fun as a chemist, marketing agent, and entrepreneur by trying your hand at creating your very own line of natural products. Campers will have fun creating different types of fun soaps, delicious smelling strawberry flavored lip balms, edible slime, sparkling body mists, chocolate bubble bars, grape flavored shower jellies and beautiful sparkling unicorn body gels. Campers will be amazed by how much fun it is to create their own logos and unique packaging for all their one of a kind products. Our focus is crafting safe and responsible products that are gentle for you and friendly to the planet. In keeping with our organic theme, campers can create simple and delicious organic desserts such as edible slime marshmallow treats, gummy bears, delicious chocolate cake and oreo cookie ice cream.

Session: II

Period: 1

Grades: 3+

Material fees: \$80

Instructor: Nicole Alloy is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

069-Glow Art

Do you love things that glow in the dark? Bio-luminescent objects and creatures that glow in the dark have long captivated our imaginations. The word “glow” evokes images of magical potions, fireflies, glowing jelly fish and amazing mystical worlds. In this class, we use our imaginations to create everything from magical potions to firefly glow jars! Campers will learn fun techniques to create their unique works of art. All you need to bring is your imagination. Various mediums include UV reactive luminescent paint, clay, glass, canvas, organic materials, wood & more. Check out the list of projects coming for 2020...Glow in Dark Jelly Fish Tanks, Firefly Glow Jars, Cool Wall Art, Lava Lamps, Glow in the Dark SQUISHIES, Glow Slime, Glow Jewelry, create a Glowing MYSTICAL Forest and more.

Session: II

Period: 3

Grades: 2+

Material fees: \$80

Instructor: Nicole Alloy is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.



***New 070-Adventures Through Crystal Caves & Caverns**

Enter the World of Crystal Caves and Caverns! Take an amazing adventure and learn how to build your own miniature Crystal Cave and Secret World. Other ideas for miniature worlds are: Sparkling Blue Islands, Magical Forests, Creepy Coal Mines, and Journey Through Skull Island. Learn about cave science and how one giant cave in Mexico, known to reach 980 feet below the earth's surface, contains crystals dating back 500,000 years. Throughout this class, campers will build miniature rock formations, fossils, underground springs, tunnels, secret passages, awesome dig sites or build a world only they can imagine! Cave projects include unique animals typically found in these very cool environments. So, come join us and have fun this coming summer exploring your imagination and creativity. We are so excited to see what you will create.

Session: II

Period: 2

Grades: 3+

Material fees: \$90

Instructor: Nicole Alloy is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.

***New 071-Intro to "The Arts"**

Introduction to the art studio encourages campers to step into the arts with ease. This class is designed to give the campers the opportunity to dabble in the world of art in a structured environment. This class offers strong hands-on activities to learn and explore. Students will work on a designated project and dabble in different mediums. Some concepts students will learn include color theory, power of line, and importance of value. Campers will have the opportunity to work with a plethora of materials including paint, charcoal, clay, found objects and fibers to name a few!

Session: I

Period: 1

Grades: 2+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona

072-Drawn to Paintings

Campers will develop skills using their imagination to create ideas through studying method and style. The campers will draw realistically, creatively, and with abstract expression. They will then turn their drawing into a painting. Campers will start pairing drawing and painting to better their artistic expression.

Session: I

Period: 4

Grades: 3+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona



***New 073-Drawing & Sculpting in 3D**

An artist's sketchbook is one of the strongest tools an artist can have. It is a place where artists are able to construct, keep track of and enhance their everyday skills all in one place. This class is designed to see art differently. Campers will form and sculpt on a miniature/large scale using clay, wood, found objects or even soft sculpture. Some skills the campers will be working on are enhancing creativity, sculpting, texturing, building armatures, and layering techniques.

Session: I

Period: 3

Grades: 2+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona

***New 074-Empathy Through Art**

Imagine what it would be like to paint if you were blind or draw if you couldn't use your hands? Did you know that there are many artists around the world that have overcome adversities and can do just that? Some artists paint with a paintbrush in their mouth or even grab it with their toes. There are photographers and painters who are blind. One man, with autism, can draw an entire city in detail after a 15-minute helicopter ride. These artists are not only incredibly talented but they're determined. We'll explore these amazing people and try to imagine what it might be like to live briefly in their shoes. Sure, we'll take our shoes off and have fun toe painting but let's not forget the class will also teach acceptance and understanding of a very diverse world through art. Students will pay homage to these artists by creating their own original pieces of art inspired by these heroes.

Session: II

Period: 1

Grades: 2+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona

***New 075-The Art of Paper**

Learn how to do more with paper. Dabble in 2D designs including drawing, coloring, and painting. Use your imagination with scrap booking and collage! Expand your ideas building with paper quilling, origami and construct paper sculptures! This class is designed to give you the opportunity to learn how to explore the world of paper and how to create with it.

This class will focus on:

- Collaborating with other like artists
- Creativity
- Hands-on building techniques

Session: II

Period: 4

Grades: 2+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona



***New 076-Artist Workshop: Studio Time!**

Are you an artist who would like more time just to create? Do you need more time to work on that sculpture? How about that painting? Want to collaborate with other artists who want to create? The Artist Workshop is for you! This class is for the advanced artist who would like some time in the art studio with other devoted artists. This class will encourage spending time on devoted work to help foster your artistic skills to build a portfolio. Campers' projects will utilize various art mediums like drawing, painting, sculpting, and woodworking. This class will focus on skills including:

- Art style
- Collaborating with other artists
- Building work for a portfolio

Session: II

Period: 3

Grades: 4+

Material fees: \$95

Instructor: Danielle Poletto, Art Teacher at Foundation for Blind Children, Phoenix Arizona

***New 077-Design Your Own House (Dollhouse)**

Paint, design, and build furniture for your own dollhouse that you will build from a kit. Each camper will get their own unfinished house to create a dream doll house. Paint and coordinate each room and make furniture from clay. Finish your rooms with carpets, curtains and wallpaper to make your house complete! House can be wall mounted or left freestanding when finished.

Session: II

Period: 3

Grades: 2+

Material fees: \$95

Instructor: Gina D'Orazio Elementary Art Teacher at The Anne Hutchinson School, Eastchester

***New 078-Ceramics**

Who doesn't love clay? In ceramics you will learn a variety of hand building techniques including coil, slab, trapped air and more. Projects include bowls, vases, realistic food, castles and more. Proper glazing techniques will be taught and all pieces will be fired. Both terracotta and white clay will be used.

Session: II

Period: 4

Grades: 4+

Material fees: \$95

Instructor: Gina D'Orazio Elementary Art Teacher at The Anne Hutchinson School, Eastchester



Build a Board

Conceived by Discover Camp the “Build a Board” art program is designed to make the experience of building a board as entertaining as skating itself. Campers will learn the art of how a skateboard is made and what it takes to make a professional skateboard deck.

Campers will learn how to mount their trucks, install and remove wheels to clean bearings all while learning a little history behind skateboarding. Campers will also participate in skate lessons.

079-Standard Board

These boards are commonly used for tricks and ramps.
Material fee: \$115

080-Custom Standard Board

Design a custom shape and style skateboard. It can be as unique as any idea in your mind. Set up with standard trucks and wheels to be used on ramps.
Material fee: \$150

081-Cruiser

Cruisers aren't made for tricks. They have bigger softer wheels for a much smoother ride. They are perfect for long cruises.
Material fee: \$150

082-Longboard

A longboard is very much like a surfboard or snowboard with wheels. It is used for cruising, downhill racing, slalom racing, sliding, and/or transport.
Material fee: \$150

Session: I & II

Period: 3

Grades: 3 +

Material fees: Fees vary, see descriptions.

Instructor: DC Staff



083-Introduction to Skateboarding

Campers will learn the fundamentals of skateboarding in a safe and fun atmosphere. The skills campers will learn are pushing, carving, Tic Tacs, kick turns, stopping safely as well as basic skateboarding terminology. Campers will learn how to adjust their skateboards and use the ramps safely and correctly. Throughout Introduction to Skateboarding, advanced maneuvers will be taught such as ollie and the kick flip as well as “dropping in” for campers who are ready to take the next step towards advanced skateboarding.

A skateboard, helmet, wrist guards, knee and elbow pads are required. For safety concerns, only real skateboards that have urethane wheels and trucks with proper bushings will be allowed.

Session: I & II

Periods: 1 or 2

Grades: 2+

Ramp fee: \$10

Instructor: DC Staff

084-Advanced Skateboarding

This class is designed for returning campers or campers with skateboarding experience. Campers will be focusing on enhancing their skateboarding skills in a safe and progressive atmosphere. More challenging tricks and ramp maneuvers will be taught.

A skateboard, helmet and wrist guards are required. Knee and elbow pads are also highly recommended for advanced skaters. For safety concerns, only real skateboards that have urethane wheels and trucks with proper bushings will be allowed.

Session: I & II

Periods: 1 or 2

Grades: 2+

Ramp fee: \$10

Instructor: DC Staff



085-Discover Nerf Olympics

The thrill of running through a camper-designed course! Strategizing and developing group strategies and teamwork! Put your Nerf skills to the test with accuracy and Olympic style events! Campers will engage in cooperative challenges in an instructor-driven, counselor supervised class. Throughout the Nerf class, campers can develop and design target shooting, Olympic style contests (Biathlon, Accuracy, multi-skilled shots), Capture the Flag, Attack and Defend, as well as end of week culminating events. Class periods will focus on team organization, engineering of course constructions, competitive challenges, safety and Nerf instruction. Additional aspects of the class will include engineering principles of course design, physics application of distance and speed with Nerf guns, and creativity/imagination in team building activities. Campers will be able to use their Nerf materials in a safe and constructive environment with safety goggles and approved apparatus. Campers will be allowed to bring their own Nerf items within reason (Rival, Nerf materials that have darts clips of more than 20 and other varieties are **not** allowed). The camp will supply all darts, protective glasses, and building materials for the class. Nerf guns will also be supplied for campers that do not own their own.

Session: I

Period: 3 **Grades:** 5+

Period: 4 **Grades:** 3 & 4

Session: II

Period: 2 **Grades:** 5+

Period: 4 **Grades:** 3 & 4

Material fees: \$50

Instructor: Adam

Benveniste, English Teacher & Coach at Eastchester H.S. (Period 3 Session 1 period 2 Session II)

Connor Cohn, Economics Teacher at Dobbs Ferry H.S. (Session I & II period 4)

086-DC Basketball

Campers will develop a sense of camaraderie while working toward shared goals with fellow teammates in a variety of fun, skills-based games and activities. Drills will focus on ball-handling, coordination, proper shooting techniques, and aerobic fitness. Our basketball program is non-competitive and prides itself on developing and strengthening your child's passion for sports. All campers will feel comfortable in our program regardless of prior experiences with sports.

Session: I & II

Period: 1

Grades: 2+

Material fees: \$0

Instructor: Connor Cohn, Economics Teacher at Dobbs Ferry H.S.

087-DC Soccer

Discover Camp soccer focuses on the camper's individual skills and works to improve those skills over 3 or 4 weeks through modeling, drills, games, and scrimmages. The professional staff made up of both men and women are all soccer players who are or have been part of high level soccer programs. If you love the game of soccer this is the class for you.

Session: I & II

Period: 1 **Grades:** 4+

Period: 2 **Grades:** 2-3

Material fees: \$0

Instructor: Carly Bulaga, Physical Education Teacher at the Weber School, GA



088-American Sports

Each week in American Sports students will focus on one of the following sports: American Football, Ultimate Frisbee, Track and Field and Capture the Flag. They will learn the basic fundamentals and concepts of the sport for the first three days of the week. The last two days of the week will feature friendly competition based on the skills attained during the prior days. The class will also have 10-15 minute fundamentals of fitness instruction time where students learn to activate and improve fast twitch muscle performance.

Session: I

Period: 2

Grades: 3+

Material fees: \$0

Instructor: Connor Cohn,
Economics Teacher at Dobbs
Ferry H.S.

089-Multi – Sports (Outdoor Sports)

Students will be introduced to a variety of sports in a fun and accepting environment. We mix both popular domestic and popular international sports into the program. The class functions on a three day rotational cycle. Students learn the basic skills and concepts of the sport and work on active kinesthetic drills during the first two days of the cycle. On the third day, the class splits into two teams and plays a game in that sport. Sports offered include but are not limited to: Soccer, American flag football (No contact permitted), Gaelic Football, Stickball and Cricket.

Session: I & II

Period: 3

Grades: 3+

Material fees: \$0

Instructor: Connor Cohn,
Economics Teacher at Dobbs
Ferry H.S.

090-Backyard Games

Campers will be invited to test their accuracy, hand-eye coordination, communication, and collaboration skills through our lawn games class. Instructors will create an equally competitive but fun and accepting environment where students test their skills via challenge games. Campers have the opportunity to be outside while trying out new games and activities. KanJam, Ladder Ball, Spike Ball, Cornhole, Horseshoes, and giant Jenga are just a few examples of the lawn games that students will participate in.

Session: II

Period: 2

Grades: 2+

Material fees: \$0

Instructor: Connor Cohn,
Economics Teacher at Dobbs
Ferry H.S.



091-Golf- Swing Like The Pros

Do you want to learn how to play golf? Do you already play, but want to improve your game? If so, sign up for “Swing Like The Pros.” You will learn and explore ways to improve your grip, putting stroke, short game and drives. We will use the local driving range and local mini golf to practice our skills and find innovative ways to apply our lessons through fun and healthy competition.

Session: I & II

Period: 1

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$60

Session II

Transportation fee: \$75

Site fee: \$45

Instructor: Adam

Benveniste, English Teacher
& Coach at Eastchester H.S

***New 092-FROLF (Frisbee Golf)**

Do you enjoy the outdoors? Do you enjoy competitive sports? Have you ever played golf or thrown a frisbee? If you answered yes to any of these questions, then disc golf is for you! Disc golf is a sport that has been around since the late 1970s. Played just like golf, a player's goal is to throw a disc from a starting point (tee box) to a hole (or basket) in a set amount of throws (par). A player's score on each hole is determined by how many throws it takes to get the disc into the basket. The winner is the player with the lowest score. A disc is similar to a frisbee, but smaller and thinner in order to glide farther. In this class, campers will get outside, learn how to play disc golf, and enjoy friendly competition.

Session: II

Period: 4

Grades: 4+

Material fees: \$50

Instructor: Nate Steward,
Social Studies Teacher at The
Windward School & Gaming
Enthusiast

093-Floor Hockey

Looking for the speed and excitement of hockey but never learned how to skate? Want to master stick handling, puck control, and shooting while having a blast with your friends? Sign up for floor hockey with Coach Benveniste to make the most of your athletic summer. Campers will immerse themselves in the overall rules and strategies of hockey while engaging in 3 on 3 tournaments, All-Star skills competition, and conditioning. The last week will culminate in a Stanley Cup style playoff event.

Session: I Period: 2

Session: II Period: 3

Grades: 4+

Material fees: \$0

Instructor: Adam

Benveniste, English Teacher
& Coach at Eastchester H.S

094-Archery and Outdoor Games

Archery is a huge hit at Discover Camp. Campers really enjoy learning and applying the skills of archery. It's not easy at first, but with practice it doesn't take long to improve your skills. Some archery activities include archery trick shots, balloon popping, fruit salad, slow motion archery and shoot the pinata. Campers will also participate in other outdoor activities between their shooting sessions. These games will focus on developing hand-eye coordination.

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4 +

Material fees: \$35

Instructors: Session I
periods 1 and 2 Chris
DeGrazia, Math Teacher &
archer

Session I period 3 & 4 &
Session II Mike DiMarco
ENL Teacher & archer.



095-Indoor Rock Climbing at The Cliffs

Right around the corner from Discover Camp is “The Cliffs,” an indoor climbing facility. Our campers will be treated to a daily lesson in climbing safety, climbing skills and the physics of climbing. A Discover Camp counselor will assist the climbing experts with instruction. Discover Camp counselors have been trained and certified by The Cliffs staff to assist in the class. If you’ve never seen The Cliffs’ facility, it is absolutely breathtaking. The Cliffs is 5 minutes away from camp.

Session: I & II

Periods: 3 or 4

Grades: 2+

Session I

Transportation fee: \$95

Site fee: \$115

Session II

Transportation fee: \$75

Site fee: \$90

Instructor: The Cliffs

096-Indoor Rock Climbing at The Cliffs (For returning climbers)

Right around the corner from Discover Camp is “The Cliffs,” an indoor climbing facility. Our campers will be treated to a daily lesson in climbing safety, climbing skills and the physics of climbing.

This class is designed for returning campers who have participated in rock climbing previously. Campers will take their rock climbing skills to the next level on more advanced obstacles and challenges.

Session: I & II

Periods: 3 or 4

Grades: 2+

Session I

Transportation fee: \$95

Site fee: \$125

Session II

Transportation fee: \$75

Site fee: \$100

Instructor: The Cliffs

097-Gymnastics

This class is designed for anyone who is interested in learning the basic fundamentals and skills of gymnastics and acrobatics. This is a multi-level class taught at Westchester Gymnastics which is only 5 minutes from Discover Camp.

Campers will learn:

- Forward and backward rolls
- Back-bends
- Back-walkovers
- Cartwheels
- Round-offs
- Standing back handsprings
- and many more skills

Session: I & II

Period: 4

Grades: 2+

Session I

Transportation fee: \$95

Site fee: \$95

Session II

Transportation fee: \$75

Site fee: \$75

Instructor: Westchester
Gymnastics Staff



098-Discover Ninja Warrior

Westchester Ninja Warriors is a fitness program inspired by the hit television show 'American Ninja Warrior.' Class curriculum is designed and taught by 4 time American Ninja Warrior veteran and Team Ninja Warrior competitor Noel Reyes. With a hand picked coaching staff selected for their skill in not only completing obstacles but teaching the techniques used to navigate through obstacle courses quickly and efficiently participants will:

- Try obstacles they've seen on TV such as the Warped Wall, Quintuple Steps, Ring Toss and also try original obstacles designed by our staff.
- Learn techniques to improve balance and agility to navigate through lower body obstacles.
- Learn techniques for swinging from stationary objects and hanging objects such as monkey bars, ropes, rings and rock holds.
- Learn trampoline techniques to improve jumping height and distance.
- Learn body awareness in space and how to manipulate your body for efficiency through lower body and upper body obstacles.
- Learn how to analyze obstacles and determine the appropriate approach to highlight their individual strengths.
- Attempt full scale obstacle courses in a friendly competition style fashion.

Session: I & II

Periods: 1 or 2

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$125

Session II

Transportation fee: \$75

Site fee: \$100

Instructor: Noel Reyes, Anthony Eardley and Andrew Font, Team Ninja Warrior competitors

099-Tennis

This is a multi-level tennis course designed for campers of all skills. Campers will be evaluated and placed in appropriate skill level groups.

Campers will learn:

- The fundamentals of the game.
- Parts of the court and racquet and tennis scoring.
- Seven basic strokes - serve, ground-stroke, approach shot, volley, overhead, drop shot and lob.
- Introduction to rally skills.

We use fun games and contests to reinforce skills, cooperation, and sportsmanship.

Session: I & II

Periods: 2 or 3

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$125

Session II

Transportation fee: \$75

Site fee: \$100

Instructor: Maureen O'Connor, varsity girls and boys tennis coach at Eastchester H.S.



The Racing Academy Sequence

The “Racing Academy” series of classes are meant to introduce and guide children through the hobby of building and racing cars and trucks. The common theme here, which is a common thread in many of our classes, is the integration of testing with variables, reading directions and schematics, and the use of tools. This is the sequence of classes for campers:

- Mini 4WD introduces children to reading schematics, using tools properly, identifying parts and building. The children then race their cars and experiment with different setups.
- Mini-Z campers continue to build upon these skills. This is the first real introduction to the radio controlled cars. Children partially disassemble their kits and do small modifications like adding ball bearings to reduce friction or adding new tires to increase traction. They continue to change one variable at a time to test racing characteristics. A heavy emphasis is placed on learning driving skills and maintaining cars.
- Mini-Z Advanced has become a very popular class for those children who love to drive and modify their cars
- Introduction to Racing Academy- Learn the basics of large scaled RC building.
- Intermediate Racing Academy- Campers build cars and trucks from more challenging kits.
- Advanced Racing Academy- These race spec kits are for our experienced builders.

100-Mini-4WD Building and Racing

Earn your Builder’s License in one of our longest running classes. Explore the exciting world of Tamiya’s Mini 4WD cars. These kits are not radio controlled but are assembled from 40 components and raced against competitors on a special track. The key to this class is to make your car go as fast as possible without leaving the special race track. Mini-4WD is a very popular “sport” in Japan and California where events attract thousands of kids. Discover Camp is the only camp in the nation supported directly by Tamiya America.

- Campers are introduced to the process of building from a kit
- Learn to read and follow instruction manuals
- Interpret diagrams, identify, and use tools properly
- Identify components including the names and uses of different screws, washers, bushings, bearings, etc.
- Changing variables to improve performance

Session: I Period: 4

Session: II Period: 2

Grades: 2-3

Material fees: \$90

Instructor: Edward Amato,
Technology Education
Teacher at Somers H.S.



101-Mini-Z Racing

Earn your driver's license and explore the exciting world of Kyosho's Mini-Z radio controlled cars. Small enough to fit in the palm of your hand they are loaded with tons of performance features. To complement our Mini 4WD program and prepare campers for our Racing Academy campers are taught how to drive a radio controlled car. Again, changing variables is the major skill we emphasize. By changing one variable at a time, campers tune their cars to perform at a higher level. Competition takes place on a specialized track that is changed according to the ability of the group. These radio controlled cars have replacement parts that the campers learn to change. Discover Camp is the ONLY camp in the United States recognized and supported by Kyosho America to run the Mini-Z program. Campers will learn to:

- Read and follow instruction manuals
- Interpret diagrams
- Identify and use tools properly
- Identify components, including the names and uses of different screws, washers, bushings, bearings etc.
- Alter variables to improve performance
- Learn driving skills and racing techniques

Session: I & II

Periods: 1 or 3

Grades: 3 + Beginners

Material fees: \$230

Instructors: Davis Taylor
Racing Academy Teacher &
Sponsored RC Driver

*Mini 4WD is highly recommended as a prerequisite

102-Mini-Z Racing, Repairs, and Upgrades (Returning racers)

Enrollment is strictly limited in this class. This class is designed for returning Mini-Z enthusiasts. Campers will explore the exciting world of Kyosho's Mini-Z radio controlled cars. Campers must have a Mini-Z already and must have taken the Mini-Z class in the past. Campers are given a "budget" to spend to upgrade parts and repairs. The attraction to this class is the wheel to wheel racing that takes place. Campers share upgrade tricks and then modify their cars with the new parts that they purchase. Campers are encouraged to develop independence by repairing and modifying their own cars.

Session: I & II

Period: 2

Grades: 3 +

Material fees: \$95

Must have own Mini-Z.
New Mini-Zs are available for additional charge.

Instructor: Davis Taylor
Prerequisite: Mini-Z



The Racing Academy

Discover Camp's most popular class, The Racing Academy, has been consistently evolving for nearly 25 years and Discover Camp was practically built on this one class alone! In this class campers learn how to build 1/10th radio controlled cars and trucks from kits that consist of over 300 parts. First and foremost a child must develop the patience needed to take on such a large project. Patience cannot be found or practiced, it requires nurturing and we are experts at fostering patience and building skills. In the process, they will be learning about basic tools needed for construction and the proper use of these tools. We teach the children about the various components and mechanics of these kits by teaching them to read the detailed schematics used to assemble the cars. This class introduces your child into a life-long hobby that many of the counselors and teachers have been enjoying for a long time. We've all been building and racing since we were kids and we have no intention of stopping anytime soon! These classes encourage the children to work under the careful guidance of JP Kaminski and his carefully chosen assistants. Several years ago Mr. Kaminski (instructor) created a 1/10 scale, race quality off-road track that gave the offroad campers a chance to learn and test their driving skills over many obstacles. Mr. Kaminski teaches students the importance of track building and maintenance. All campers will be instructed on the value of racing and "marshalling". Marshalls are the people that stand in a non-view obstructing and safe part of the track. These people help the racers in case of roll over or going off the track. What campers learn and are expected to do here will translate directly to any hobby shop raceway.

The Racing Academy is divided up into five distinct groups which must be carefully selected.

103-Introduction to Racing Academy - Traxxas Slash Spec.

Focused around the infamous Traxxas Slash, the campers will be disassembling a truck according to instructions that we have developed ourselves. This class is great for those who want to take that first step into the hobby. The Slash is very straight-forward and is nearly indestructible (we jumped it off a two story roof and it was fine!) After completion, the campers will be able to use our off road track to participate in organized racing events with many of the other Slash trucks at camp. We've built over a thousand Slashes since we introduced it to our camp many years ago so we're certainly experts on this particular chassis.

Includes: This class includes the truck kit, remote, charger, 2 batteries, tools and a tool box. The charger and tools will be needed for any future Racing Academy course.

Session: I & II

Periods: 1, 2, or 3

Grades: 4+

Material fees: \$360

Offroad track fee: \$25



104-Introduction to Racing Academy - Traxxas Rustler

Campers will be disassembling a truck according to instructions that we have developed ourselves. This class is great for those who want to take that first step into the hobby. The Rustler is very straight-forward and is nearly indestructible. After completion, the campers will be able to use our off road track to participate in organized racing events with many of the other trucks at camp. **Includes: This class includes the truck kit, remote, charger, 2 batteries, tools and a tool box. The charger and tools will be needed for any future Racing Academy course.**

Session: I & II

Periods: 1, 2, 3 or 4

Grades: 4+

Material fees: \$360

Offroad track fee: \$25



105-Intermediate Racing Academy - Slash Spec./Upgrades (for returning or new campers who own a Traxxas Slash)

This class is designed for campers who have already built a Traxxas Slash and wish to spend their time upgrading their cars. This will be done very carefully by first thoroughly cleaning and examining the truck for wear and tear. The campers will be upgrading their stock truck to a race ready truck. The upgrades are designed to bring the slash to a new level of competition. **Included materials: tires, suspension upgrades, servo, and a new remote and receiver which will be used for future cars and truck builds.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$200

Offroad track fee: \$25

106-Intermediate Racing Academy – Scale Trail Truck

The Sawback is here to take the podium on fit and finish! Designed from the ground up for scale performance and great looks with or without a body, the Sawback does not disappoint. The combination of scale looks and performance parts makes this truck go where you want in style. The new crawler features a heavy-duty C-channel frame. The truck also features a very strong and durable gearbox. The wheels and tires included are a bead lock type tire that will allow for maximum traction in any terrain. The truck will be paired with a strong brushed/esc motor and a high torque servo. The camper will be able to test it on the all new off road crawler course. **Intermediate courses included materials: the kit, remote, receiver, motor/ESC (electronic speed controller), battery and tool box. It DOES NOT include the required charger and tools acquired from taking the Introductory Slash Course. These items can be purchased at camp for an additional cost if campers have misplaced these items or want a second or new charger.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$480

Offroad track fee: \$25

Prerequisites: Must have built a Traxxas Slash with DC or any other intermediate or advanced kit at DC



107-Intermediate Racing Academy - On-Road Spec.

Starting with the basic touring car chassis, campers will build from a kit an easy to drive 4WD chassis. Discover Camp experiments with upgrade packages and has developed a plan based around the concept of “best bang for the buck.” After the initial build, campers will be adding an aluminum driveshaft and other drivetrain upgrades. These parts will allow the campers to see the before and after results of their upgrade. **Intermediate courses included materials: the kit, remote, receiver, motor/ESC (electronic speed controller), battery and tool box. It DOES NOT include the required charger and tools acquired from taking the Introductory Slash Course. These items can be purchased at camp for an additional cost if campers have misplaced these items or want a second or new charger.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$455

Prerequisites: Must have built a Traxxas Slash with DC or any other intermediate or advanced kit at DC



A note to all advanced Racing Academy campers: JP and Davis will both be teaching period 4 classes. If you are choosing one of the advanced racing academy kits we highly suggest you choose period 4. If you have any questions please contact us at RacingAcademy@discovercamp.com

108-Advanced Racing Academy - Team Associated Short Course Truck

This class is for the advanced builder and driver who wishes to build an advanced race-level kit. The truck has changed the game with their new Mid-motor design. Team Associated found with today's tracks and faster motors, positioning the motor in the middle of the chassis resulted in faster times. This is a 2-wheel drive short course truck with high performance trimmings like a ball differential, big bore shocks, and upgraded tires. Based on the B5m and T5m, the RC10SC5M Team Kit represents the next step in the evolution of competitive short-course racing. The SC5m shares many of the same Factory Team optional parts that result in improved durability and faster lap times. Factory Team V2 12mm 'Big Bore' shocks, and 'Gull Wing' front suspension are just a few of the SC5m features that make it stand above the rest of the pack! This is a great selection for the advanced builder who is looking to challenge themselves both mechanically and driving. **Advanced Racing Academy courses included materials: the kit, wheels, tires, motor/ESC (electronic speed controller), receiver and Lipo battery. It DOES NOT include the required tools, remote and charger gained by taking the Introductory Slash Course as well as the Intermediate course. These items can be purchased at camp for an additional cost if campers have misplaced these items or want a second or new charger.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$600

Offroad track fee: \$25

Prerequisites: Must have built a car with Discover Camp other than a Slash and/or completed both Intro and Intermediate Level Racing Academy classes



109-Advanced Racing Academy - Stadium Truck

This is a 2-wheel drive stadium truck with high performance trimmings like a ball differential, big bore shocks, and upgraded tires. Parts are all carefully selected by Mr. JP Kaminski, the JPK Special. Since its release, the truck has remained at the top level of national competition. The kit comes with the latest Factory Team high-performance option parts like the V2 12mm "Big Bore" threaded shocks, VTS slipper clutch, just to name a few. Also included in the kit is a Pro-Line body and advanced mid-motor design developed and applied to the race-winning truck platform. The finished product is a potent race truck and has everything it takes to get you to the top of the podium! This is a great selection for the advanced builder who is looking to challenge themselves both mechanically and driving. **Advanced Racing Academy courses included materials: the kit, wheels, tires, motor/ESC (electronic speed controller), receiver and Lipo battery. It DOES NOT include the required tools, remote and charger gained by taking the Introductory Slash Course as well as the Intermediate course. These items can be purchased at camp for an additional cost if campers have misplaced these items or want a second or new charger.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$585

Offroad track fee: \$25

Prerequisites: Must have built a car with Discover Camp other than a Slash and/or completed both Intro and Intermediate Level Racing Academy classes



110-Advanced Racing Academy - Team Associated 2wd Buggy

This class is for the most advanced builder and driver who wishes to build an advanced race-level kit. These kits have changed the game with their new Midmotor design. Team Associated has found that with today's tracks and faster motors, positioning the motor in the middle of the chassis resulted in faster times. This is a 2-wheel drive buggy with high performance trimmings like a ball differential, big bore shocks, and upgraded tires. Parts are all carefully selected by Mr. JP Kaminski, the JPK Special. The kit delivers the next level of 2wd buggy performance that will continue to be proven a winner. This is a great selection for the advanced builder who is looking to challenge themselves both mechanically and driving. **Advanced Racing Academy courses included materials: the kit, wheels, tires, motor/ESC (electronic speed controller), receiver and Lipo battery. It DOES NOT include the required tools, remote and charger gained by taking the Introductory Slash Course as well as the Intermediate course.**

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$500

Offroad track fee: \$25

Prerequisites: Must have built a car with DC other than a Slash and/or completed both Intro and Intermediate Level Racing Academy classes



111-Racing Academy Masters Program (For Returning Campers)

This course is designed to let those who have been through most of the other RC Cars and want to build either something more specific to their interests or a kit not mentioned above. Students interested in this course must contact Davis Taylor (dtaylor@discovercamp.com) to discuss which car and parts are going to be needed and determine cost, before finishing registration for the summer. Prerequisites: Must have built a car with Discover Camp other than a Slash and/or completed both Intro and Intermediate Level Racing Academy classes as well as at least 1 of the Racing Academy 3 cars.

Session: I & II

Period: 1, 2, 3, or 4

Grades: 4+

Material fees: TBD

Offroad track fee: \$25

112-MyLaps (For Returning Campers)

This class is for Racing Academy campers who truly want to become better racers. Campers will receive a MyLaps Transponder that is fitted to their vehicle. When you practice on the race track your vehicle triggers the timing system after every lap. When you cross the start/finish line the computer records your progress and calls out your time over the loudspeaker. Campers can use real time feedback to improve their racing skills by changing their speed, improving their racing line or not getting into crashes. Campers keep their MyLaps personal transponder for future racing.

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$120

Offroad track fee: \$25

Contact Davis Taylor with questions (dtaylor@discovercamp.com)

113-Discover Camp Racing & Repairs (For Returning Campers)

Any camper who has previously taken The Racing Academy and is interested in racing their vehicles, getting their vehicles back in order or upgrading their vehicles should join this class. The goal of this course is to give each camper the tools they need to refine their RC driving ability and become a faster, better driver. You'd be amazed what a new set of tires or even a suspension change can do to bring down your lap times. We'll be assigning two counselors specifically to this program so that there is ALWAYS someone available to race with the kids or assist with repairs or upgrades. Should a camper require major repairs or upgrades above the materials fees then parents can send a check.

Session: I & II

Periods: 1, 2, 3, or 4

Grades: 4+

Material fees: \$100

Offroad track fee: \$25

Contact Davis Taylor with questions (dtaylor@discovercamp.com)

Discover Camp 2020 Daily Schedule Session I

Choose one class from each column

Period-1 9:00-10:25	Period-2 10:30-11:55	Period-3 1:00-2:25	Period-4 2:30-3:55
001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16
002-Rube Goldberg (Grades 4-6) pg 18	002-Rube Goldberg (Grades 2-3) pg 18	003-Arcade Builders (Grades 4-6) pg 18	004-STEM Challenges (Grades 2-4) pg 19
006-Intro to Rocketry (Grades 3+) pg 20	007/008-Advanced Rocketry I and II (Grades 4+) pg 20/21	005-Escape DC (Grades 3-6) pg 19	009-Siege Machines Plus (Grades 4+) pg 21
013-Elite Outdoor FPV Drone Racing(Invitation Only) pg 22	010-Model Airplane Building (Grades 3+) pg 22	006-Intro to Rocketry (Grades 3+) pg 20	011-Indoor FPV Drone Racing (Grades 5+) pg 22
015-Pokemon Level I (Grades 2+) pg 24	012-Outdoor FPV Drone Racing (Grades 6+) pg 22	011-Indoor FPV Drone Racing (Grades 5+) pg 22	019-Magic: the Gathering & Strategic Table Games (Grades 4+) pg 26
016-Pokemon Level II (Grades 2+) pg 25	014-Multi-level Chess (Grades 2+) pg 24	014-Multi-level Chess (Grades 2+) pg 24	025-Scratch Coding with Mbots (Grades 3+) pg 28
020-Warhammer Level I (Grades 3+) pg 26	023-X-Wing (Grades 4+) pg 27	017-Dungeons and Dragons Level I (Grades 3+) pg 25	028-Game Design Using Roblox (Grades 4+) pg 30
021-Warhammer Level II (Grades 3+) pg 26	029-Minecraft (Grades 2+) pg 30	018-Dungeons and Dragons Level II (Grades 4+) pg 25	031-Minecraft Virtual Reality (Grades 4+) pg 31
024-Scratch Coding 3.0 (Grades 4 & 5) pg 28	031-Minecraft Virtual Reality (Grades 4+) pg 31	024-Scratch Coding 3.0 (Grades 2 & 3) pg 28	033-Virtual & Augmented Reality Creators (Grades 4+) pg 32
030-3D Design Using Minecraft (Grades 3+) pg 30	034-Game Design in Virtual Reality With Unity (Grades 5+) pg 32	029-Minecraft (Grades 2+) pg 30	036-Intro to 3D Printing and Design (Grades 4+) pg 33
033-Virtual & Augmented Reality Creators (Grades 4+) pg 32	037-3D Printing Inventors for Beginners (Grades 3+) pg 33	032-3D Animation & Modeling (Grades 4+) pg 31	039-Shark Tank! Rapid Prototyping Using 3D Printing (Grades 4+) pg 36
036-Intro to 3D Printing and Design (Grades 4+) pg 33	040-Autodesk Inventor (Grades 5+) pg 36	034-Game Design in Virtual Reality With Unity (Grades 5+) pg 32	044-Electronic Game Construction Level 2 (Grades 6+) pg 37
041-Prototyping & Engraving using Laser Etching (Grades 4+) pg 36	042-Build Your Own Personal Computer (Grades 5+) pg 37	035-Future City Engineers (Grades 3 & 4) pg 32	049-Elementary Electricity - Circuit Playground (Grade 2-5) pg 39
051-Intro to Arduino and Coding (Grades 3+) pg 40	054-LEGO Robotics Mindstorms EV3 (Grades 3+) pg 41	038-3D Designers (Intermediate) (Grades 4+) pg 33	060-These Images are Alive! Creating Graphic Novels (Grades 2+) pg 44
052-All About Arduino Advanced (Grades 5+) pg 40	055-LEGO Mindstorms EV3 Advanced (Grades 4+) pg 41		062-Fun with Spanish & Italian (Grades 2+) pg 44
053-LEGO WEDO Robotics & LEGO Boost (Grades 2-4) pg 41	056-Stop Motion Animation (Grades 4+) pg 42	042-Build Your Own Personal Computer (Grades 5+) pg 37	064-DC Amazing Miniatures (Grades 3+) pg 47
057-Filmmaking (Grades 3+) pg 42	059-Discover Rock Band (Grades 3+) pg 43	043-Electronic Game Construction (Grades 6+) pg 37	072-Drawn to Painting (Grades 3+) pg 49
059-Discover Rock Band (Grades 3+) pg 43	061-Worlrd Explorations (Grades 2+) pg 44	063-Chopped Junior (Grades 2-3) pg 44	085-Discover Nerf Olympics (Grades 3 & 4) pg 54
063-Chopped Junior (Grades 4+) pg 44	067-Rock Out Your Room (Grades 3+) pg 47	066-Wonders of Ocean Art (Grades 2+) pg 47	094-Archery & Outdoor Games (Grades 4+) pg 56
065-Jewelry Making & More (Grades 2+) pg 47		073-Drawing & Sculpting in 3D (Grades 2+) pg 50	095-Indoor Rock Climbing (Grades 2+) pg 58
071-Intro to "The Arts" (Grades 2+) pg 49	083/084-Intro and Advanced Skateboarding (Grades 2+) pg 53	079-082 Build a Board (Grades 3+) pg 52	096-Indoor Rock Climbing for returning climbers (Grades 2+) pg 58
083/084-Intro and Advanced Skateboarding (Grades 2+) pg 53	087-DC Soccer (Grades 2-3) pg 54	085-Discover Nerf Olympics (Grades 5+) pg 54	097-Gymnastics (Grades 2+) pg 58
086-DC Basketball (Grades 2+) pg 54	088-American Sports (Grades 3+) pg 55	089-Multi-Sports (Grades 3+) pg 55	100-Mini-4WD (Grades 2-3) pg 60
087-DC Soccer (Grades 4+) pg 54	093-Floor Hockey (Grades 4+) pg 56	094-Archery & Outdoor Games (Grades 4+) pg 56	
091-Golf (Grades 3+) pg 56	094-Archery & Outdoor Games (Grades 4+) pg 56	095-Indoor Rock Climbing (Grades 2+) pg 58	
094-Archery & Outdoor Games (Grades 4+) pg 56	098-Discover Ninja Warriors (Grades 3+) pg 59	096-Indoor Rock Climbing for returning climbers (Grades 2+) pg 58	
098-Discover Ninja Warriors (Grades 3+) pg 59	099-Tennis (Grades 3+) pg 59	099-Tennis (Grades 3+) pg 59	
101-Mini-Z Racing (Beginners) (Grades 3+) pg 61	102-Mini-Z Racing (Returning campers) (Grades 3+) pg 61	101-Mini-Z Racing (Beginners) (Grades 3+) pg 61	
103-113- The Racing Academy (Grades 4+) pg 62-65	103-113- The Racing Academy (Grades 4+) pg 62-65	103-113- The Racing Academy (Grades 4+) pg 62-65	104-113- The Racing Academy (Grades 4+) pg 62-65

Discover Camp 2020 Daily Schedule Session II

Choose one class from each column

Period-1 9:00-10:25	Period-2 10:30-11:55	Period-3 1:00-2:25	Period-4 2:30-3:55
001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16	001-DC Juniors (Grade K & 1) pg 16
006-Intro to Rocketry (Grades 3+) pg 20	007/008-Advanced Rocketry I and II (Grade 4+) pg 20/21	002-Rube Goldberg (Grades 2+) pg 18	009-Siege Machines Plus (Grades 4+) pg 21
015-Pokemon Level I (Grades 2+) pg 24	014-Multi-level Chess (Grades 2+) pg 24	006-Intro to Rocketry (Grades 3+) pg 20	010-Model Airplane Building (Grades 3+) pg 22
016-Pokemon Level II (Grades 2+) pg 25	022-Warhammer: Underworlds (Grades 4+) pg 27	014-Multi-level Chess (Grades 2+) pg 24	019-Magic: the Gathering & Strategic Table Games (Grades 4+) pg 26
020-Warhammer Level I (Grades 3+) pg 26	026-Python Coding (Grades 5+) pg 28	017/018 -Dungeons and Dragons Level I & II (Grades 3+) pg 25	027-App Creators (Grades 4+) pg 28
021-Warhammer Level II (Grades 3+) pg 26	029-Minecraft (Grades 2+) pg 30	029-Minecraft (Grades 2+) pg 30	028-Game Design Using Roblox (Grades 4+) pg 30
025-Scratch Coding with Mbots (Grades 3+) pg 28	031-Minecraft Virtual Reality (Grades 4+) pg 31	032-3D Animation & Modeling (Grades 4+) pg 31	031-Minecraft Virtual Reality (Grades 4+) pg 31
030-3D Design Using Minecraft (Grades 3+) pg 30	037-3D Printing Inventors for Beginners (Grades 3+) pg 33	033-Virtual & Augmented Reality Creators (Grades 4+) pg 32	
033-Virtual & Augmented Reality Creators (Grades 4+) pg 32	040-Autodesk Inventor (Grades 5+) pg 36	034-Game Design in Virtual Reality With Unity (Grades 5+) pg 32	036-Intro to 3D Printing and Design (Grades 4+) pg 33
034-Game Design in Virtual Reality With Unity (Grades 5+) pg 32	048-Soldering Circuits (Grades 4+) pg 39	035-Future City Engineers (Grades 3 & 4) pg 32	039-Shark Tank! Rapid Prototyping Using 3D Printing (Grades 4+) pg 36
036-Intro to 3D Printing and Design (Grades 4+) pg 33	051-Intro to Arduino and Coding (Grades 3+) pg 40	038-3D Designers (Intermediate) (Grades 4+) pg 33	044-Electronic Game Construction Level 2 (Grades 6+) pg 37
041-Prototyping & Engraving using Laser Etching (Grades 4+) pg 36	052-All About Arduino Advanced (Grades 5+) pg 40		046-Alternative Energy Vehicles (Grades 2+) pg 38
043-Electronic Game Construction (Grades 6+) pg 37	054/055-LEGO Robotics EV3 & Advanced EV3 (Grades 3+) pg 41	042-Build Your Own Personal Computer (Grades 5+) pg 37	049-Elementary Electricity - Circuit Playground (Grade 2-5) pg 39
045-Robots, Racers, and Circuits (Grades 2+) pg 38	057-Filmmaking (Grades 3+) pg 42	047-Vehicle Builders (Grade 3+) pg 38	060-These Images are Alive! Creating Novels (Grades 2+) pg 44
050-Raspberry Pi Makers (Grades 5+) pg 40	059-Discover Rock Band (Grades 3+) pg 43	053-LEGO WEDO Robotics and Boost (Grades 2-4) pg 41	065-Jewelry Making & More (Grades 2+) pg 47
057-Filmmaking (Grades 3+) pg 42	063-Chopped Junior (Grades 2-3) pg 44	058-Comedy Improvisation (Grades 4+) pg 43	075-The Art of Paper (Grades 2+) pg 50
059-Discover Rock Band (Grades 3+) pg 43	070-Adventures Through Crystal Caves & Caverns (Grades 3+) pg 49	069-Glow Art (Grades 2+) pg 48	078-Ceramics (Grades 4+) pg 51
063-Chopped Junior (Grades 4+) pg 44		076-Artist Workshop: Studio Time! (Grades 4+) pg 51	085-Discover Nerf Olympics (Grades 3 & 4) pg 54
068-Lotions, Potions, and More (Grades 3+) pg 48	083/084-Intro and Advanced Skateboarding (Grades 2+) pg 53	077-Design Your Own House (Doll- house) (Grades 2+) pg 51	092-Frolf (Frisbee Golf) (Grades 4+) pg 56
074-Empathy Through Art (Grades 2+) pg 50	085-Discover Nerf Olympics (Grades 5+) pg 54	079-082 Build a Board (Grades 3+) pg 52	094-Archery & Outdoor Games (Grades 4+) pg 56
083/084-Intro and Advanced Skateboarding (Grades 2+) pg 53	087-DC Soccer (Grades 2-3) pg 54	089-Multi-Sports (Grades 3+) pg 55	095-Indoor Rock Climbing (Grades 2+) pg 58
086-DC Basketball (Grades 2+) pg 54	090-Backyard Games (Grades 2+) pg 55	093-Floor Hockey (Grades 4+) pg 56	096-Indoor Rock Climbing for returning climbers(Grades 2+) pg 58
087-DC Soccer (Grades 4+) pg 54	094-Archery & Outdoor Games (Grades 4+) pg 56	094-Archery & Outdoor Games (Grades 4+) pg 56	097-Gymnastics (Grades 2+) pg 58
091-Golf (Grades 3+) pg 56	098-Discover Ninja Warriors (Grades 3+) pg 59	095-Indoor Rock Climbing (Grades 2+) pg 58	
094-Archery & Outdoor Games (Grades 4+) pg 56	099-Tennis (Grades 3+) pg 59	096-Indoor Rock Climbing for returning climbers(Grades 2+) pg 58	
098-Discover Ninja Warriors (Grades 3+) pg 59	100-Mini-4WD (Grades 2-3) pg 60	099-Tennis (Grades 3+) pg 59	
101-Mini-Z Racing (Beginners) (Grades 3+) pg 61	102-Mini-Z Racing (Returning campers) (Grades 3+) pg 61	101-Mini-Z Racing (Beginners) (Grades 3+) pg 61	
103-113- The Racing Academy (Grades 4+) pg 62-65	103-113- The Racing Academy (Grades 4+) pg 62-65	103-113- The Racing Academy (Grades 4+) pg 62-65	104-113- The Racing Academy (Grades 4+) pg 62-65

DISCOVER SENIOR CAMPER

The Senior Camper training program has been developed to meet the needs of our 14 year old campers who are dedicated to becoming CITs. Campers who accept this role must be former campers for at least two summers and 14 years old at the start of the summer. A Senior Camper must register for Session I, Session II, or both and will be awarded a 50% scholarship on tuition upon meeting the proceeding qualifications. If your child wants to guarantee their classes they have the option of registering as a regular full tuition camper.

Steps to becoming a Senior Camper:

- 1.) Send letter of interest and request application from Mr. O'Neil at do'neil@discovercamp.com
- 2.) Fill out the online application
- 3.) Conduct a phone interview with Mr. O'Neil
- 4.) Upon acceptance, Mr. O'Neil will modify your account to register on our website

A Senior Camper will choose their own schedule based on class availability at the time of registration, March 1st. Senior campers may not get their first choice of classes. They will participate as a student and will also assist the other students and instructor. This immersion process will allow our Senior Campers to remain campers first, but begin to become familiar with assisting children. A Senior Camper will follow their schedule as a student and will not supervise children in any way but are expected to assist the teachers and fellow campers. We will be accepting no more than 12 Senior Campers into the 2020 Program.

DISCOVER CIT COUNSELOR IN TRAINING

At Discover Camp, we take pride in developing "Homegrown" counselors. The CIT training program is a full summer internship. Campers who accept this job must be former campers for at least two summers and must be dedicated to becoming counselors at Discover Camp for at least 3 summers. CITs must be 15 years of age at the beginning of the summer and must commit to either all of Session I, Session II, or both. A CIT will be awarded a 75% Scholarship on tuition.

Steps to becoming a CIT:

- 1.) Send letter of interest and request application from Mr. O'Neil at do'neil@discovercamp.com
- 2.) Fill out the online application
- 3.) Conduct a phone or video conference interview with Mr. O'Neil
- 4.) Upon acceptance, Mr. O'Neil will modify your account to register on our website

A CIT will be trained in different areas in many classes and will be given a schedule and list of tasks to complete. This process will allow our CITs to become familiar and proficient in assisting children in any given class. Our goal is to create well rounded counselors, who may have specialized skills, but are well versed and can assist in any class. In addition to assisting in the classroom, each CIT will have light cleaning and organizational duties in the morning, before camp, at lunch, and at dismissal. NYS Law dictates that CITs must be 15 years old and no more than 10% of total staff can be classified as a CIT. Therefore, we will be accepting no more than 12 CITs into the 2020 Program.

DISCOVER CAMP

BUS STOPS AND FEES

Some pick up locations are general because we do not have a requested pick up location for that area. Please call the office to suggest a location for a group pickup. We will consider new locations for groups of 3 or more children. **ALL BUSING REQUESTS MUST BE MADE BY MAY 11, 2020.**

Select a pick up location or the location closest to your home if choosing Door to Door.

Area #1

- ☐ Anne Hutchinson School (front circle)
- ☐ Greenvale School (front circle)
- ☐ Scarsdale Train Station (in front of Starbucks)
- ☐ Fox Meadow School

Area #2

- ☐ Greenville School-Edgemont Circle near playground
- ☐ Ardsley Middle School-Playground parking

Area #3

- ☐ Murray Ave School
- ☐ Quaker Ridge School
- ☐ Heathcoate School

Area #4

- ☐ Greenwich H.S.
- ☐ Greenwich Boys and Girls Club
- ☐ George Washington School, White Plains

Area #5 (Must have door to door service)

- ☐ Purchase Area
- ☐ Armonk Village Area
- ☐ Whippoorwill Area
- ☐ East Pleasantville Area

Area #6 (Must have door to door service)

- ☐ Chappaqua Area
- ☐ Croton-On-Hudson Area
- ☐ Ossining Area
- ☐ Briarcliff Manor Area

Discover Camp makes no guarantees to the length of our bus routes. We attempt to keep all routes less than 80 minutes and we do our best to make pick-up and drop-off times reasonable.

New lower busing rates

Costs:

- ☐ 4 Weeks General Pickup Location- \$500
- ☐ **NEW** 4 Weeks pick up for three or more children at one house - \$500 per child
- ☐ 4 Weeks Door to Door- \$995
- ☐ 3 Weeks General Pickup Location- \$395
- ☐ **NEW** 3 Weeks pick up for three or more children at one house - \$395 per child
- ☐ 3 Weeks Door to Door- \$745
- ☐ Less than a full session- \$62 per day

Parent's Name: _____

Child's Name: _____

2nd Child's Name: _____

Door to Door Stop: _____

Address: _____ City: _____ Session: _____



The Story of Discover Camp

A reflection written by Anthony Rich

Fourteen years ago I resigned from a summer position at a camp in Westchester. Not everyone believed I could start my own summer camp. Well in the words of Maya Angelou, “You want me to do something... tell me I can’t do it.” We didn’t have nearly enough money to start a camp but my wife and I were both working so we threw everything we had into Discover Camp. We worked through the night sometimes because there just weren’t enough hours in the day. That hard work has certainly paid off.

Below is a little history about Discover Camp that I’ve updated over the years. It gives you a peak into my life and shows you how my life experiences helped to build Discover Camp:

Nature or nurture. How do children become interested in hobbies? In my case I think it was a little of both. My father loved to tinker and his father loved to tinker. They loved cars and anything mechanical. I can remember from a very early age my father and grandfather working on their cars. We had slot cars in the basement, model trains, model airplanes etc. My favorite toy growing up was my LEGO set. I remember playing with them every day during a time when kits didn’t come with step by step instructions. Imagine that, you had to use your imagination.

Throughout my childhood I continued to love hobbies. I frequented the Elmsford Raceway slotcar track many weekends. Sometime in the late seventies I saw my first radio controlled car at Elmsford Raceway. They had a large glass case which was loaded with beautiful cars that were like nothing I had ever seen. I wanted one. I remember very clearly when my mom gave me the Tamiya RC catalog. I read it cover to cover hundreds of times and became an “expert” in the hobby. My best friend down the street became equally interested in RC cars. We knew they were expensive and didn’t get our hopes up but we both asked for a Tamiya Super Champ anyway. Christmas morning, I was shocked to find several large boxes under the tree with my name on them. I knew what was covered by the festive paper. I tore the boxes open to behold the Tamiya Super Champ, a 1/10 scale replica of a baja buggy.

The story is told by my mom and dad that I took those boxes into the basement and emerged briefly for food, water and sleep. About four days later I emerged with the finished product. My friend and I drove our cars together for hours, stopping only for battery charges. For the rest of our holiday vacation we drove our cars from dawn to dusk and then cleaned them to new condition in the evening. It wasn’t until the first car broke that I realized how important it was that I had built my own car. I could tear my car apart and rebuild any component with ease. Other friends in the neighborhood got cars too. For years those “toy” cars provided all of us with thousands of hours of enjoyment and kept us out of trouble. Until, we were old enough to drive.

My first car was a 1973 Buick and a 1970 Pontiac GTO was my second. It was not until I was an adult that I realized the effect hobbies had on my intellectual development. I tore those cars apart with no fear. Today I have no trepidation of projects. We general contracted the building of our house and completed the rest on our own. I have taken on landscaping projects, finished my basement, built computers, stone walls, installed kitchens, etc. I’m not afraid



of anything. BUT, there are two common threads between all of these, reading and hands-on experience. That first Tamiya catalog, opened my world to RC cars. Today everything I tackle I immerse myself in first through magazines, books and the internet.

I became a teacher in 1994 after studying education at Pace University and Iona College. I taught second and third grade for eleven years before taking on my current role as a technology teacher in Eastchester. I started looking for summer camp work after my first year of teaching. I was hired to teach some courses at a camp in southern Westchester. I taught many classes over the next five years including rocketry, robotics and aeronautics and after five summers I came up with the idea of starting a radio controlled car class. I pulled those old cars out of the attic and did a demonstration. Unbelievably those old Tamiya cars still ran perfectly. The whole camp went crazy! The kids had never seen anything like these. The very first year the classes filled and I knew I was onto something.

During the summer of 2002, I started my own hobby business, ASAO Incorporated. I booked a three day trip to California during a school vacation to meet with interested companies. Amazingly, Tamiya granted me the ability to purchase directly from them. Over the next three days, I opened accounts with twelve other companies. It was a surreal experience. I now had the power to control the supplies I needed to teach and work directly with manufacturers, something no one else was doing.

In the fall of 2007 I made a very difficult decision. I chose to leave the camp where I had spent the last thirteen years to begin my own program. Finding the ideal location close to my home made the decision easy. Over the years I had imagined a camp where children could explore their interests in various hobbies and technologies. I wanted to introduce children to my love of hobbies and lead children on a path to lifelong healthy passions. I hired the very best teachers that shared my enthusiasm but had their own individual interests. The first few years were very scary. I spent our life savings and tapped our home equity line. According to many books I've read since those early years I should have gone out of business but I was determined to make Discover Camp successful. For me, it never had anything to do with money. The camp became a hobby in itself and I simply loved what I was doing. Our registration was growing every year even during terrible economic times. Instead of taking a paycheck, I kept investing in the coolest equipment like robotics, new computers and cool technology tools like 3D printers and laser engravers.

Today, our camp has grown to over 100 different enrichment classes in Science, Arts, Technologies, Sports and Hands-on Hobbies. We employ a staff of about 100. I have accounts with the biggest names in the hobby industry and hobbies are still the lifeblood of Discover Camp. In 2016, Westchester Magazine honored us by naming us "Tops for Tech."

I hope this history sheds some light on how my many hobbies, interests, professional career and business have evolved side by side. We're very proud of what we've created.

Discover Camp- What will yours kids
Discover this summer?



PARENT TESTIMONIALS

"We just wanted to take a moment to thank you all from the bottom of our hearts for the incredible second session our children have had! What a camp you run! Each day our children come home telling us about each one of their classes with so many specifics and they are so happy. The staff is tremendous. We will definitely recommend you to other families. I can wholeheartedly recommend your camp from personal experience. Thank you so very much and we very much look forward to next summer and beyond with Discover Camp!" Best, -Sheryl and Rob

"On behalf of our entire family we wanted to thank you and your wonderful staff for yet another amazing summer. The dedication and hard work you put into this camp shows through each of you, and in the excitement of the kids when they come home and tell us how great their day was. We are impressed with how polite and helpful each of you are and how eager you are to make the experience a happy positive one. Thank you for creating such a wonderful camp and creating great memories. To quote our son, the Discover Camp Family, and Mr. Rich "rocks". See you next year!!"-The Lubrino's

"It's hard to believe that Discover Camp is such a "young camp." My children have been to many camps that have operated for much longer than Discover and Discover Camp is by far the most organized Camp we've ever been to. In addition, I have never experienced a camp with better communication. We love the daily e-mail updates! Keep up the hard work and continue to keep us informed with what happens at camp."- Laura

"We are so blown away by the Discover Camp experience. I have to tell you that our son has been to several other camps and he hated all of them. I had very low expectations when I signed him up for your camp because we have never had a successful experience in the summer. We just assumed that camp wasn't his thing. Imagine my surprise when three weeks into camp he actually still gets excited to go. Never an argument. He loves the staff and he even commented on how nice the kids are. We are so grateful for the program and he is already planning what he is taking next summer. Really, I can't thank you enough!!"-Laurie

"I wanted to thank you and Mr. O'Neil and Mr. Melendez and staff for another amazing summer at Discover Camp (his 5th). Discover has been a God send for my son and the summer days of the camp sessions are truly the most reliably happy days for him of the entire year. School is not a good fit for him and he really spends the year waiting to get back to camp. As such, this night before the last day of camp is a bit melancholy for us. I think you should open a school based on Discover. Anyway, we love you guys, we love the courses Discover has to offer and I loved the new open house format. I got to visit with the counselors and participate in the activities and watch what they do in the course of the hour and a half. You guys are always raising the bar from the swift handling of the parking/dismissal, which is a feat in itself, to the designs on the shirts and the constant troubleshooting that I am sure occurs all summer long." - Grace

"My son has been there for 4 years and while you have certainly grown in size, I have to compliment you on keeping the quality of the program at a high level. My son, has enjoyed getting to know his counselors and looks up to them. He has learned a lot in his classes -- I think he came home every day saying 'I love Aeronautics!' He also enjoys the freedom of ordering his own PEANUT FREE lunch and I appreciate the attention you give to food allergies. One of the reasons why I choose DC is because it is hands-on learning and allows for an in-depth study of a topic, two elements that are missing in our schools. I think there is more than one mother out there who wishes that DC was a "school" because it allows for the exploration and mastery of subjects but doesn't involve the memorization and rote learning. It is learning by doing, and making meaningful connections to a subject, and experiencing success which then spurs more curiosity. Research has shown that certain qualities are predictors of future success in children -- zest, grit, self-control, optimism, gratitude, social intelligence, and curiosity. As parents, we try to encourage our children to develop these character traits and DC provides many opportunities for these qualities to flourish. I also think the counselors are excellent role models. Thank you for the hard work all year round that you put into DC so that the summer camp is a success."- Dana

"I just wanted to report in that my two children are new campers this year and they cannot express more enthusiastically (from DAY ONE) how very much they are enjoying every aspect of camp! They are soooooo immensely happy and look greatly forward to each day! They have so much excitement (and stories to tell of learning and fun) when they get off the bus each day. It is truly wonderful." - Lori

"Just a note to say my children loved their first day. Who would have thought a nearly 12 year old boy who eats/sleeps/breathes video games and baseball would love origami " - Allison

"Firstly a gigantic thank you to you and your team. We truly have the epitome of a "happy camper". He is loving Discover Camp and couldn't be happier with his teachers and counselors. I also have to add that I thoroughly enjoy the updates, they create a sense of connectedness to the daily activities, and add to the reassurance that he is not just at camp, he's having a great experience at a great camp, with people who love what they do." - Liz and Peter



FAQ

Q-My child excels in school. Is Discover Camp the right camp for my child?

A-Since the majority of our instructors are NYS licensed teachers, we know how to differentiate the curriculum and adjust instruction to meet the needs of all learners. Many bright children are easily bored in school. Discover Camp's instructors know how to enrich their curriculum to challenge the brightest students. Hobbies are also the perfect outlet for a child who is always looking for something stimulating to do at home and helps to keep them away from the dreaded video games.

Q-My child struggles in school. Is Discover Camp the right camp for my child?

A-Once again, since the majority of our instructors are NYS licensed teachers, we know how to differentiate the curriculum and adjust instruction. In addition, our use of SMART Boards offers children the visual reinforcement some children need.

Q-My child wants to take a certain class but does not meet the age requirement.

A-Normally we suggest that the child waits until they are of age to take the classes but all children mature at different rates. If you think your child is capable of the material then we're usually willing to let them try it out. You know your child best.

Q-Can I change my child's classes after I register?

A-Yes. You can make changes to your child's schedule by June 3rd. After this date, we begin finalizing all attendance sheets and rosters to prepare for the opening of camp.

Q-Can I change my child's class if they do not like it?

A-If your child is not happy with their classes after the first day, you may make changes on the second and third day of camp. Please understand that class changes are very disruptive to the instructors and usually require the use of extra counselors to catch up the new students. Any changes made after the third day of camp will incur a \$100 class change fee per class.

Q-My child wants to attend Discover Camp for less than a full session. Can they?

A-Most children attend for full sessions but we have a number of children every year that attend for less. Children don't get the full experience but our instructors and counselors make your child's time at Discover Camp enjoyable and meaningful. Please contact the Discover Camp office in order to discuss which classes might be appropriate for less than a full session.



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