

SATURN V

DISCOVER CAMP



SUMMER 2023







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MEET THE

Dear Parents,

It's hard to believe this is Discover Camp's sixteenth year and my twenty-ninth 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 with the Ardsley School District and I've been teaching technology classes to elementary and middle school students in Eastchester since 1994.

Covid could have destroyed our little camp but during the summer of 2020 we ran a small, safe, in person program alongside a virtual program and survived. In summer 2021 and 2022 we returned with smaller programs than we ran pre-covid but we were also much more efficient. It's been a tough two years and we're anxious to get back to normal.

As you'll see here we are back to a full variety of programs and all of our favorite teachers have returned.

Early registration begins in March and has no down side for families. Register now, decide later. You get to pick classes first, you get the best rates, you get to pay over time and if you later decide that summer 2023 isn't for you, you can request a refund all the way up to June 1st.

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.

Truly yours,

*Anthony and
Sabrina Rich
Founders and Directors*



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



Milo

DIRECTORS

Dear Parents,

Over the past twenty-four years as a 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.

The experiences of the past two years transformed us as educators. We reinvented ourselves and for me as a new technology teacher it was both challenging and rewarding. When Covid hit I joined Mr. Rich as an Elementary Technology Teacher in the Eastchester School District. In this position we worked with 2nd-5th grade children in 3D Design, Coding, Google Suite, and much more at the Greenvale and Anne Hutchinson Schools.

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 dogs Cody and Buddy

MEET THE

Hello Families,

This will be my 14th summer at Discover Camp. I can not believe some of the campers I have seen or taught at camp will be going into high school. 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.

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



*Anthony Melendez,
wife Debora
and Lucas*

DIRECTORS

Dear Families,

I am very pleased to enter my fifth year as a registered nurse at Discover Camp. I have been a registered nurse for ten years. With experience in having worked in a hospital and also a pediatric practice, I have been the School Nurse for the Dobbs Ferry Middle School and High School for the past six years. I am excited to be a part of the Discover Camp staff where educational excellence, creativity, imagination, and pure fun are our focus.

Each 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 epinephrine so that your child does not have to. We are always open to suggestions to improve medical care for our children, so please do not hesitate to reach out to us at medical@discovercamp.com.



*Cara, Christopher, Carmelo,
Caleb and Mark*

This summer, I will be celebrating 16 years of marriage to my wonderful husband Mark. We have three amazing sons, Christopher, Carmelo, and Caleb. Not only am I a Discover Camp staff member, but I am a Discover Camp parent, too. As a parent, it is reassuring to know that my children are safe while having fun and enriching experiences.

Please keep in mind the following required items in order for your children to start camp. There are **no exceptions**.

- Discover Camp online medical form
- Medication Authorization forms, should your child need to take medications during camp hours. These 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 their 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. I am looking forward to seeing you this summer!

Best,

*Cara de Leon, BSN, RN
Discover Camp Head Nurse*

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 **70 years combined teaching experience**. Anthony Melendez is a NYS certified technology teacher who left teaching to join Discover Camp.
2. The majority of Discover Camp's teachers are **NYS certified teachers**. Our other instructors have degrees and experience in their chosen fields.
3. Discover Camp actively seeks the **most talented teachers and instructors** in the region and believes that offering the highest salaries attracts the most talented individuals.
4. Teachers design their own courses and love what they are teaching.
5. Our student to adult ratio is typically **5:1**.
6. We encourage **differentiation of curriculum** to meet a wide range of student abilities.
7. We believe that all children excel when provided with **enrichment activities and a supportive environment**.
8. 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.
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. Seven Computer Labs: **6 Dell labs** with 25 laptops each, one **Mac Lab** with 24 Mac Book Pros, one robotics lab with 20 Dell laptops.
13. Two state of the art **Virtual Reality Labs**.
14. The only camp in the US with **two dedicated 3D printing labs with over 50 printers and two laser etchers and cutters**.
15. "No expense spared" attitude towards investing in the best materials for camp.
16. We own all our equipment and re-invest every year in new technologies.
17. Discover Camp owns the **largest Mini-Z** track in the country.
18. On-site off road radio controlled truck and buggy track.
19. All classrooms and the cafeteria are **air conditioned**.
20. Discover Camp is quite simply, "**The Best Camp in Westchester!**"-Discover Camp parent

IMPORTANT INFORMATION

- Camp is closed Tuesday, July 4th for Independence Day.
- Camp T-shirts will be distributed during the week of June 19th. If campers do not pick them up that week they can receive the items on the first day of camp. Campers are encouraged to wear their shirts everyday. Campers will receive four camp shirts.
- Each camper should carry a 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.
- 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.

OPEN HOUSE

Our Open House takes place at 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 and Directors

Open House Date:

Sunday, March 12th

1:00 p.m. - 3:00 p.m.

Camp Location:

180 Bradhurst Avenue
Hawthorne, NY 10532



NEW FAMILY

ORIENTATION

On June 24th we will hold a registered camper orientation for all new campers and/or returning campers. The orientation will go over the camper's day, tour the facility and allow children to find each of their classrooms.

DISCOVER CAMP

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 26th to July 21st. Session II is three weeks long from July 24th to August 11th. The day is from 9 a.m. to 3:30 p.m. 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. Campers who attend both sessions will select a total of 8 unique classes. Please refer to pages 68 and 69 for the master schedule. Classes are taught by NYS certified teachers and/or industry professionals. Discover Camp is a place your child can nourish their creativity, spark curiosity, and explore their interests.

What will your children **DISCOVER** this summer?

Stretch your payments out through August 16th with no additional fees.

TUITION RATES + CAMP DATES

2023 Early Registration Rates*			
2023	Morning 9:00 am - 1:00 pm Lunch Included	Afternoon 1:00 pm - 3:30 pm	Full Day 9:00 am - 3:30 pm Lunch Included
Session I June 26th - July 21st	\$2450	\$1500	\$3750
Session II July 24th - August 11th	\$1930	\$1180	\$2950
Sessions I and II June 26th - August 11th	\$4150	\$2540	\$5950

Save up to \$750 off tuition rates when you enroll by March 31st, 2023 for the full summer full day.

***Early Registration ends March 31st, 2023**

2023 Tuition Rates			
2023	Morning 9:00 am - 1:00 pm Lunch Included	Afternoon 1:00 pm - 3:30 pm	Full Day 9:00 am - 3:30 pm Lunch Included
Session I June 26th - July 21st	\$2580	\$1580	\$3960
Session II July 24th - August 11th	\$2030	\$1240	\$3110
Sessions I and II June 26th - August 11th	\$4380	\$2690	\$6700

Register Now! Decide Later!

Registration Dates

2022 Returning Families
March 14th, 2023 at 6:00 p.m.

New Families:
March 16th, 2023 at 6:00 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 2022 returning families begins March 14th, 2023 at 6:00 p.m. Enrollment for new families begins March 16th, 2023 at 6:00 p.m.

EARLY REGISTRATION AND LOYALTY DISCOUNTS

Each year we offer an early registration rate to families that register during our early registration time frame. This year we're offering a \$730 discount on early enrollment for the full 7 weeks, full day. Registration must be received by March 31st, 2023. The early registration not only helps our loyal families financially but also assists us with planning and hiring staff. The best part about our early enrollment plan is that we do not require full payment until August 16th, 2023. "Register Now, Decide Later." Early registration has no downside for families. You get to pick classes first, you get the best rates, you get to pay over time and if you later decide that summer 2023 isn't for you, you can request a refund up until June 1st.

Payment Options We give 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. The number of payments will be determined by your registration date. The earlier you register, the more installments you will have. Final payment will be due on or before August 16th, 2023. We hope that by doing this, camp payments will be spread out for up to 6 months.

REFUND POLICY

Parents may request a 100% refund before June 1st. Unfortunately we cannot offer refunds after June 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.



DISCOVER CAMP



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 more people you refer, the bigger the discount for you. 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, table tennis, and ninja warrior.

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 1st, 2023. After this date there will be no more class changes.

BUSING

Discover Camp offers Door to Door and general pick up busing to the following general areas:

- Scarsdale
- Eastchester
- White Plains
- Northern Westchester

Please contact us for busing rates and stops.



DC SCHEDULE

Morning Schedule	
Early Drop Off	7:45 a.m. - 8:45 a.m. \$75 per week
Drop Off Begins	8:30 a.m. - 9:00 a.m.
Period 1	9:00 a.m. - 10:25 a.m.
Period 2 Including Lunch and Recess	10:30 a.m. - 1:00 p.m.
½ Day Pickup	1:00 p.m.
Afternoon Schedule	
Period 3	1:00 p.m. - 2:25 p.m.
Period 4	2:30 p.m. - 3:30 p.m.
Camper Pickup	3:30 p.m. - 3:50 p.m.
Late Pickup	4:00 p.m. - 5:00 p.m. \$75 per week
Extended Late Pickup	5:00 p.m. - 5:30 p.m. \$100 per week

DC LUNCH

The full day and morning program includes a delicious individual lunch. Lunch is served during period two. Every Monday morning your child will choose their lunch for the next four days (Tuesday - Friday). 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. Ice water is 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. Kosher and Gluten free options are available.

Sample lunch form

Discover Camp – Lunch Menu Session 1				
Monday, June 27 th	Tuesday, June 28 th	Wednesday, June 29 th	Thursday, June 30 th	Friday, July 1 st
Pizza Day Plain, Pepperoni OR Sausage Pizza Garlic Knots - Chicken Fingers Snack/Sides Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad	Taco Tuesday - Beef OR Chicken Chicken Nuggets *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	Popcorn Chicken Penne alla Vodka *Pasta Bar & Bagels* Snack Goldfish Fresh Fruit Salad Mixed Greens Salad	Boneless Chicken Wings Cheeseburger Sliders *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	Mozzarella Sticks Lemon Chicken w/White Rice *Pasta Bar & Bagels* Snack Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad
Monday, July 4 th	Tuesday, July 5 th	Wednesday, July 6 th	Thursday, July 7 th	Friday, July 8 th
NO CAMP **HAPPY 4TH OF JULY**	Pizza Day Plain, Pepperoni OR Sausage Pizza Garlic Knots - Chicken Fingers Snack/Sides Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad	Hot Dogs Baked Ziti *Pasta Bar & Bagels* Snack Goldfish Fresh Fruit Salad Mixed Greens Salad	Popcorn Chicken Cheese Ravioli *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	French Toast Sticks Chicken Nuggets *Pasta Bar & Bagels* Snack Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad
Monday, July 11 th	Tuesday, July 12 th	Wednesday, July 13 th	Thursday, July 14 th	Friday, July 15 th
Pizza Day Plain, Pepperoni OR Sausage Pizza Garlic Knots - Chicken Fingers Snack/Sides Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad	Chicken & Cheese Quesadilla Penne alla Vodka *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	French Toast Sticks Chicken Fingers *Pasta Bar & Bagels* Snack Goldfish Fresh Fruit Salad Mixed Greens Salad	Boneless Chicken Wings Cheeseburger Sliders *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	Mozzarella Sticks Lemon Chicken w/White Rice *Pasta Bar & Bagels* Snack Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad
Monday, July 18 th	Tuesday, July 19 th	Wednesday, July 20 th	Thursday, July 21 st	Friday, July 22 nd
Pizza Day Plain, Pepperoni OR Sausage Pizza Garlic Knots - Chicken Fingers Snack/Sides Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad	Taco Tuesday - Beef OR Chicken Chicken Nuggets *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	Hot Dogs Baked Ziti *Pasta Bar & Bagels* Snack Goldfish Fresh Fruit Salad Mixed Greens Salad	Popcorn Chicken Cheese Ravioli *Pasta Bar & Bagels* Snack Assorted Chips Sliced Watermelon Caesar Salad	Chicken & Cheese Quesadilla Penne alla Vodka *Pasta Bar & Bagels* Snack Chocolate Chip Cookies Fresh Fruit Salad Mixed Greens Salad

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 1st. 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-Due to COVID concerns we restrict class changes after the 1st day of camp but we always try to accommodate requests.

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.

001-DC Juniors (Entering Kindergarten or 1st grade by September 2023)

DC Juniors is the ultimate Discover Camp experience for our first year campers entering kindergarten or 1st grade. Led by certified teachers and DC 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. Please select DC Juniors for each class period.

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 to 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. Our Juniors program continues to grow year after year. Due to its popularity we will be dividing DC Juniors into two groups: DC Juniors A (campers entering Kindergarten) and DC Juniors B (campers entering 1st grade). When you register the system will ask you to select the correct group. Below are some of the exciting activities the children will participate in.

- **Morning Meeting** - During our morning meeting we discuss the activities planned for the day, as well as community expectations.
- **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 stories.
- **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 are 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 of 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.
- **Camper Choice** - The bigger the mess, the bigger the fun! Camper choice is an opportunity for kids to be kids! Campers can build, play, create and explore however they choose using anything in classroom.
- **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.



This is a sample schedule of activities. Activities are subject to change during the session:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30-9:00	Camper Arrival	Camper Arrival	Camper Arrival	Camper Arrival	Camper Arrival
9:00-9:15	Morning Meeting	Morning Meeting	Morning Meeting	Morning Meeting	Morning Meeting
9:15-10:00	Cooperative Games	Cooperative Games	Cooperative Games	Cooperative Games	Cooperative Games
10:00-10:15	AM Snack	AM Snack	AM Snack	AM Snack	AM Snack
10:15-11:00	Storytime STEAM	Storytime STEAM	Storytime STEAM	Storytime STEAM	Storybook STEAM
11:00-12:00	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch
12:00-12:45	Arts and Crafts	Arts and Crafts	Arts and Crafts	Arts and Crafts	Arts and Crafts
12:45-1:30	DCJ Chefs	DCJ Chefs	DCJ Chefs	DCJ Chefs	DCJ Chefs
1:30-1:45	PM Snack	PM Snack	PM Snack	PM Snack	PM Snack
1:45-2:15	DCJ Builders	DCJ Builders	DCJ Builders	DCJ Builders	DCJ Builders
2:15-3:00	Camper Choice	Camper Choice	Camper Choice	Camper Choice	Camper Choice
3:00-3:30	Compliment Circle	Compliment Circle	Compliment Circle	Compliment Circle	Compliment Circle
3:30-3:50	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup

Check out our Instagram account, @discovercamp_juniors to see our DC Juniors in action!

Half day options are available. The materials fee for the half day is \$75 and \$150 for the full day. 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. Lunch is included in the half day and full day.

DC Junior Instructors:

Colleen Leddy, Scarsdale School District
 Brianna Iannone, Westlake School District
 Tim Leddy, Eastchester School District
 Rebecca Burnstein, Nanuet School District
 Gabriella Miceli, Discover Camp DCJ

DC Juniors
 Camper Orientation
 June 24th at 10:00 a.m.



002-DC Juniors 2 - The Ultimate DC Experience (For campers who attended DC Juniors or going into 2nd grade by September 2023)

The ultimate DC experience is a program designed for our returning DC Junior campers and new campers entering 2nd grade. Led by certified teachers and DC counselors, our campers will be exposed to a wide variety of exciting and educational activities. The ultimate DC experience campers do not select individual classes. You simply register for the whole program and the instructors and counselors take it from there. Below are some activities the campers will participate in daily. Please select DC Juniors 2 for each period when registering.

Arts and Crafts: Instructors will provide campers with different art mediums to help them explore their artistic abilities, be creative and innovative.

Multisports & Cooperative Games: Campers will be introduced to a variety of organized sports. Campers will learn proper techniques and participate in team-building exercises that promote confidence and sportsmanship. During outdoor games, campers will enjoy games that foster teamwork, communication, creative thinking, and problem-solving. Each week campers will be introduced to a new organized sport. **Intro to Rocketry:** Campers will take to the skies with their very own rockets! With instructor supervision, campers will build, personalize and launch their rockets into orbit.

Escape Room/Weekly Scavenger Hunt: What better way to implement the classroom experience by creating their own Escape Room and Scavenger Hunt! Campers put their teamwork skills to the test when they take on tasks to escape the room. With guidance from the instructors, campers will work together to solve specific activities in a timed setting.

STEM of the Day: Kitchen Science Experiments - Campers will learn about different matter, chemical reactions and engineering using everyday items found around the kitchen or house. Some of the activities include volcanoes, homemade bubbles, mentos & coke, lava lamps, slime, sink and float, growing herbs, etc. DC Building - Campers will build their own rockets, personalize them and launch them into the stratosphere. We'll build simple model airplane gliders.

Rube Goldberg: Campers will use their imaginations and thinking skills to work together to create simple as well complex contraptions that result in an end goal.

Language, Culture, & Cooking: Campers will be introduced to languages such as Italian, Spanish, Chinese, and French as well as different cultures through cooking. Campers will have the opportunity to experiment with ingredients and recipes, learn how to measure, and to make predictions using their five senses. Each camper will end the summer with their very own personalized language and recipe book. Campers will also receive a passport at the beginning of the summer and we will "travel" to different countries and continents throughout the summer and explore the geography, architecture, language, and culture of these places.

DC Junior Instructors:

Session 1: Danielle Dachik, Eastchester School District

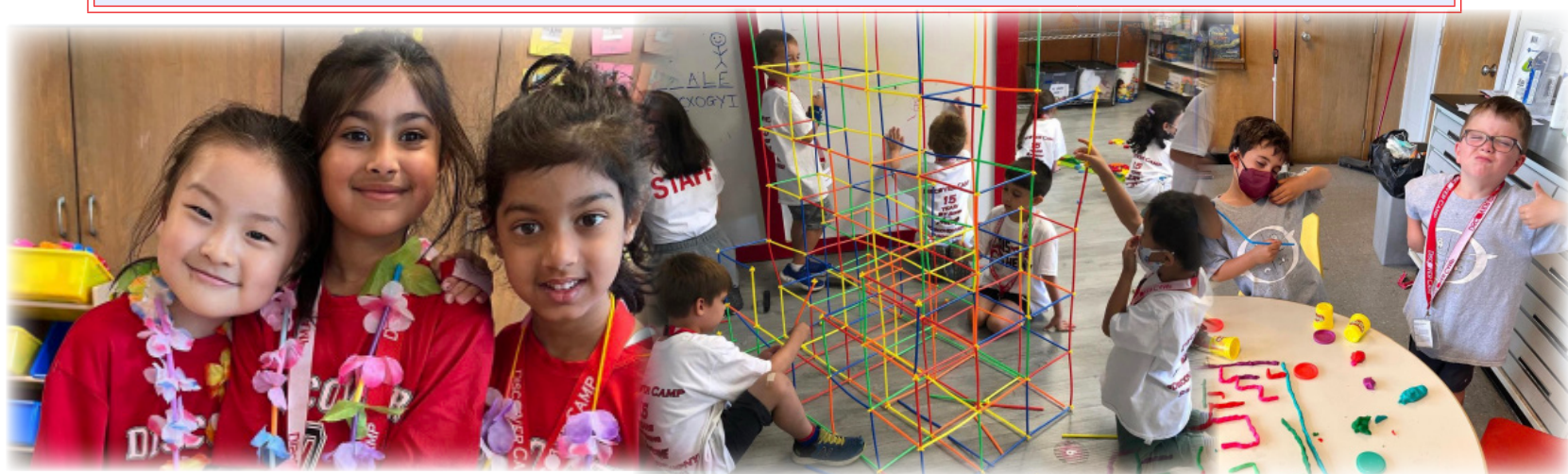
Session II: Marina Nakayama, Eastchester School District

DC Juniors 2
Camper Orientation
June 24th at 10:00 a.m.



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 “Do Now” Activity	Morning “Do Now” Activity	Morning “Do Now” Activity	Morning “Do Now” Activity	Morning “Do Now” Activity
9:20-10:15	Sport of the Week	Yoga and Cooperative Games	Sport of the Week	Yoga and Cooperative Games	Sport of the Week
10:15-10:30	AM Snack	AM Snack	AM Snack	AM Snack	AM Snack
10:30-11:30	STEM Lesson and Experiment	Language, Culture, and Cooking Lesson	STEM Lesson and Experiment	Language, Culture, and Cooking Lesson	STEM Lesson and Experiment
11:30-12:30	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch
12:30-1:15	Read Aloud & Craft	Artist Exploration	Read Aloud & Craft	Artist Exploration	Read Aloud & Craft
1:15-2:00	Building Mini 4W Drive Cars	Rocket Building	Building Mini 4W Drive Cars	Airplane Building and Flying	Building Mini 4W Drive Cars
2:00-2:15	PM Snack	PM Snack	PM Snack	PM Snack	PM Snack
2:15-3:00	Rube Goldberg Machines	Escape Room	Continue Building/ Start Testing Rube Goldberg Machine	Build your own LEGO World	Weekly Scavenger Hunt
3:00-3:30	Clean Up Time/ Day Reflection/ Coloring	Clean Up Time/ Day Reflection/ Coloring	Clean Up Time/ Day Reflection/ Coloring	Clean Up Time/ Day Reflection/ Coloring	Clean Up Time/ Day Reflection/ Coloring
3:30-3:50	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup	Camper Pickup



003-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.



Session: I Period: 2

Session: II Period: 1

Grades: 2+

Material fees: \$80

Instructors: Session I:

Rachel Crognale,
Westorcharde Elementary
School Chappaqua
Session II: DC Staff

004-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.

Session: I

Period: 1

Grades: 3+

Material fees: \$80

Instructors: Rachel
Crognale, Westorcharde
Elementary School
Chappaqua

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: 1

Session: II Period: 2

Grades: 3 - 6

Material fees: \$80

Instructors: Matthew
Caraccio, High School
Mathematics Teacher at
Eastchester High School

006-DC Woodworking

If you enjoy spending time thinking, brainstorming, creating, and working with your hands, this is the course for you. DC woodworking will provide campers with an opportunity to use basic yet essential woodworking tools to construct functional wooden models, prototypes, sculptures, and inventions. Campers will assemble a variety of wood modeling kits, create hydraulic powered machines, architectural models, vehicles, and other prototypes as potential solutions to real world problems. Campers will design, build, paint, experiment, and learn using a systematic approach to problem solving known as the "Design Process."



Session: I Period: 4

Session: II Period: 3

Grades: 4+

Material fees: \$220

Instructor: Session I:

Edward Amato, Technology
Education Teacher at Somers
H.S.
Session II: DC Staff



007-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 strongly be emphasized.



Session: I **Periods:** 1 or 3

Session: II **Period:** 1

Grades: 3+

Material fees: \$125

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

008-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.

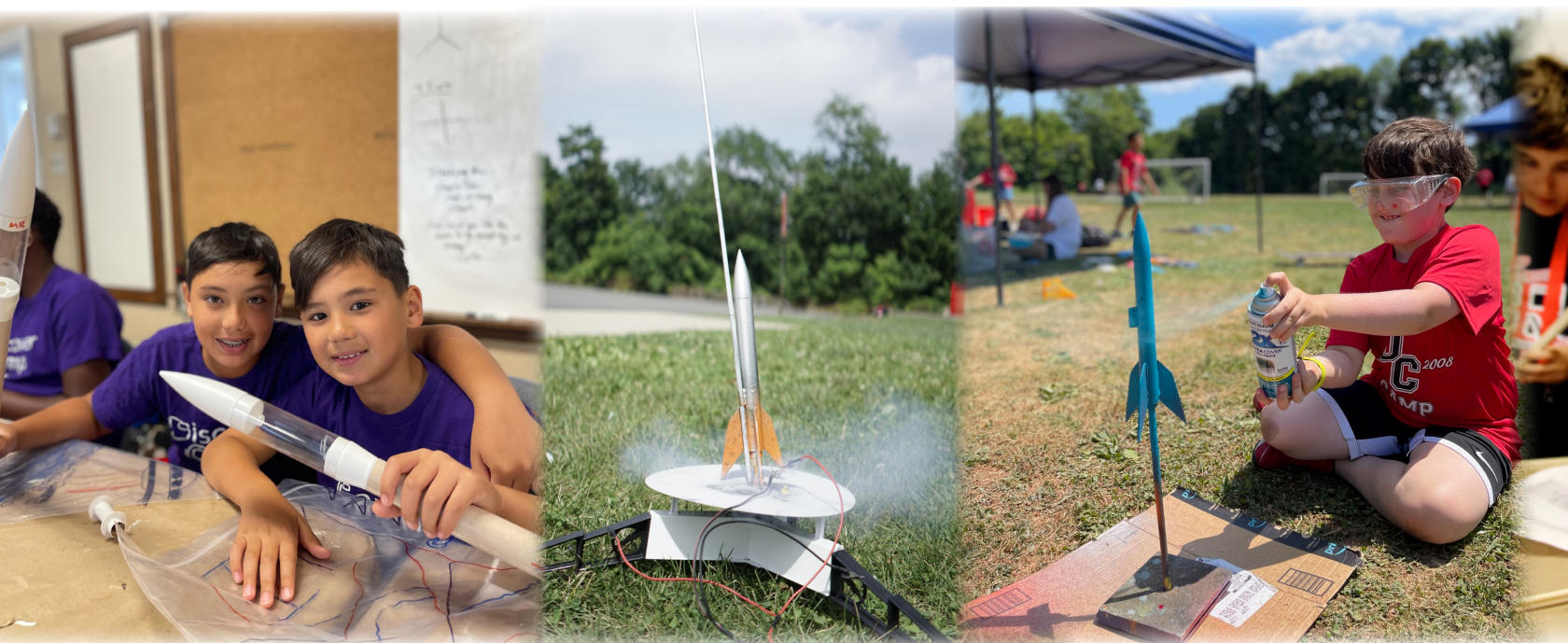
Session: I **Period:** 4

Session: II **Period:** 3

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

Material fees: \$150

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





009-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 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 **Period:** 4

Session: II **Period:** 3

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

Material fees: \$150

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

010-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, DaVinci machines and more.



Session: II

Period: 4

Grades: 4+

Material fees: \$125

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



011-Mechanical Models With Wood

Vehicles, buildings, bridges, and more. Campers will build mechanical models of vehicles, structures, and robotic arms out of wood. This hands-on class will teach campers about mechanisms, assembly, and the principles that make a machine work. Each project is kit based and great for the child who likes to build things using instruction manuals. Campers will participate in weekly challenges with each kit.

Session: I Period: 2

Session: II Period: 1

Grades: 4 +

Material fees: \$220

Instructor: Session I:
Steve Martin, Technology
Education Teacher at Nanuet
H.S. Session II: DC Staff

012-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: 3

Session: II Period: 2

Grades: 3+

Material fees: \$220

Instructor: Session I:
Edward Amato, Technology
Education Teacher at Somers
H.S.
Session II: DC Staff





013-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 throughout the session to make it fly faster. 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 or broken beyond repair.



Session: I

Periods: 1 or 2

Grades: 5+

Material fees: \$375

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

***New 014-Drones for Beginners**

Participants will learn how to fly drones in a step-by-step manner, even if they have never flown one before and are excited to learn. Both a simple cinematic drone and a racing drone will be purchased and used to learn how to fly. The cinematic drone will be flown to be steady in the air for taking pictures and video (a cell phone is needed to view and record the pictures). The racing drone will be flown to do acrobatic flips and race through hoops or against other drones. Additional charges will be accessed for drones that are broken or lost due to careless flying or handling.

Session: II

Period: 2

Grades: 4+

Material fees: \$250

Instructor: Dan Barbuto,
Electrical Technology
Professor at DCC

015-Advanced 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: 3

Grades: 6+

Material fees: \$395

Instructor: Vinny Garrison,
Technology Education
Teacher at Nanuet M.S.
Prerequisites: Must have
taken Indoor FPV



DISCOVER CAMP

016-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+

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.

017-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 Period: 3

Session: II Period: 4

Grades: 3+

Material fees: \$95

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





018-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 **Period:** 3

Session: II **Period:** 4

Grades: 3+

Material fees: \$95

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

019-Dungeons and Dragons Level I

Dungeons and Dragons 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: 1

Grades: 3+

Material fees: \$95

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

020-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: 1

Grades: 4+

Material fees: \$95

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



021-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.



Session: I & II

Period: 4

Grades: 4+

Material fees: \$95

Instructor: Session I: Bob Sinnott,
Elementary School Teacher at
The Windward School
Session II: Daniel Clark,
Physics/Engineering Teacher
- Westlake High School

022-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 welcome!



Session: I & II

Period: 2

Grades: 3+

Material fees: \$175

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

023-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.

*Prerequisite Warhammer Level I

Session: I & II

Period: 2

Grades: 3+

Material fees: \$65

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

*New 024-Marvel: Crisis Protocol

Marvel: Crisis Protocol is a tabletop hobby miniatures game set in the Marvel Universe. Similar to other tabletop games like Warhammer, players assemble, paint, and collect highly detailed plastic miniatures representing iconic Marvel characters. Players choose characters from their collections to form their own Marvel inspired dream team and then pit their chosen forces against each other on an interactive tabletop where the very terrain itself can be thrown, crashed into, and destroyed during the super powered showdown.

In this class, students will receive their own starter set which includes everything needed to play full games on their own! They will be provided with paint, brushes and other supplies to learn basic painting techniques and delve into all aspects of the hobby.

Session: II

Period: 3

Grades: 4+

Material fees: \$150

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



MAGIC

The Gathering



DISCOVER CAMP

025-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

Session: II Period: 3

Grades: 3+

Technology fee: \$30

Instructors: Session I:
DC Staff Session II: James
Amodio, Physics teacher at
Wappingers H.S.

026- Scratch Coding with mBot Robots - Build a Robot

In this course, we will explore various applications of physical computing with robots. We will see our code come to life as we build a robot and 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: 2

Grades: 3 +

Material fees: \$125

Instructors: Session I:
DC Staff Session II: James
Amodio, Physics teacher at
Wappingers H.S.

***New 027- Return of the mBot Robots**

Have you already taken the mBots course but you are still thirsty for more coding and robot fun? Introducing mBots 2: Rangerbot Games, a course made for campers that really enjoyed the challenges and competitions in the last course and who want to customize their robots even more! Enrolled campers will get a new and upgraded mBot kit that can be built into many different configurations such as mBot tank (complete with tank treads), a balancing bird robot, or even a 3-wheeled, super fast mBot! We will program in several languages, we will do some outdoor robot courses, and we will work with a half dozen more sensors. Join us this summer and build the most complex, rugged, and versatile robot ever made at Discover Camp!

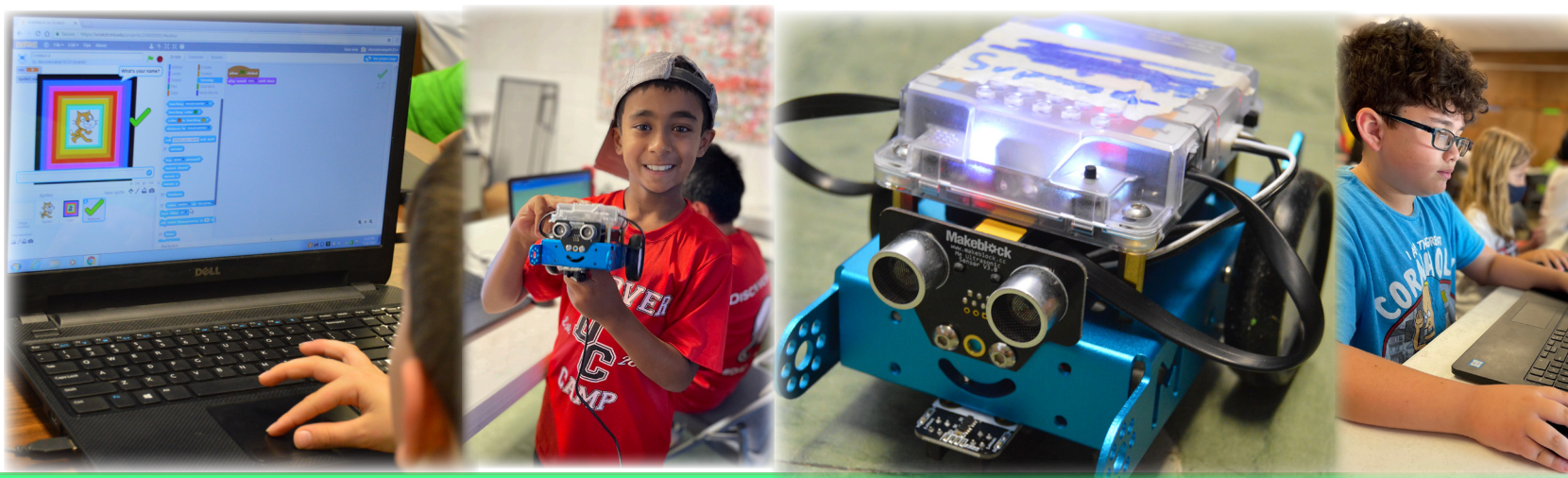
Session: II

Period: 1

Grades: 4 +

Material fees: \$220

Instructors: James Amodio,
Physics teacher at Wappingers
H.S.





***New 028- Make Your Own Website (HTML/CSS Coding)**

Want to create your own website? This is the course for you! We will work on developing web pages from scratch using HTML and CSS. HTML is the standard markup language for creating websites and CSS is the language that describes the style of an HTML document. We will combine HTML and CSS to create a basic web page. For the final project, we will create a fully functional website based on your design!

Session: I

Period: 2

Grades: 3 +

Material fees: \$125

Instructors: Session I:

DC Staff Session II: James Amodio, Physics teacher at Wappingers H.S.

029-Python Coding

Python is a very popular programming language to learn to code! It is an easy-to-read, high-level programming language, meaning commands are read like English words instead of complex 0s and 1s. This allows Python to be easier to learn without any experience as compared to other programming languages. In this course, campers will learn concepts, commands and syntax (rules for the specific layout of code) of Python through various projects and games that we will develop together!

Session: I **Period:** 3

Session: II **Period:** 4

Grades: 4+

Technology fee: \$30

Instructor: Session I: DC

Staff Session II: James Amodio, Physics teacher at Wappingers H.S.



030-Metaverse 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 themes 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 device so they can take their work from camp home with them!

Session: I Periods: 1 or 3
Session: II Periods: 2 or 4
Grades: 3+
Technology fee: \$30
Instructor: Session I: Nate Steward, Social Studies Teacher at The Windward School
 Session II: Daniel Clark, Physics Teacher - Westlake High School

031-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 welcome 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 Period: 2
Session: II Period: 1 or 4
Grades: 2+
Minecraft edu fee: \$10
Technology fee: \$30
Instructor: Session I: Nate Steward, Social Studies Teacher at The Windward School
 Session II: Daniel Clark, Physics Teacher - Westlake High School

032-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 Period: 1 or 4
Session: II Period: 3
Grades: 4+
Minecraft edu fee: \$10
Technology fee: \$50
Instructor: Session I: Nate Steward, Social Studies Teacher at The Windward School
 Session II: Daniel Clark, Physics Teacher - Westlake High School

***New 033-Welcome to the Sandbox (Games like Minecraft & Runescape)**

RuneScape is a fantasy massively multiplayer online role-playing sandbox game. RuneScape is a point-and-click game set in a fantasy world where players can interact with each other. What players do is entirely up to them. Every player decides their own fate, whether they want to train a skill, fight monsters, partake in a quest, play a mini-game, or socialize with others. Sandbox games let campers play in an open online world to complete quests or goals together or individually. This class will focus on playing games like Minecraft and Runescape, and we look forward to adding more sandbox games. With Runescape, campers will create an online profile that they can then play at home as well. Both these games will teach campers to work towards goals and to analyze and think about possible outcomes in situations.

Session: I
Period: 4
Grades: 3+
Technology fee: \$30
Instructor: Nate Steward, Social Studies Teacher at The Windward School



DISCOVER CAMP



***New 034-Starcraft ESports**

Introduce yourself to a staple in competitive esports with Blizzard's game Starcraft 2. Starcraft is classified as a real time strategy game, or RTS. Unlike traditional games like chess where players take turns, this game is much faster paced where players make their move whenever they're ready regardless of the other player. The objective is to gather resources, build a base and army. In class, campers will learn the basics of each playable race, and then have the chance to practice their strategies in a variety of ways: through the game's campaign, through teaming up to complete cooperative missions, and through competitive play against computers and other players! Campers may also explore the world of custom games created by the Starcraft 2 community, and dive into learning to make their own custom games as well using Starcraft 2's world editor. While Starcraft 2 is a sequel, there is no requirement of playing Starcraft to join the class or enjoy the game!

Session: II

Period: 1

Grades: 5+

Technology fee: \$40

Instructor: Daniel Clark,
Physics/Engineering Teacher
- Westlake High School

035-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 & II

Periods: 1 or 4

Grades: 4+

Material fees: \$15

Technology fee: \$50

Instructors: Flo Dearmas
student at UConn studying
chemical engineering and 5
year

036-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 & II

Periods: 2 or 3

Grades: 5+

Technology fee: \$50

Instructors: Flo Dearmas
student at UConn studying
chemical engineering and 5
year



037-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 today 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. Students will first 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 Periods: 1 or 3

Session: II Periods: 2 or 4

Grades: 4 +

Material fees: \$125

Technology fee: \$30

Instructors: Session I:
Steve Martin, Technology
Education Teacher at Nanuet
H.S. Session II: DC Staff

***New 038-Advanced 3D Printing**

Campers will be introduced to advanced CAD and 3D printing skills so they have the technical abilities to bring an idea to life. Projects will concentrate on 3D design, problem solving, and prototyping. Activities include creating multiple part assemblies, making useful objects like tools, fixing / replacing parts and more. Previous CAD (Tinkercad or Onshape) and 3D printing experience is highly recommended.

Session: I Period: 4

Session: II Period: 3

Grades: 3 +

Material fees: \$125

Technology fee: \$30

Instructor: Session I:
Steve Martin, Technology
Education Teacher at Nanuet
H.S. Session II: DC Staff

039-Build Your Very Own Personal Computer

Campers will learn about the parts that make up a personal computer and then build one of their own from start to finish. Campers will become familiar with each of the components of a computer and its function. Campers will be given a kit based on the budget you select prior to the start of the session. Each camper will go home with a fully assembled computer running Windows 11. Included components are CPU, motherboard, storage drive, RAM, power supply, computer case, keyboard, and mouse. (Monitor is not included.)

Session: I

Period: 2

Grades: 5 +

Material fees: \$1000, \$1500 or \$2000

Instructor: Anthony Miranda, student at CU Boulder studying aerospace engineering

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

040-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: 3

Grades: 2 +

Material fees: \$140

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

041-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: \$140

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

042-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: 1

Grades: 4 +

Material fees: \$95

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



***New 043-Handheld Game Builders**

Ever wonder what's behind your favorite classic video games? In this program, campers will learn each step in building their very own handheld gaming consoles. Steps include soldering the initial components, programming the handheld consoles to run various games and modifications. This course brings the excitement that comes with gaming while learning how these amazing little computers really work! Campers will start with small soldering projects and eventually move on to the final full gaming console project with many games to explore. Bring back the classics!

Session: I

Period: 3

Grades: 4+

Material fees: \$300

Instructor: Anthony Miranda, student at CU Boulder studying aerospace engineering

044-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: I

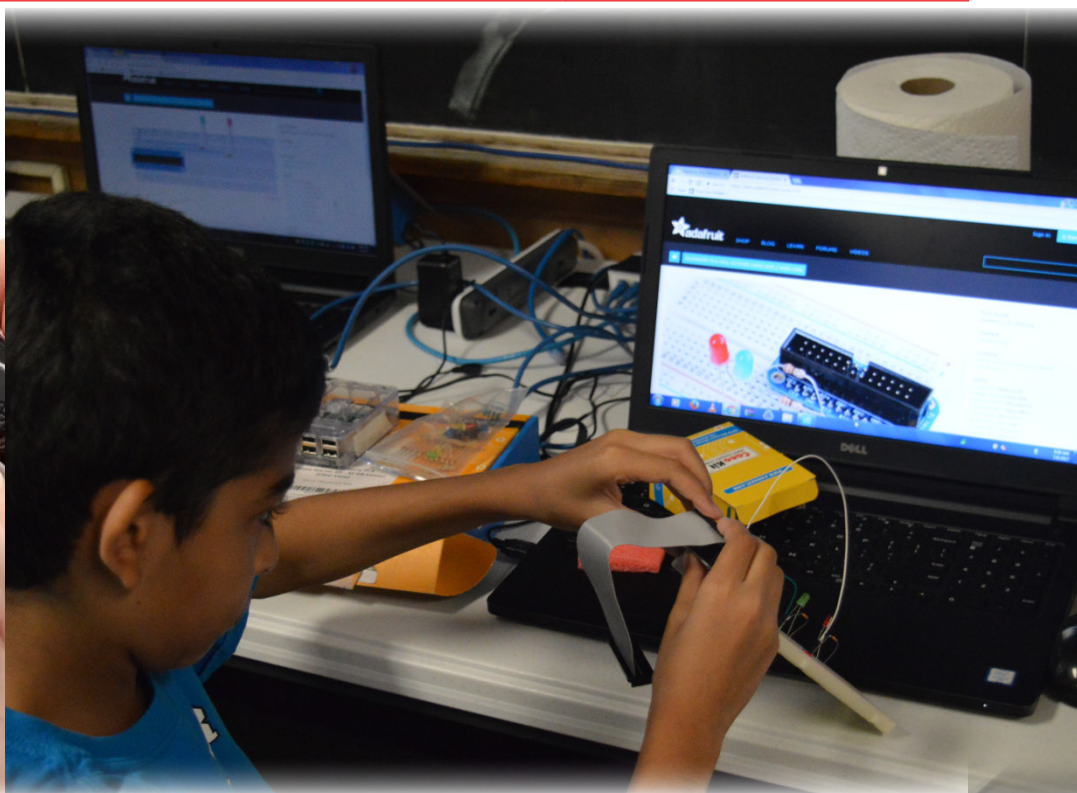
Period: 1

Grades: 5+

Material fees: \$170

Technology fee: \$30

Instructor: Anthony Miranda, student at CU Boulder studying aerospace engineering





045-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.

Session: I

Period: 4

Grades: 3+

Material fees: \$150

Instructor: Anthony Miranda, student at CU Boulder studying aerospace engineering

046-Awesome LEGO Building Challenges

Do you enjoy building with LEGO? Are you searching for new ways to use the same pile of bricks? Well, look no further. During this class, we will be participating in a wide variety of builds and challenges that are great for every level of builder. Challenges include using bricks to build names, buildings, small scenes, a marble maze, and a fully functional amusement park. During the session, we will take a closer look at the different pieces and explore different building techniques. At the conclusion of the session, campers will have stretched their imaginations to new lengths, become more confident builders and will be addicted to all things LEGO.



Session: I & II

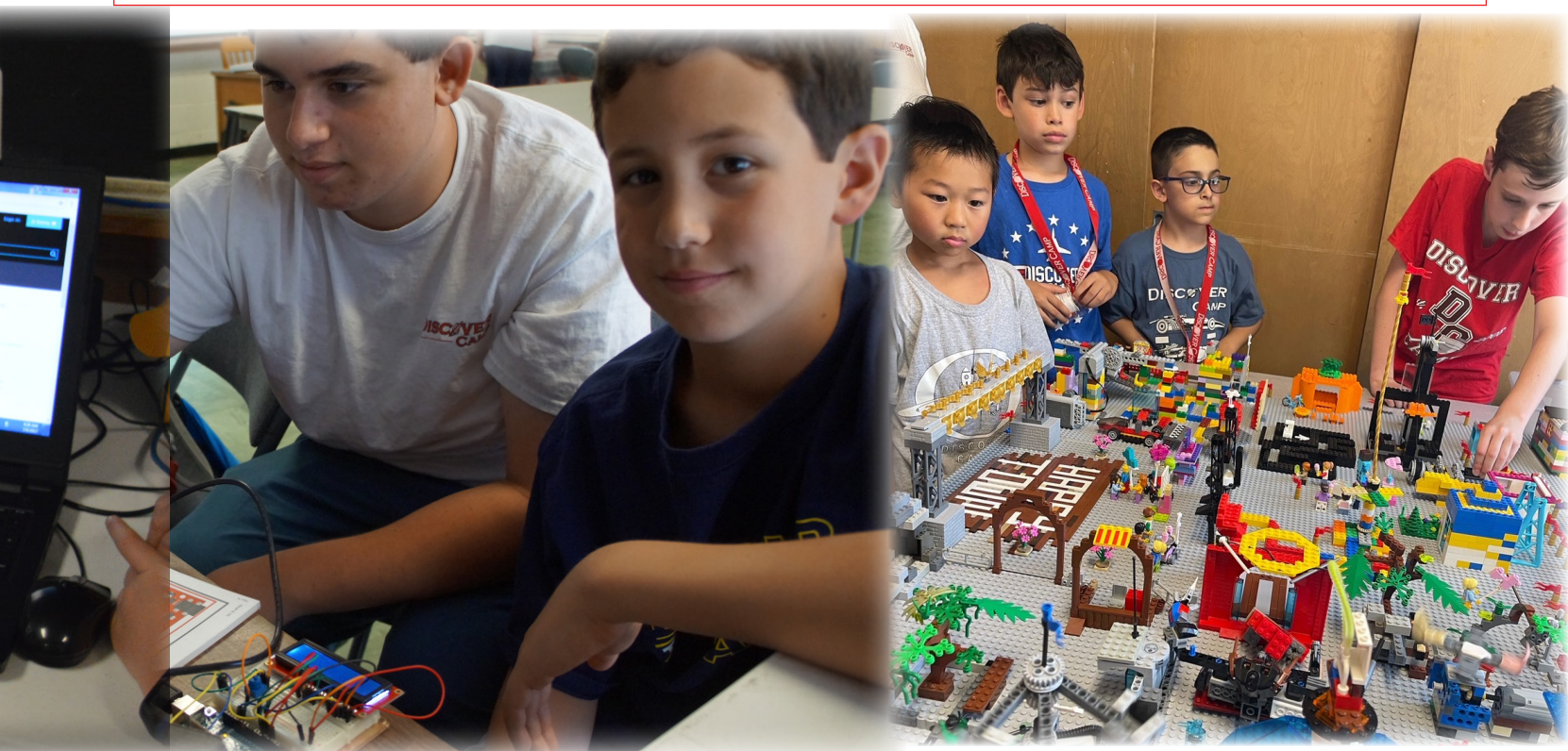
Period: 3

Grades: 2-6

Material fee: \$60

Technology fee: \$30

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



DISCOVER CAMP



047-LEGO Builders and Collectors Unite

Do you enjoy building and displaying challenging LEGO sets? Has your collection grown to be quite large? If you've answered yes to either of these questions, this is the class for you. In LEGO Builders and Collectors, campers (KFOLs) will pre-select a set they want to work on during the session. In addition, we'll be taking a closer look at various techniques, parts, making modifications, and exploring the benefits and challenges of being a LEGO builder/collector. As an added bonus, campers will get to interact with AFOL's from across the U.S. and beyond to fully understand the power of collecting LEGO as a hobby.

KFOL = Kid Fan of LEGO

AFOL = Adult Fan of LEGO

Session: I & II

Period: 4

Grades: 3 +

Material fee: \$160

Technology fee: \$30

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

048-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 makes 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 pieces to build 5 multifunctional robots that can be programmed via a tablet device.



Session: I & II

Period: 2

Grades: 2 - 4

Material fees: \$195

Technology fee: \$30

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)

***New 049-Brick Art**

Everyone knows the sound of digging through piles and piles of Lego bricks and the satisfaction that comes with building their very own "masterpiece." For years people have been pushing creative limits and using these plastic blocks in unconventional ways. In Brick Art, campers will embark on an open-ended art experience limited only by the bounds of their creativity. While building with Lego in the traditional sense is fun and engaging, campers will use blocks to design and construct a variety of projects. They'll learn how to paint, sculpt, fabricate jewelry, and design custom household items.

Everything that is crafted in this class will be brought home to be shared with families.

Session: I & II

Period: 1

Grades: 3 +

Material fees: \$125

Technology fee: \$30

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

050-Beat Making/Digital Music Lab

Learn how to create beats and songs at your fingertips! Using Soundtrap campers will learn the fundamentals of music production, how to create their own music, the basics of recording and editing their own tracks. Soundtrap is a cloud based software that allows students to make music together online. Using a MIDI USB Keyboard/Launchpad, students can input digital instruments into the program with ease. No musical experience required. Students will keep the MIDI USB Keyboard/Launchpad.

Session: II

Period: 1

Grades: 4+

Material fee: \$120

Technology fee: \$30

Instructor: Jillian Kaplan,
K-5 Music Teacher Ardsley
Schools

051-Build A Ukulele and More

Campers will design, assemble, and learn to play their very own ukulele! In the first week, everyone will put together their ukuleles, create designs, and paint them to customize the instruments. In the following weeks, students will learn how to play, read chord tabs, and compose their own songs using their ukuleles! Students will have a performance on their custom instruments, either live or virtually! No musical experience required.

Session: II

Period: 2

Grades: 3+

Material fee: \$120

Instructor: Jillian Kaplan,
K-5 Music Teacher Ardsley
Schools

052-DC Music Makers

No instrument, no problem! Campers will learn to create and play their own music using a variety of apps, software and materials. Using found materials, campers will be able to create their own instruments out of anything! We will use MakeyMakeys to design new instruments and Scratch, a beginner coding software, to program them. We will also learn to use the basics of creating music digitally with Incredibox, Chrome Music Lab, Soundtrap and more. No musical experience required.

Session: II

Period: 3

Grades: 3+

Material fee: \$50

Technology fee: \$30

Instructor: Jillian Kaplan,
K-5 Music Teacher Ardsley
Schools

053-Filmmaking

In Filmmaking, campers will create short films using digital camera equipment and iMovie editing software. Students will work together collaboratively under the guidance of instructors who are well versed in the craft. In the first week, students will learn and implement the skill of creating a story as well as film shot types and sequences while creating a 'silent' film. In the following weeks, students will add dialogue to their collaboratively written stories as they continue to hone their shooting and editing techniques. The final week will implement special effects and green screen for a diverse portfolio of short films that the students will go home with at the end of the sessions. This class is suited for both students with no experience up to those who have made short films before.



Session: I & II

Periods: 1 or 2

Grades: 3+

Material fee: \$30

Technology fee: \$30

Instructors: Michael
Williams, Scarsdale Middle
School Guidance Counselor.
Mike is also a part time actor
and starred in the Blair Witch
Project. Mike also owns
MCW acting studio.



054-Stop Motion Animation

In stop motion animation, 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 & II

Period: 4

Grades: 4 +

Material fees: \$30

Technology fee: \$30

Instructors: DC Staff

055-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, communication skills and thinking on their feet.



Session: I & II

Period: 3

Grades: 4+

Technology fee: \$50

Instructor: Michael Williams, Scarsdale Middle School Guidance Counselor. Mike is also a part time actor and starred in the Blair Witch Project. Mike also owns MCW acting studio.

***New 056-News DC**

In this class the campers will produce a daily live news show! The students will be doing each important job at some point throughout the session. Some of these jobs include: news anchor, field reporter, director, producer, editor, script writer, teleprompter operator, camera operator, drone operator, and many more. The students will be split into 2 groups, each group will be responsible for every other day's episode. Live news brings all kinds of challenges. The students will get real world skills that range from problem solving to cooperative learning. The news show will be going out live to the DC YouTube channel for everyone to watch.

Session: I

Period: 4

Grades: 6 +

Material fees: \$30

Technology fee: \$50

Instructors: Vinny Garrison, Technology Education Teacher at Nanuet M.S.

057-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, while emulating the authors' and artists' styles.

Session: I & II

Period: 4

Grades: 2+

Material fees: \$60

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



058-The Great DC Cook Off

Ever watch a cooking show and thought, “I could totally do that!”? Then The Great DC Cook-Off is for you! This class combines elements from popular cooking shows such as The Great British Baking Show, Chopped Jr, Guy’s Grocery Games and more to create a competitive and delicious experience. From beginners to children with more experience in the kitchen, this class is open to all chefs. In this class, campers work in teams to create culinary masterpieces using the mystery ingredients provided.



Session: I & II

Period: 3 **Grades:** 4+

Period: 4 **Grades:** 2-3

Material fees: \$95

Instructor: Brianna DiRoma, NYS certified Spanish teacher at Westlake Middle School
Session II: Gabriella Miceli, Discover Camp Staff

*New 059-Breakfast Bake Off

Breakfast is the most important, and delicious, meal of the day. If you feel the same way, then Breakfast Bake Off is for you! We will create both sweet and savory breakfast items such as crepes, muffins, egg bakes, croque madame, croissants, egg quesadillas and so much more! Bring your appetite and ambition for creating delicious dishes.

Session: I

Period: 1

Grades: 3+

Material fees: \$95

Instructor: Brianna DiRoma, NYS certified Spanish teacher at Westlake Middle School

*New 060-Wonderful World of Miniatures

Do you LOVE everything Miniature? Well, here’s your chance to be part of this Amazing community of Miniature Creators! Miniature Designing is a three-dimensional model that represents a scene or a scaled down version of an item. In this class you will be creating and building your very own Miniature World. Enjoy the challenge of using your imagination to bring your AMAZING ideas to life! Let’s check out some of the themes you can create...

A Crystal Blue Ocean Beach, Doggy Daycare, Hobbit World, Mini Camp Ground, The Coral Reef, Lollipop Island, Fun at the Water Park, Harry Potter’s Magic Wand Store, Secret house in the Woods, Starlight Movie Theatre and Crystal Cave to name a few!

Campers will work with wood, clay, paint, miniature animals, adorable miniature items, rocks, real moss, sand, fabric, trims, beads, real water effects and anything you can imagine! Campers will learn how to: Design, create, decorate, build, learn about scale, use their imaginations, and explore 3D design.

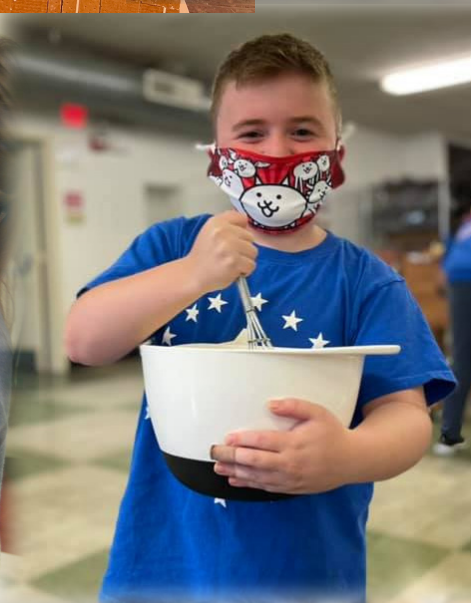
Session: II

Period: 3

Grades: 3+

Material fees: \$120

Instructor: Nicole Alloy is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology.
Note: Students will take home at least two to three large scale Dioramas/Models



DISCOVER CAMP



061-Jewelry Making and More!

From SPARKLING bright colored beads to REAL Austrian Crystal, campers will be inspired by discovering the WONDERS of Jewelry Making and design. If you LOVE bracelets, earrings, necklaces, rings and charms than you'll love this class!

Campers will learn how to work with tools of the trade and apply the various techniques to create their own unique works of art. Students will develop fine motor skills, visual perception and develop their sense of creativity! So, let's have FUN exploring your inner designer and create your very own jewelry collection! As part of our Jewelry Making program, children will have an opportunity to create room décor items such as Wall Art Mirrors, Desk Accessories, Jeweled Heart Boxes, Memory Journals, Squishy's, Charms for backpacks and Ocean Inspired Hair Accessories.

New to Jewelry Making this year campers will be creating Resin Jewelry and Charms. So, have yourself a BLAST and create a Sparkling Collection of GUMMY BEAR Jewelry, Adorable Animal Charms and more!



Session: I Period: 2

Session: II Period: 4

Grades: 2+

Material fees: \$140

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

* Note: A large array of popular resin molds will be offered for all interests

062-Ocean Artists

Do you LOVE the Beach? This summer, we will explore everything you love about the OCEAN. Students will have fun creating Mini Goldfish Aquariums, Seashell Wall Art, 3D Tropical Island Diorama's, Glowing Jelly fish tanks, Pearl & Clamshell Mirrors, Seashell Necklaces, Ocean Theme Journals, Sea Glass Room décor, Sparkling Blue Ocean Spray Bottles and more!

One of my favorite things about the ocean is it's SEA LIFE. Let's bring your art to life with animals such as Starfish, Sea turtles, Dolphins, Glowing Jellyfish and more!

Note: Campers will use an array of organic materials such as real Sand, Seashells, Pearls, Sea Glass, Sand Dollars, Create Cool Water effects and use Miniature Ocean Animals.

Session: I

Period: 1

Grades: 2+

Material fees: \$140

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

063-Rock Out Your Room!

Welcome to the world of Home Design and Accessories. Have fun and get ready to Rock Out. 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. Campers 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 outside the box. Let's check out some cool projects!

Sea Glass Candle Holders, Splatter Paint Mirrors, Stained Glass Wall Art, Candy Jar Gifts, Keepsake Boxes, Tech Accessory Organizers, Art Supply Cases, Tie Dye T- Shirts and Wallets, Lava Lamps, Locker Accessories, Coke Bottle Drip Art and so much more!

Session: II

Period: 1

Grades: 3+

Material fees: \$140

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

***New 064-FASHION NETWORK Awesome Wearable ART**

Wearable Art, known for its SPIRIT of Fantasy, Craftsmanship, Creativity and commitment to personal vision. Wearable Art is an expression of imagination; a form of personal decoration!

In this class we explore color, texture, development of personal style, stenciling, fringing, fabric painting techniques and pattern design. This is a No- Sew class. Campers will not be required to use sewing machines to create their works of art. Campers have access to a large array of whimsical embellishments and materials. Such as trims, fabrics, crystals, vegan leather and fur, ribbons, rhinestone trims, sequin trims, fleece, lace, metal stud trims and cute resin Kawaii charms. Fabrics include jersey, denim, super soft fleece and cottons. Projects include anything and everything that falls under the category of Fashion Accessories. Purses, Resin Jewelry (child friendly), Sunglasses, Flip Flops, Socks, Hats, Earrings, Cell phone wrist lariats, Fingerless gloves, Pocket cell phone cases, Rings & Bracelets, Wallets, Gummy Bear Accessories, Coin purses, T-Shirts, Beachy Beaded Hair Accessories, Hindu “forehead” Jewelry, Hand Art Jewelry and More!

Session: I

Period: 3

Grades: 3+

Material fees: \$140

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

065-Abstract Art

Create AMAZING Extreme Art! Abstract Art has been around for over 100 years and uses shapes, colors, lines, and textures to create cool effects. Abstract Art is an independent composition where students learn the process of experimentation and exploration. Campers will create abstract works of art that will utilize their imaginations and a sense of creativity. Anyone can have fun learning how to create Abstract Art.

In this class you will learn techniques such as : Splatter Paint, Fluid Paint Pour, Spin Art, Spray Painting, Abstract Deep Space and Resin Art (child friendly). We will create Canvas Paintings, Desk Accessories, Wallets, Journals, Hats, Magnets, Jewelry, Light Jars, Pillows, Wall art Mirrors and More! Campers who absolutely love to experiment will LOVE this class. Campers will have the opportunity to explore the various methods and techniques in ways they never imagined!

Session: II

Period: 2

Grades: 2+

Material fees: \$140

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





***New 066-Create Your Very Own “DREAM” Bedroom!**

Escape to the World of Miniature Design. Be your own designer, architect, builder in miniature scale. Campers will learn how to problem-solve, use their imagination and exercise resourcefulness to create their awesome 3D miniature “DREAM” Bedroom! Campers will practice fine motor skills by handling tools, glue, paint, wood and an array of trims, fabrics and tiny building materials. Create your very own COZY BED, art studio with miniature artwork, loft with ladder, tiny lamps, carpets, tables and chairs, cozy corner and dedicated media space. Campers will use miniature items such as, books, toys, cats, dogs, purses, sunglasses, tablets, gaming consoles, candy jars, jar of slime, mini goldfish tank, miniature TV, snacks, and more! This is a perfect class for campers who love the challenge of creating miniature items and bringing their DREAM bedroom to life!

Session: I

Period: 4

Grades: 3+

Material fees: \$140

Instructor: Nicole Alloy is a professional jewelry instructor with a degree in Jewelry Design from Fashion Institute of Technology. Note: Students will take home between 1-2 large scale open floor plan 3D Diorama miniatures

067-Discover Drawing

A sketchbook is one of the strongest tools an artist can have. This is where artists are able to construct, keep track of and enhance their every day skills all in one place. In this class students will learn to draw. They will turn shapes into forms, open up the picture plane, draw landscapes, create still life drawings, and let their right side of the brain take over. Each camper will receive a sketchbook and a variety of pencils, charcoal, crayons, ink and dabble a bit in water color. Campers will then turn their sketch book drawings into larger masterpieces. Campers will always be strongly encouraged to use their creativity and imagination.

Session: I

Period: 4

Grades: 3+

Material fees: \$150

Instructors: Session I: Marina Nakayama NYS certified teacher at Anne Hutchinson School



068-Discover Sculpting

Here is a hands-on clay class to construct art out of polymer clay and design mini sculptures ranging from delicious food, magical creatures, to everything in between. Some skills the students will be working on are enhancing creativity, sculpting, texturing, making adequate amateurs for each sculpture, using clay tools, learning how to properly cook the clay and using proper layering techniques.

This class will focus on skills including:

- Creativity
- Hand building techniques
- Additive and subtractive sculpture

Session: I & II

Period: 3

Grades: 3+

Material fees: \$150

Instructors: Session I:
Marina Nakayama NYS
certified teacher at Anne
Hutchinson School
Session II: DC Staff

069-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: I & II

Period: 1

Grades: 4+

Material fees: \$150

Instructors: Session I:
Marina Nakayama NYS
certified teacher at Anne
Hutchinson School
Session II: DC Staff

070-Discover Arts and Crafts

What do you get when you combine summer camp with arts and crafts? A happy camper! Discover arts and crafts is about introducing campers to the wonderful world of crafting. This class will expose campers to a wide variety of popular summer crafting projects. Campers will learn how to make friendship bracelets, dream catchers, lanyards, keychains, and many more.

Session: I & II

Period: 2

Grades: 3+

Material fees: \$150

Instructors: Session I:
Marina Nakayama NYS
certified teacher at Anne
Hutchinson School
Session II: DC Staff

071-The Paintbrush Life

The Paintbrush Life is all about painting! Campers will explore acrylic painting through canvas painting, pour painting and mixed media projects. A variety of acrylic mediums will be introduced to create dimension effects and surfaces. Campers will learn to transfer their drawings to canvas with graphite paper to create original works of art! Campers will learn color mixing, shading, and palette knife techniques. Weekly sharing and feedback will be given as well as looking at famous works of art.

Session: II

Period: 4

Grades: 4+

Material fees: \$120

Instructor: DC Staff



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. Campers will need to have a helmet, wrist guards, knee and elbow pads.

072-Standard Board

These boards are commonly used for tricks and ramps.
Material fee: \$150

073-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: \$185

074-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: \$185

Session: I & II

Period: 3

Grades: 3 +

Material fees: Fees vary, see descriptions.

Instructor: Hunter Deneen
DC Staff





075-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: \$30

Instructor: Hunter Deneen
DC Staff

076-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: \$30

Instructor: Hunter Deneen
DC Staff



DISCOVER CAMP

077-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 apparati. Campers will be allowed to bring their own Nerf items within reason. 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: 2 **Grades:** 3 & 4

Period: 3 **Grades:** 5+

Session: II

Period: 1 **Grades:** 3 & 4

Period: 3 **Grades:** 5+

Material fees: \$70

Instructors: Matthew Caraccio, Mathematics Teacher at Eastchester H.S. (Session I period 2 Session II period 1) Adam Benveniste, English Teacher & Coach at Eastchester H.S. (Session I & II period 3) (Nerf materials that have dart clips of more than 20 and other varieties are **not** allowed).

078-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: 4

Grades: 2+

Material fees: \$0

Instructor: Matthew Caraccio, High School Mathematics Teacher at Eastchester High School

079-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: DC Staff





080-DC Baseball Fundamentals

In this class campers will learn key skills for hitting, pitching, and fielding from Christopher Motta, former minor leaguer for the Phillies organization as well as Australia, Puerto Rico, Taiwan, and Canada. Throughout the class, campers will receive a wealth of knowledge for all positions by performing several different drills designed by the instructor. Campers will also work on agility and eye-hand coordination drills that keep the class interactive and fun.

Session: II

Period: 4

Grades: 3+

Material fees: \$0

Instructor: DC Staff

081-Backyard Games, Gaga Ball & Multi Sports

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. Gaga Ball, KanJam, Ladder Ball, Spike Ball, Cornhole, Swing Ball, Frisbee Horseshoes and Lawn Darts are just a few examples of the lawn games that students will participate in. Campers will also be introduced to a variety of sports in a fun and accepting environment. 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, Ultimate Frisbee, Kickball, Wiffle Ball and Gaga Ball.

Session: I & II

Period: 3

Grades: 3+

Material fees: \$0

Instructor: Matthew Caraccio, High School Mathematics Teacher at Eastchester High School

082-Table Tennis at Westchester Table Tennis

Table tennis, also known as ping-pong and whiff-whaff, is a sport in which two or four players hit a lightweight ball, also known as the ping-pong ball, back and forth across a table using small rackets. The game takes place on a hard table divided by a net. Campers will learn rules, techniques, and skills of the game taught by a Westchester Table Tennis pro. Play is fast and demands quick reactions. Campers will be grouped based on skills so all levels are welcomed.



Session: I & II

Periods: 1 or 2

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$175

Session II

Transportation fee: \$75

Site fee: \$155

Instructor: Westchester Table Tennis



083-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

Periods: 1 or 2

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$110

Session II

Transportation fee: \$75

Site fee: \$85

Instructor: Period 1: Adam Benveniste, English Teacher & Coach at Eastchester H.S.
Period 2: Jim Fernhoff, Social Studies and Special Education Teacher at New Hyde Park H.S.

084-FROLF (Frisbee Golf)

Do you like hiking? Do you like throwing a frisbee? Then this is the class for you! In the sport of Frisbee Golf, participants use frisbees as golf balls and themselves as the clubs! Hone your frisbee skills or come develop them, in a fun sport that combines golf and frisbee discs. Students leave camp with their own set of disc golf frisbees (driver, midrange, and putter). Beginners welcome!



Session: I

Period: 1

Grades: 3+

Material fees: \$50

Instructor: Session I: Nate Steward, Social Studies Teacher at The Windward School

085-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 & II

Period: 2

Grades: 4+

Material fees: \$25

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

086-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, 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: \$55

Instructors: Session I periods 1 Chris DeGrazia, Math Teacher & archer
Session I periods 2, 3 & 4 & Session II Mike DiMarco ENL Teacher & archer.



087-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: \$190

Session II

Transportation fee: \$75

Site fee: \$150

Instructor: The Cliffs

088-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: 3+

Session I

Transportation fee: \$95

Site fee: \$190

Session II

Transportation fee: \$75

Site fee: \$150

Instructor: The Cliffs

089-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 individual strengths.
- Attempt full scale obstacle courses in a friendly competition style fashion.



Session: I & II

Periods: 1, 2, 3 or 4

Grades: 3+

Session I

Transportation fee: \$95

Site fee: \$150

Session II

Transportation fee: \$75

Site fee: \$120

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



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.

090-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.
- Change variables to improve performance

Session: I & II

Period: 1

Grades: 2-3

Material fees: \$145

Instructor: JP Kaminiski



***New 091-Mini-B Racing**

Earn your driver's license and explore the exciting world of Mini-B radio controlled cars. At 1/16 scale, this little car packs a full size punch. Small enough to race inside and big enough to race outside. To complement our Mini 4WD program and prepare campers for our Racing Academy, campers are taught how to drive a radio controlled car. Changing variables is the major skill we emphasize.

The camper will receive an a new buggy, 2 tools to fix/ tune the car, and 2 batteries. By changing one variable at a time, campers tune their cars to perform at a higher level. These radio controlled cars have replacement parts that the campers learn to change. This class is a great intro to our very popular introduction to racing academy.

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

Period: 1

Grades: 3 + Beginners

Material fees: \$250

Instructors: DC Staff

*Mini 4WD is highly recommended as a prerequisite



092-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: 4

Grades: 3 +

Material fees: \$125

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

Instructor: DC Staff

Prerequisite: Mini-Z



The Racing Academy

The Racing Academy, has been consistently evolving for nearly 30 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. 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. The Racing Academy is divided up into five distinct groups which must be carefully selected.



093-Introduction to Racing Academy - Traxxas Slash Spec.

Focused around the infamous Traxxas Slash, campers will be disassembling a truck according to instructions that we 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. After completion, 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. **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: 2 or 3

Grades: 4+

Material fees: \$375

Offroad track fee: \$25



094-Introduction to Racing Academy - Traxxas Rustler

Campers will be disassembling a truck according to instructions that we 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, campers will be able to use our off road track to participate in organized racing events with many of the other trucks at camp.

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: 2 or 3

Grades: 4+

Material fees: \$375

Offroad track fee: \$25



095-Introduction to Racing Academy - Traxxas Bandit

Campers will be disassembling a buggy according to instructions that we developed ourselves. This class is great for those who want to take that first step into the hobby. The Bandit 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 buggies and trucks at camp.

This class includes the Bandit buggy 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: 2 or 3

Grades: 4+

Material fees: \$375

Offroad track fee: \$25



096-Intermediate Racing Academy - Slash Spec./Upgrades (for returning or new campers who own a Traxxas Slash, Rustler, or Bandit Kit)

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, and servo.**

Session: I & II

Periods: 2 or 3

Grades: 4+

Material fees: \$225

Offroad track fee: \$25

097-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: 2 or 3

Grades: 4+

Material fees: \$490

Offroad track fee: \$25

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



098-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: 2 or 3

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: 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 KaminskiJ@DFSD.org

099-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

Period: 4

Grades: 4+

Material fees: \$595

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



100-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

Period: 4

Grades: 4+

Material fees: \$595

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



101-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

Period: 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



102-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: 2 or 3

Grades: 4+

Material fees: \$130

Offroad track fee: \$25

103-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: 2 or 3

Grades: 4+

Material fees: \$125

Offroad track fee: \$25



Discover Camp 2023 Daily Schedule Session I

Choose one class from each column

Period-1 9:00-10:25	Period-2 10:30-1:00	Period-3 1:00-2:25	Period-4 2:30-3:30
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-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18
004-Arcade Builders (Grades 3+) pg 20	003-Rube Goldberg (Grades 2+) pg 20	007-Intro to Rocketry (Grades 3+) pg 22	006-DC Woodcrafting and Modeling (Grades 4+) pg 20
005-Escape DC (Grades 3-6) pg 20	011-Mechanical Models with Wood (Grades 4+) pg 24	012-Model Airplane Building (Grades 3+) pg 24	008/009-Advanced Rocketry I and II (Grades 4+) pg 22/23
007-Intro to Rocketry (Grades 3+) pg 22	013-Indoor FPV Drone Racing (Grades 5+) pg 25	015-Advanced FPV Drone Racing (Grades 6+) pg 25	021-Magic: the Gathering & Strategic Table Games (Grades 4+) pg 28
013-Indoor FPV Drone Racing (Grades 5+) pg 25	016-Multi-level Chess (Grades 2+) pg 26	016-Multi-level Chess (Grades 2+) pg 26	026-Scratch Coding with Mbots (Grades 3+) pg 30
019/020-Dungeons and Dragons Level I & II(Grades 3+) pg 27	022/023 -Warhammer Level I & II (Grades 3+) pg 28	017/018-Pokemon Level I & II (Grades 3+) pg 26 & 27	032-Minecraft Virtual Reality (Grades 4+) pg 32
025-Scratch Coding 3.0 (Grades 4 & 5) pg 30	028-Make Your Own Website (Grades 3+) pg 31	029-Python Coding (Grades 4+) pg 31	033-Welcome to the Sandbox (Runescape) (Grades 4+) pg 32
030-Metaverse Design Using Roblox (Grades 3+) pg 32	031-Minecraft! What Will You Create (Grades 2+) pg 32	030-Metaverse Design Using Roblox (Grades 3+) pg 32	035-Virtual and Augmented Reality (Grades 4+) pg 34
032-Minecraft Virtual Reality (Grades 4+) pg 32	036-Game Design in VR with Unity (Grades 5+) pg 34	036-Game Design in VR with Unity (Grades 5+) pg 34	038-Advanced 3D Printing (Grades 3+) pg 35
035-Virtual and Augmented Reality (Grades 4+) pg 34	039-Build Your Own PC (Grades 5+) pg 36	037-Intro to 3D Printing and Design (Grades 4+) pg 35	045-Introduction to Arduino and Coding (Grades 3+) pg 39
037-Intro to 3D Printing and Design (Grades 4+) pg 35	048-LEGO WEDO Robotics and LEGO Boost (Grade 2-4) pg 41	043-Handheld Game Builders (Grade 4+) pg 38	047-LEGO Builders and Collectors Unite (Grade 3+) pg 41
044-Raspberry Pi Makers (Grades 5+) pg 38	053-Filmmaking (Grades 3+) pg 42	046-Awesome LEGO Building Challenges (Grades 2-6) pg 39	054-Stop Motion Animation (Grades 4+) pg 44
049-Brick Art (Grades 3+) pg 41	061-Jewelry Making and More (Grades 2+) pg 49	055-Comedy Improvisation (Grades 4+) pg 44	056-News DC (Grades 6+) pg 44
053-Filmmaking (Grades 3+) pg 42	070-Discover Arts and Crafts (Grades 3+) pg 52	058-The Great DC Cook Off (Grades 4+) pg 46	057-These Images are Alive! (Grades 2+) pg 44
059-Breakfast Bake Off (Grades 3+) pg 46	075-Introduction to Skateboarding (Grades 2+) pg 55	064-Fashion Network Awesome Wearable Art (Grades 3+) pg 50	058-The Great DC Cook Off (Grades 2-3) pg 46
062-Ocean Artists (Grades 2+) pg 49	076-Advanced Skateboarding (Grades 2+) pg 55	068-Discover Sculpting (Grades 3+) pg 52	066-Create Your Own Dream Bedroom (Grades 3+) pg 51
069-Ceramics (Grades 4+) pg 52	077-Discover Nerf Olympics (Grades 3 & 4) pg 56	072-074-Build a Board (Grades 3+) pg 54	067-Discover Drawing (Grades 3+) pg 51
075-Introduction to Skateboarding (Grades 2+) pg 55	079-DC Soccer (Grades 2-3) pg 56	077-Discover Nerf Olympics (Grades 5+) pg 56	078-DC Basketball (Grades 2+) pg 56
076-Advanced Skateboarding (Grades 2+) pg 55	082-Table Tennis (Grades 3+) pg 57	081-Backyard Games, Gaga Ball & Multi Sports (Grades 3+) pg 57	086-Archery and Outdoor Games (Grades 4+) pg 58
079-DC Soccer (Grades 4+) pg 56	083-Golf- Swing Like The Pros (Grades 3+) pg 58	086-Archery and Outdoor Games (Grades 4+) pg 58	087-Indoor Rock Climbing (Grades 2+) pg 60
082-Table Tennis (Grades 3+) pg 57	085-Floor Hockey (Grades 4+) pg 58	087-Indoor Rock Climbing (Grades 2+) pg 60	088-Indoor Rock Climbing Returning Campers (Grades 3+) pg 60
083-Golf- Swing Like The Pros (Grades 3+) pg 58	086-Archery and Outdoor Games (Grades 4+) pg 58	088-Indoor Rock Climbing Returning Campers (Grades 3+) pg 60	089-Discover Ninja Warrior (Grades 3+) pg 60
084-Frolf (Grades 4+) pg 58	089-Discover Ninja Warrior (Grades 3+) pg 60	089-Discover Ninja Warrior (Grades 3+) pg 60	092-Mini-Z Returning Campers (Grades 3+) pg 63
086-Archery and Outdoor Games (Grades 4+) pg 58	093-098 - The Racing Academy (Grades 4+) pg 64 + 65	093-098 - The Racing Academy (Grades 4+) pg 64 + 65	099-101-Advanced Racing Academy (Grades 4+) pg 66 + 67
089-Discover Ninja Warrior (Grades 3+) pg 60	102-103 - The Racing Academy campers with cars (Grades 4+) pg 67	102-103 - The Racing Academy campers with cars (Grades 4+) pg 67	
090-Mini-4WD Building and Racing (Grades 2-3) pg 62			
091-Mini-B Racing (Grades 3+) pg 63			

Discover Camp 2023 Daily Schedule Session II

Choose one class from each column

Period-1 9:00-10:25	Period-2 10:30-1:00	Period-3 1:00-2:25	Period-4 2:30-3:30
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-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18	002-DC Juniors 2 - The Ultimate DC Experience (Grade 1 & 2) pg 18
003-Rube Goldberg (Grades 2+) pg 20	005-Escape DC (Grades 3-6) pg 20	006-DC Woodcrafting and Modeling (Grades 4+) pg 20	010-Siege Machines Plus (Grades 4+) pg 23
007-Intro to Rocketry (Grades 3+) pg 22	012-Model Airplane Building (Grades 3+) pg 24	008/009-Advanced Rocketry I and II (Grades 4+) pg 22/23	017/018-Pokemon Level I & II (Grades 3+) pg 26 & 27
011-Mechanical Models with Wood (Grades 4+) pg 24	014-Drones for Beginners (Grades 4+) pg 25	016-Multi-level Chess (Grades 2+) pg 26	021-Magic: the Gathering & Strategic Table Games (Grades 4+) pg 28
019/020-Dungeons and Dragons Level I & II(Grades 3+) pg 27	016-Multi-level Chess (Grades 2+) pg 26	024-Marvel: Crisis Protocol (Grades 4+) pg 28	029-Python Coding (Grades 4+) pg 31
027-Return of mBot Robots (Grades 3+) pg 30	022/023 -Warhammer Level I & II (Grades 3+) pg 28	025-Scratch Coding 3.0 (Grades 4 & 5) pg 30	030-Metaverse Design Using Roblox (Grades 3+) pg 32
031-Minecraft! What Will You Create (Grades 2+) pg 32	026-Scratch Coding with Mbots (Grades 3+) pg 30	032-Minecraft Virtual Reality (Grades 4+) pg 32	031-Minecraft! What Will You Create (Grades 2+) pg 32
034-Starcraft ESports (Grades 5+) pg 34	030-Metaverse Design Using Roblox (Grades 3+) pg 32	036-Game Design in VR with Unity (Grades 5+) pg 34	035-Virtual and Augmented Reality (Grades 4+) pg 34
035-Virtual and Augmented Reality (Grades 4+) pg 34	036-Game Design in VR with Unity (Grades 5+) pg 34	038-Advanced 3D Printing (Grades 3+) pg 35	037-Intro to 3D Printing and Design (Grades 4+) pg 35
042-Soldering Circuits (Grades 4+) pg 36	037-Intro to 3D Printing and Design (Grades 4+) pg 35	040-Robots, Racers, and Circuits (Grades 2+) pg 36	041-Alternative Energy Vehicles (Grades 2+) pg 36
049-Brick Art (Grades 3+) pg 41	048-LEGO WEDO Robotics and LEGO Boost (Grade 2-4) pg 41	046-Awesome LEGO Building Challenges (Grades 2-6) pg 39	047-LEGO Builders and Collectors Unite (Grade 3+) pg 41
050-Beat Making/Digital Music Lab (Grades 4+) pg 42	051-Build A Ukulele and More (Grades 3+) pg 42	052-DC Music Makers (Grades 3+) pg 42	054-Stop Motion Animation (Grades 4+) pg 44
053-Filmmaking (Grades 3+) pg 42	053-Filmmaking (Grades 3+) pg 42	055-Comedy Improvisation (Grades 4+) pg 44	057-These Images are Alive! (Grades 2+) pg 44
063-Rock Out Your Room (Grades 3+) pg 49	065-Abstract Art (Grades 2+) pg 50	058-The Great DC Cook Off (Grades 4+) pg 46	058-The Great DC Cook Off (Grades 2-3) pg 46
069-Ceramics (Grades 4+) pg 52	070-Discover Arts and Crafts (Grades 3+) pg 52	060-Wonderful World Of Miniatures(Grades 3+) pg 46	061-Jewelry Making and More (Grades 2+) pg 49
075-Introduction to Skateboarding (Grades 2+) pg 55	075-Introduction to Skateboarding (Grades 2+) pg 55	068-Discover Sculpting (Grades 3+) pg 52	071-The Paintbrush Life (Grades 4+) pg 52
076-Advanced Skateboarding (Grades 2+) pg 55	076-Advanced Skateboarding (Grades 2+) pg 55	072-074-Build a Board (Grades 3+) pg 54	078-DC Basketball (Grades 2+) pg 56
077-Discover Nerf Olympics (Grades 3 & 4) pg 56	079-DC Soccer (Grades 2-3) pg 56	077-Discover Nerf Olympics (Grades 5+) pg 56	080-DC Baseball Fundamentals (Grades 3+) pg 57
079-DC Soccer (Grades 4+) pg 56	082-Table Tennis (Grades 3+) pg 57	081-Backyard Games, Gaga Ball & Multi Sports (Grades 3+) pg 57	086-Archery and Outdoor Games (Grades 4+) pg 58
082-Table Tennis (Grades 3+) pg 57	083-Golf- Swing Like The Pros (Grades 3+) pg 58	086-Archery and Outdoor Games (Grades 4+) pg 58	087-Indoor Rock Climbing (Grades 2+) pg 60
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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 2023 Program.

DISCOVER CIT

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 2023 Program.





DISCOVER CARES

As the pandemic emerged Discover Camp utilized their sixty 3D printers, three laser cutters, and other technology to print face shields for the nurses, doctors, and first responders. From Mid- March until July of 2020 teachers from Discover Camp printed, cut and assembled thousands of medical face shields for our heroes. As a result of this endeavor a new 501c3 charity, DiscoverCares, was born with a mission to help essential workers.

We took over basements, garages, and living rooms to run the 3D printers and laser cutters 24/7 and recruited friends and neighbors to assemble the final product. To date, we created more than 15,000 shields. Local PTAs and foundations made monetary contributions and donated printers that were returned to their home schools. After an initial self-funded round, we started a Go-Fund-me page which raised \$70,000.

Discover Cares is now transitioning to accepting donations for scholarships for families in need to send their child to Discover Camp. If you are interested in donating please contact Info@DiscoverCamp.com.

The Story of Discover Camp A reflection written by Anthony Rich

In 2007 I resigned from my teaching position at a summer camp in Southern Westchester. Not everyone believed I could start my own summer camp but in the words of Maya Angelou, “You want me to do something...tell me I can’t do it.” My wife and I didn’t have nearly enough money to start a camp but we were both working educators so we threw everything we had into Discover Camp. We worked through the night often 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 peek 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 and grandfather both loved to tinker. They loved cars and anything mechanical. I can remember from a very early age watching them both work 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 Elmsford Raceway slotcar track many weekends. Sometime in the late seventies I saw my first radio controlled car there. 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 Radio Controlled Car 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 buggy 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. My wife and I bought an old house to fix up but ended up tearing it down and building a new house when we were just twenty six. I have taken on landscaping projects, finished my basement, stone walls, installed kitchens, built computers, rewired a boat, 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, before I tackle a project I immerse



myself 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 companies I was interested in buying from. 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. I was building something, taking it apart each year and rebuilding it better the next. 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.

Summer 2020 was a difficult year. We retooled the whole camp and opened safely. If my wife and I didn't have teaching positions we would have never survived the downturn.

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 Summer Tech."

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

Thank you for taking the time to learn more about Discover Camp.



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

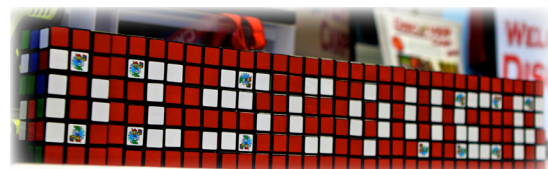
"We are so blown away by the Discover Camp experience. I have to tell you that our son has been to several other camps and he hated all of them. I had very low expectations when I signed him up for your camp because we have never had a successful experience in the summer. We just assumed that camp wasn't 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

"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





"My son has been to just about every camp in Westchester and we are simply blown away by the Discover Camp experience!" *Parent of camper*

"This is what school should be like" *Camper*

"Discover Camp is unlike any camp in Westchester!" *Parent of camper*

"Discover Camp is a rare jewel among a sea of summer camps!" *Parent of camper*

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