







CONTENTS

4	Meet the Directors
8	Why Choose Discover Camp?
9	Frequently Asked Questions
10	Camp Tuition
11	Registration Details
12	Important Information
13	Busing
16	5th Period Information
17	CIT and Senior Camper Details
18	Course Descriptions
72	Master Schedule
74	What is a Fuzzo?
75	Parent Testimonials

MEET THE

Dear Families,

This year marks the eighteenth anniversary of Discover Camp. In 2008, my late husband Anthony, envisioned creating a day camp inspired by his love for hobbies. He worked tirelessly to turn that dream into reality. Since the camp's establishment, our daughters Olivia and Ariana, have had the privilege of being campers. As they grew, they transitioned into roles as counselors, playing pivotal parts in the day-to-day operations of Discover Camp.

Olivia currently works diligently behind the scenes collaborating with the DC Team. She manages all our social media platforms and the website. During the camp season, she takes on multiple roles. As our talented photographer and videographer, she creates the daily videos we share with our families. Additionally, she is responsible for setting up our camp facility, ensuring a smooth transformation in preparation for all the summer fun. During the off-season, Olivia is pursuing her master's degree in Mental Health Counseling.

Ariana is another key member of our team at Discover Camp. Although she isn't at camp every day, she contributes significantly behind the scenes. I am proud to share that Ariana is a clinician; she works as a pediatric Speech-Language Pathologist at a private practice. Last May, she earned her Master's Degree in Medical Speech-Language Pathology.



*Sabrina Rich and daughters,
Olivia and Ariana*

As a child, my dream was always to become a teacher. I dedicated myself to this passion, achieving two Master's Degrees: one in Education with a focus on Computer Science, and the other in Library Science. Carrying on my love for teaching, I am completing my 33rd year as an educator, with the last 28 years spent in Ardsley, where I currently serve as the Director of Technology.

At Discover Camp, we strive to create a second home, a creative oasis where campers can unleash their imagination, fuel their curiosity, develop new friendships, and pursue their passions. The girls and I can hardly contain our excitement at the thought of reuniting with all the campers this summer. Witnessing the vibrant energy as campers engage with our talented instructors brings me immense joy. The enthusiasm for learning, whether it's about RC racing, engineering, rockets, cooking, or art, DC creates an electrifying atmosphere that is truly contagious.

Greeting the students in the morning has become a cherished ritual, and the sight of them eagerly jumping out of their vehicles and seeing their faces light up is a testament to the genuine passion and love each and every one of them holds for Discover Camp.

We eagerly anticipate providing an enriching experience for your child this summer. Don't miss out on the best season yet!

Kind Regards,

Sabrina Rich, Founder and Director



Milo

DIRECTORS

Dear Families,

When I was 14 years old, I knew I wanted to become a teacher. During my freshman year of high school, I had a teacher, Mr. D, who left a lasting, positive impact on me. It was then and there that I realized my calling: to inspire others in the same way. My heart was set on becoming both a teacher and a coach.

Over the past 26 years, I've had the privilege of teaching children with diverse learning styles. One constant in every child's success is the link between achievement and passion. Discover Camp offers children the opportunity to learn in a way that ignites their passions and sparks their curiosity.

After graduating from Iona University in 1999, I began my career as a fifth-grade teacher at P.S. 24 in the Bronx. While there, I worked alongside Columbia University's Teachers College, which shaped my foundation and philosophy of teaching. It was during this time that I embraced the progressive, constructivist approach to education. With a Master's degree in Reading from Lehman College and a professional diploma in Teacher Leadership from Bank Street School of Education, I eventually moved to Westchester County to continue my teaching journey.

In 2003, I began teaching fifth grade at Anne Hutchinson School in Eastchester. There, I launched a school garden that expanded over the years, along with a recycling and composting program that earned a National Green Ribbon in 2014. While I enjoyed teaching every subject, my favorite moments involved cooking with my students using ingredients from the garden. This passion led me to work with the Hudson Park Children's Greenhouse in New Rochelle, where I serve as Executive Director of The Haunt at Wildcliff Mansion, a key fundraiser for the greenhouse.

As Discover Camp grew over the summers, I pursued a Master's degree in Educational Leadership, thinking I might transition to becoming a principal. However, I realized my heart belongs in the classroom. Discover Camp provides the perfect balance: I can take on a leadership role during the summer while continuing to teach full-time during the school year—my true passion.

Currently, I am a STEM Teacher in the Eastchester School District, where I've worked for 21 years. In my role, I guide 2nd-5th grade students in 3D Design, Coding, Engineering, and Google Workspace, among other subjects. Every day, I'm reminded of how rewarding it is to help students bring their ideas to life.

Discover Camp holds a special place in my heart. As one of its founding members, I've watched the camp evolve and thrive. Each summer, we embrace the joy of "discovering" something new and exciting.

Thank you for being part of this incredible journey.

Kind Regards,

David O'Neil, Director



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

MEET THE

Dear Families,

This will be my 16th summer at Discover Camp. I cannot believe some of the campers I have seen or taught at camp will be going into college. I truly feel lucky to be working in such a special place.

Discover Camp is more than a job to me. It has developed into a home away from home and a career. I work very closely with the Rich 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 Discover Camp.

During the year I am working behind the scenes to create new enrichment activities, exploring the latest innovations, designing the Discover Camp brochure, 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 show me the projects they are working on. Talking with the campers about their PC projects, discussing designs and parts, talking soccer with the many soccer fans at camp, and hearing from parents how their children found their summer home are definitely what I look forward during the summer. I am excited to see what campers do this year. It is truly inspiring 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! I cannot wait for the day my son will be attending.

Sincerely,

Anthony Melendez
Assistant Director



*Anthony Melendez with
his wife Debora and
son, Gabriel*



Gabriel and Lucas

DIRECTORS

Dear Families,

I am looking forward to my 15th summer at Discover Camp. My journey began at age 16 with my first position as camp photographer. I later transitioned to counselor, head counselor, and eventually teacher. Discover Camp jump-started my passion for teaching; it was here that I decided what I wanted to do for the rest of my life, and I return every summer to learn something new!

My love of music led me to study Music Education at Arizona State University, though every summer I still found my way back to camp. After teaching in Phoenix, AZ for a few years, I returned home to New York to attend Teachers College at Columbia University.

I currently teach general music and chorus at Greenacres Elementary in the Scarsdale School District. As a music teacher, I understand that fostering creativity and exploration is vital for young children's development. I believe Discover Camp provides a safe environment for students to try new things and explore their hobbies and passions. Though I can't wait to see what Summer 2025 will bring, I will always wish I could experience it as a camper!

Sincerely, *Jillian Kaplan, Assistant Director*

Dear Families,

I am very pleased to enter my sixth 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. Our medical office is made up of a registered nurse and a basic life support 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 as well. Our medical office is equipped with an AED, oxygen, a nebulizer machine and epipens. We also have 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. Please do not hesitate to reach out to us at medical@discovercamp.com.

This summer I will be celebrating 17 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, 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**.

- Complete the Discover Camp online medical form.
- Obtain and submit Medication Authorization forms if your child requires medication during camp hours. These can be downloaded from our website or can be requested from us directly.
- Medications must be delivered by an adult and approved by a medical staff member. Ensure all medications are in their original container with an unexpired date. Clearly print the child's name on the bottle or package. For each prescription, the prescribing doctor must fill out the Discover Camp Medication form.

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*



Cara, Christopher, Carmelo, Caleb and Mark

WHY CHOOSE

DISCOVER CAMP?

1. Camp founder Sabrina Rich and director David O'Neil are active, well respected public school teachers with more than **70 years combined teaching experience**. Anthony Melendez, assistant director, is a NYS certified technology teacher who works full time at 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.
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 rate**.
10. 80% of all new campers are referred by existing Discover Camp families.
11. Discover Camp provides a secure and enjoyable setting for children to explore new classes, fostering a positive learning experience and the discovery of new hobbies.
12. There are seven computer labs available, including **six Dell labs** with 25 laptops each, one **Mac Lab** with 24 Mac Book Pros and one robotics lab with 20 Dell laptops.
13. Two state of the art **Virtual Reality Labs**.
14. The only camp in the U.S. with **two dedicated 3D printing labs with over 50 printers**.
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. On-site, off-road radio controlled truck and buggy track.
18. Fully catered lunch program.
19. All classrooms and the cafeteria are **air conditioned**.
20. Flexible payment plan.
21. Discover Camp is quite simply, "**The Best Camp in Westchester!**"- Discover Camp parent.

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. Recognizing that some children may find traditional schooling less engaging, Discover Camp's instructors know how to enhance the curriculum to provide a stimulating challenge for the most advanced students. Engaging in hobbies serves as the perfect outlet for a child who is always looking for something stimulating to do at home and steers them away from excessive reliance on video games.

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

A. The majority of our instructors are NYS licensed teachers. We know how to differentiate the curriculum and adjust instruction. In addition, our classes have 2-3 counselors assisting the teacher to provide added support in the class.

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 certain classes. 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 registering?

A. Yes. You can make changes to your child's schedule up until 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. Yes, campers have the first three days of camp to make any class changes. Class changes are not allowed on the first day of camp.

Q. Can my child attend Discover Camp for less than a full session?

A. Most children attend the full session but we have 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 to discuss which classes might be appropriate for less than a full session.



Discover Camp Overview:

- Leading STEM and Hobby focused day camp for children aged 5-15.
 - Two Summer Sessions: Session I (June 30 to July 25) + Session II (July 28 to August 15).
 - Each day runs from 9:00 a.m. - 3:30 p.m. and contains 4 instructional periods plus a 1 hour lunch/recess.
 - An optional 5th period (3:45 p.m. - 5:00 p.m.) is offered to give campers additional instructional time in their favorite classes.
 - Campers and parents create their own schedule of classes tailored to their specific interests. Master schedule is on pages 72 and 73.
 - Classes are taught by NYS certified teachers and/or industry professionals.
- Discover camp is a place where your child can nourish their creativity, spark curiosity, and explore their interests. What will your children DISCOVER this summer?

Stretch your payments out through July with no additional fees.

TUITION RATES + CAMP DATES

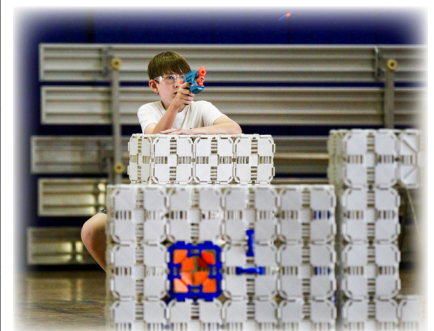
2025 Early Registration Rates*			
2025	Mini - Day 9:00 a.m. - 1:00 p.m. Lunch Included	Afternoon 1:00 p.m. - 3:30 p.m.	Full Day** 9:00 a.m. - 3:30 p.m. Lunch Included
Session I June 30 - July 25	\$3000	\$1650	\$3990
Session II July 28 - August 15	\$2370	\$1310	\$3140
Sessions I and II June 30 - August 15**	\$4990	\$2860	\$7130 \$6500
Save up to \$1000 off tuition rates when you enroll by March 31, 2025 for full summer full day.			
2025 Tuition Rates			
2025	Mini - Day 9:00 a.m. - 1:00 p.m. Lunch Included	Afternoon 1:00 p.m. - 3:30 p.m.	Full Day** 9:00 a.m. - 3:30 p.m. Lunch Included
Session I June 30 - July 25	\$3300	\$1800	\$4400
Session II July 28 - August 15	\$2595	\$1425	\$3460
Sessions I and II June 30 - August 16**	\$5600	\$3250	\$7860 \$7500
**Additional savings when signing up for full summer or full day programs.			
*Early Registration ends March 31, 2025			

Online Registration Dates

2024 Returning Families
March 4, 2025 at 6:00 p.m.

New Families:
March 6, 2025 at 6:00 p.m.

Office Hours:
9:30 a.m. - 4:30 p.m.
Phone: (914) 462 - 0360
E-mail:
Info@DiscoverCamp.com



Register Now! Decide Later!



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 2024 returning families begins March 4, 2025 at 6:00 p.m. Enrollment for new families begins March 6, 2025 at 6:00 p.m.

EARLY REGISTRATION AND LOYALTY DISCOUNTS

Each year, we extend a special early registration rate to families who enroll within our designated early registration period. This year, we are offering a \$1000 discount for early enrollment in the full-day full summer program. To qualify for this discount, registration must be submitted by March 31, 2025. Early registration not only provides financial benefits to our loyal families but also aids us in effective planning and staff hiring. The unique feature of our early enrollment plan is that full payment is not required until July 2025, allowing for a "Register Now, Decide Later" approach. Early registration presents no drawbacks for families; it offers priority class selection, the best rates, a deferred payment option, and the flexibility to request a refund until June 1st if plans change.

Payment Choices: Parents have two payment options. You can either make the full payment at the time of registration or opt for automatic monthly installments. The initial installment will be processed on your registration day, and the total number of payments will be based on your registration date. Registering earlier results in more installments. The last payment is scheduled for on or before July 31, 2025. Our intention is to spread camp payments over a period of up to 5 months with this approach.

REFUND POLICY

Parents can request a full refund up until June 1st. Unfortunately, refunds will not be available after this date.

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

IMPORTANT INFORMATION

- The camp will be closed on Friday, July 4th, in observance of Independence Day.
- Each camper will receive five camp T-shirts. It is encouraged for campers to wear their shirts daily.
- Theme Days: At Discover Camp, campers love our theme days. During the sessions, we'll have contests for special days like Halloween Day, Superhero Day, and Pajama Day, just to name a few. A theme day calendar will be sent out closer to the start of camp.
- Every camper should bring a backpack, a water bottle, sunscreen, and any other personal items they may need. Please make sure that backpacks and personal belongings are clearly labeled with your child's first and last name.
- The camp is not responsible for campers' personal property. Campers should avoid bringing valuable items unless they are essential for a specific class.
- Camp directors reserve the right to cancel or change any course due to low enrollment or if an instructor change is needed. While this is rare, it can happen occasionally.
- Camp directors can remove a camper from the program if their behavior is considered inappropriate, dangerous, or disruptive to the learning environment of others.

OPEN HOUSE

Come Meet Our Instructors and Directors

Open House Date:

Sunday, March 2nd

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

Camp Location:

180 Bradhurst Avenue
Hawthorne, NY 10532

Come and be part of our open house! This occasion offers a fantastic chance to connect with our directors, instructors, and counselors. Many of our campers also frequently attend, turning our open houses into enjoyable reunions for them as well.

NEW FAMILY ORIENTATION

On June 28th we will hold a registered camper orientation for all new and returning campers. The orientation will provide an opportunity to go over the camper's day, tour the facility and allow children to find their classrooms.





BUSING

Discover Camp provides door-to-door and general pickup bus services. Our small, air-conditioned yellow school buses make approximately 10 stops. Please be aware that the operation of our bus service depends on meeting a minimum enrollment requirement. If the minimum enrollment is not reached for a specific route or service, we reserve the right to cancel or suspend that service. Additionally, we offer a 50% discount for each additional child. Camp directors have the authority to remove a camper from the bus if their behavior is deemed inappropriate, dangerous, or disruptive.

Session Dates	Door to Door	General Pick Up	General Pick Up Stops
Session I June 30 - July 25	\$1100	\$800	<ul style="list-style-type: none"> Anne Hutchinson School 60 Mill Rd, Eastchester Greenvale School 1 Gabriel Rescigno Dr, Scarsdale
Session II July 28 - August 15	\$850	\$620	<ul style="list-style-type: none"> Fox Meadow School 59 Brewster Rd, Scarsdale Quaker Ridge School 125 Weaver St, Scarsdale Grafflin School 650 King St, Chappaqua
Sessions I and II June 30 - August 15	\$1950	\$1420	<ul style="list-style-type: none"> Westorchard School 25 Granite Road, Chappaqua Scarsdale High School 1057 Post Rd, Scarsdale Heathcote School 26 Palmer Avenue, Scarsdale Seely Place School 51 Seely Place, Scarsdale

DISCOVER CAMP "FAMILY AND FRIENDS" REFERRAL PROGRAM

Discover Camp has thrived through the support of word-of-mouth recommendations and referrals. We express our gratitude to families who refer new families by offering a 2.5% tuition discount. Additionally, this same discount is extended to the newly referred family. There is no restriction on the number of families you can refer, meaning the more referrals, the greater the discount for you. Referrals in the registration system will be tracked through a confidential coupon code provided to returning families via email. The discount will be applied directly to your balance, or alternatively, we will credit your account and issue a check.

DISCOVER CAMP

DC FEES

Material Fees cover consumables used in a class, such as RC cars, rockets, engines, and, arts and crafts supplies, etc. These consumables are either used up during the class or taken home by the camper.

Technology Fees apply to classes utilizing technology such as laptops, iPads, 3D printers, laser cutters, digital cameras, etc.

Track Fees are used for the maintenance and repair of the off-road track, ensuring its proper functioning.

Ramp Fees are designated for the annual resurfacing and maintenance of skateboard ramps, prioritizing the safety of campers.

Transportation Fees are used to cover the cost of attending off-site classes. These rates are determined by the bus company. Off-site classes include activities such as golf, rock climbing, table tennis, and Ninja Warrior.

Site Fees are the charges imposed by off-site facilities for the use of their equipment and space.

CLASS CHANGES

All changes must be made by phone or e-mail by June 1, 2025. After this date there will be no more class changes.

*Any changes to classes made during the session will not be refunded or credited toward new classes.



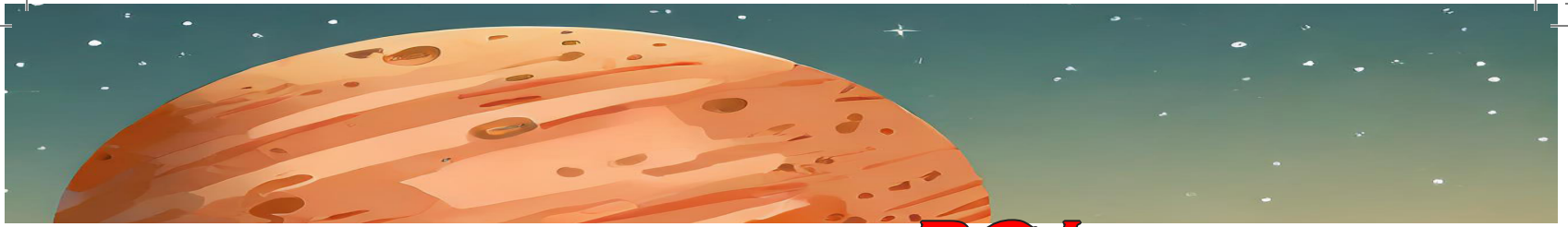
DC SCHEDULE

Morning Schedule

Early Drop Off	7:45 a.m. - 8:45 a.m. \$100 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.
Mini - 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. \$100 per week
Extended Late Pickup	5:00 p.m. - 5:30 p.m. \$150 per week



DC LUNCH



The full-day and mini-day programs feature a delectable individual lunch served during period two. Mondays are designated as PIZZA DAY, with orders placed at a local pizzeria. Pizza options include plain, sausage, pepperoni, white, gluten-free, sauceless, and cheeseless varieties, along with chicken fingers and garlic knots. Ice water is provided daily, and fresh salad and fruit are offered as well. From Tuesday to Friday, campers will enjoy daily lunch specials. Our air-conditioned cafeteria ensures a comfortable dining experience. For inquiries about food service, please contact Mr. O'Neil at do'neil@discovercamp.com. Kosher and gluten-free options are also available.

Below is a sample lunch menu.

Day 1: <u>Pizza Day</u> <ul style="list-style-type: none"> Plain, pepperoni, chicken and sausage pizza. Garlic knots - Chicken fingers <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 2: <ul style="list-style-type: none"> Chicken and broccoli with white rice Chicken parmigiana panini Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	Day 3: <u>Pizza Day</u> <ul style="list-style-type: none"> Plain, pepperoni, chicken and sausage pizza. Garlic knots - Chicken fingers <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 4: <ul style="list-style-type: none"> Popcorn chicken with mashed potatoes Penne alla vodka Pasta bar and bagels <u>Snacks/Sides</u> Cheez-It Fresh fruit salad Caesar salad	Day 5: <ul style="list-style-type: none"> Boneless chicken wings Cheeseburger sliders Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad
Day 6: <u>Pizza Day</u> <ul style="list-style-type: none"> Plain, pepperoni, chicken and sausage pizza. Garlic knots - Chicken fingers <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 7: <ul style="list-style-type: none"> Hot dogs Baked ziti Pasta bar and bagels <u>Snacks/Sides</u> Cheez-It Fresh fruit salad Caesar salad	Day 8: <ul style="list-style-type: none"> Mozzarella sticks Lemon chicken with white rice Pasta bar and bagels <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 9: <ul style="list-style-type: none"> Chicken nuggets Rigatoni and meatballs Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	Day 10: <ul style="list-style-type: none"> Chicken and cheese quesadilla Tortellini alfredo Pasta bar and bagels <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad
Day 11: <u>Pizza Day</u> <ul style="list-style-type: none"> Plain, pepperoni, chicken and sausage pizza. Garlic knots - Chicken fingers <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 12: <ul style="list-style-type: none"> Chicken and broccoli with white rice Chicken parmigiana panini Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	Day 13: <ul style="list-style-type: none"> Popcorn chicken with mashed potatoes Penne alla vodka Pasta bar and bagels <u>Snacks/Sides</u> Cheez-It Fresh fruit salad Caesar salad	Day 14: <ul style="list-style-type: none"> Boneless chicken wings Cheeseburger sliders Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	Day 15: <ul style="list-style-type: none"> Mozzarella sticks Lemon chicken with white rice Pasta bar and bagels <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad
Day 16: <u>Pizza Day</u> Plain, pepperoni, chicken and sausage pizza. Garlic knots - Chicken fingers <u>Snacks/Sides</u> Chocolate chip cookies Fresh fruit salad Caesar salad	Day 17: <ul style="list-style-type: none"> Chicken nuggets Rigatoni and meatballs Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	Day 18: <ul style="list-style-type: none"> Hot dogs Baked ziti Pasta bar and bagels <u>Snacks/Sides</u> Cheez-It Fresh fruit salad Caesar salad	Day 19: <ul style="list-style-type: none"> Chicken fingers Cheese ravioli Pasta bar and bagels <u>Snacks/Sides</u> Assorted chips Fresh fruit salad Mixed greens salad	

5TH PERIOD INFORMATION

2025 5th Period Rates	
2025	5th Period 3:30 p.m. - 5:00 p.m.
Session I June 27 - July 26	\$1,100
Session II July 29 - August 16	\$825
Sessions I and II June 27 - August 16	\$1,925

5th Period is an exciting extended day option that extends your child's camp day from 3:30 p.m. to 5:00 p.m. This additional time offers your child the opportunity to dive into one of our engaging and enriching programs. Each class is led by our dedicated teachers, providing an extra 90 minutes of stimulating instruction each day.

This is a fantastic opportunity for your child to enroll in our most sought-after classes and explore new interests while giving parents a break from the afternoon pick-up line.

To enroll in this option, simply click on "Add Ons" in the registration system and choose the course your child is eager to explore.

*Bus transportation for returning home is not provided. Parents/caregivers are required to either pick up their child after the 5th period or sign up for late pickup.

** The directors reserve the right to cancel or adjust classes based on enrollment.

501-The Gaming Club

Join us in the Gaming Club for an immersive experience filled with a diverse array of games. **What to Expect:** This class will provide a sampling of many game systems. Dive into the realm of strategic board games. **Role-Playing Excitement:** Embark on epic journeys and create unforgettable stories in a variety of role-playing game like D&D. Master the Art of Trading Card Games like Pokemon. **Tabletop Hobby:** If you're already hooked on tabletop hobby camp classes such as Warhammer 40K, Star Wars: X-Wing, or Marvel Crisis Protocol, this is the perfect space for you.

Grades: 3+

Material Fee: \$150

Instructor: Bob

Sinnott,

Elementary School

Teacher at The

Windward School

502-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 in 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 computer skills. It easily lends itself to science, technology, engineering and math explorations.

Grades: 3+

Minecraft Edu Fee:

\$10

Technology Fee: \$30

Instructor: DC Staff

503-Discover Nerf Olympics, Archery, & Gaga Ball

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. In addition campers will participate in Archery where they will receive instruction on how to use a bow and will participate in Archery games. Campers will also participate in Gaga ball in our large inflatable gaga pit.

Grades: 3+

Material Fee: \$70

Instructor: DC Staff

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

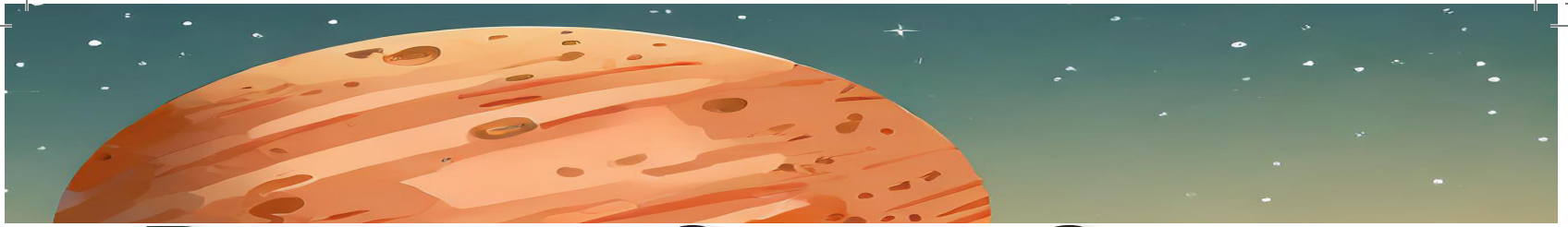
Discover Camp was the first camp in the country to integrate this emerging technology into a summer camp class and today we continue to be leaders. In this course, campers will begin to explore ways to design and create real 3D objects and bring them to life. Campers will be introduced to the world of 3D printing by learning how this groundbreaking technology works and where it is presently being used. They will learn how to navigate and use websites such as Thingiverse.com and Tinkercad.com. Campers 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.

Grades: 3 +

Material Fee: \$130

Technology Fee: \$30

Instructors: DC Staff



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 off 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 a letter of interest and request an online 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, April 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 instructors. 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 but are expected to assist the teachers and fellow campers. We will be accepting no more than 12 Senior Campers into the 2025 Program.

DISCOVER CIT **COUNSELOR IN TRAINING**

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

Steps to becoming a CIT:

- 1.) Send a letter of interest and request an online 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 2025 Program.





COURSE DESCRIPTIONS

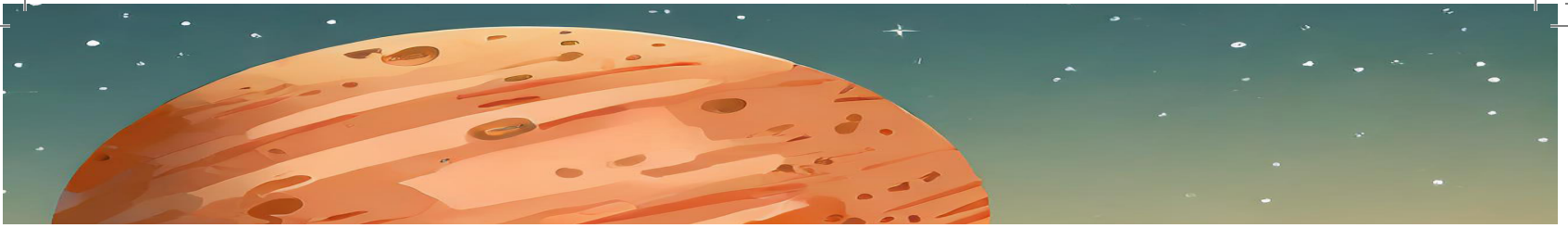
001-DC Juniors (Entering kindergarten or 1st grade by September 2025)

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 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 encourages 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 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 the 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.





Check out our Instagram account, [@discovercamp_juniors1](https://www.instagram.com/discovercamp_juniors1) to see our DC Juniors in action!

DC Junior Instructors:

Session 1 & 2: Colleen and Tim Leddy, Scarsdale School District

Session 2: DC Staff

Material Fee: Mini Day: \$120 Full Day: \$220

When signing up for this program please select class option 001-DC Juniors for every period your child will be attending.

DC Juniors
Camper Orientation
June 28th
at 10:00 a.m.



DISCOVER CAMP

002-DC Juniors 2 - The Ultimate DC Experience

(For campers who attended DC Juniors or going into 2nd grade by September 2025)

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.

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

Multisports and 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. They 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 enhance the classroom experience than 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: Campers dive into Kitchen Science Experiments, discovering matter, chemical reactions, and engineering with household items. Activities include creating volcanoes, bubbles, Mentos and Coke experiments, lava lamps, slime, sink and float challenges, and growing herbs. The STEM adventure continues with DC Building! Campers construct personalized rockets, launching them into the stratosphere. They also craft model airplane gliders, fostering a hands-on passion for engineering and flight.

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

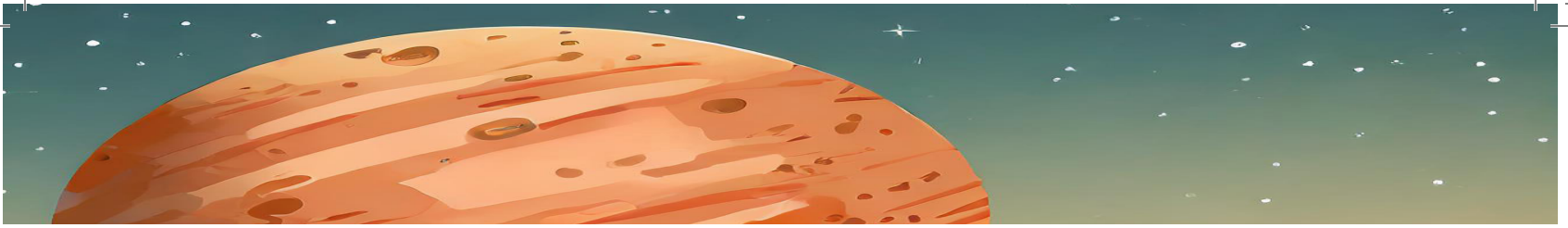
Introduction to 3D printing and Scratch Coding:

Campers will embark into the world of 3D printing and coding. Campers will begin by learning the fundamentals of 3D printing technology, including how it works, its various applications, and the process of designing their own unique 3D models. Through hands-on activities, they will explore the creative possibilities of turning digital designs into physical objects. In addition to 3D printing, campers will also be introduced to Scratch, a beginner-friendly programming platform. They will learn the essentials of coding by creating interactive stories, animations, and games.

***We do have some 2nd graders that do select classes instead of doing this program. If you believe your child is ready to select classes and transition between them, please call the office to discuss available options.**

DC Juniors 2
Camper Orientation
June 28th at 10:00 a.m.





This is a sample schedule of activities for DC Juniors 2. 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	a.m. Snack	a.m. Snack	a.m. Snack	a.m. Snack	a.m. Snack
10:30-11:30	STEM Lesson and Experiment	Scratch Coding	DC Building	Scratch Coding	STEM Lesson and Experiment
11:30-12:30	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch	Recess/Lunch
12:30-1:15	Introduction to 3D Printing	Artist Exploration	Introduction to 3D Printing	Artist Exploration	Introduction to 3D Printing
1:15-2:00	DC Building	Rocket Building	STEM Lesson and Experiment	Airplane Building and Flying	DC Building
2:00-2:15	p.m. Snack	p.m. Snack	p.m. Snack	p.m. Snack	p.m. 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

Check out our Instagram account, @discovercamp_juniors2 to see our DC Juniors in action!

DC Juniors 2 Instructors:

Tim Leddy, Scarsdale School District

Jessica Mintzer, Eastchester School District

Material Fee: Mini Day: \$120 Full Day: \$220

When signing up for this program please select class option 002-DC Juniors 2 - The Ultimate DC Experience for every period your child will be attending.



DISCOVER CAMP

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: 1

Session: II Period: 2

Grades: 2+

Material Fee: \$80

Instructor: Brandon Pearlman, PS 9 Elementary School Teacher

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 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: 4

Grades: 3+

Material Fee: \$80

Instructor: Brandon Pearlman, PS 9 Elementary School Teacher

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.



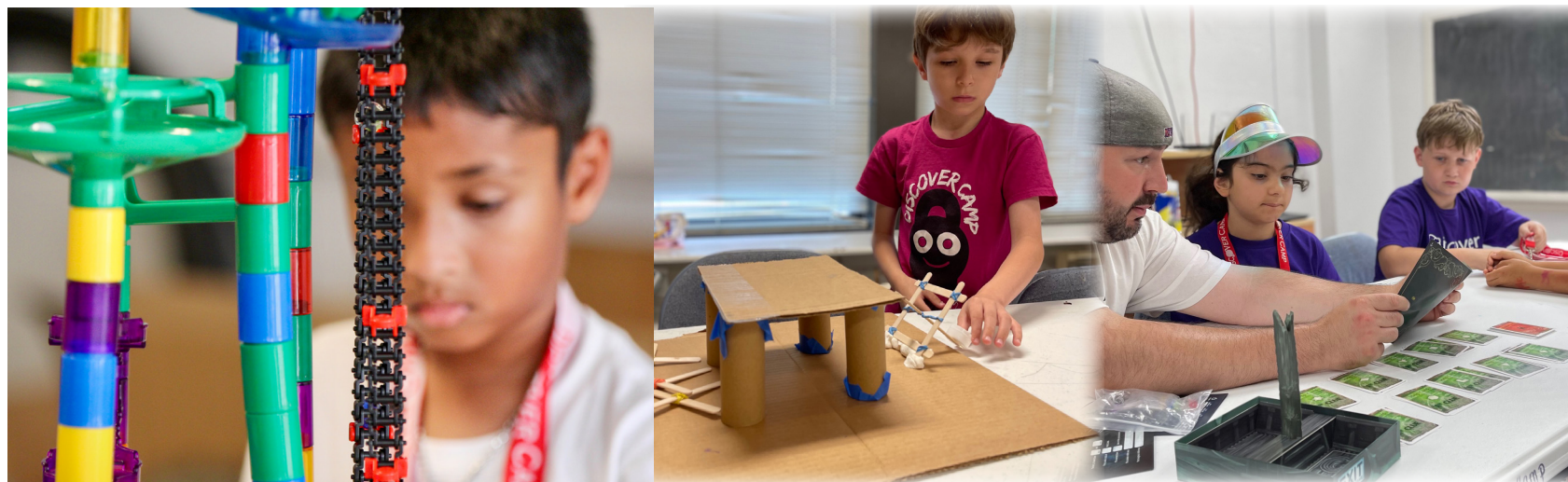
Session: I Period: 1

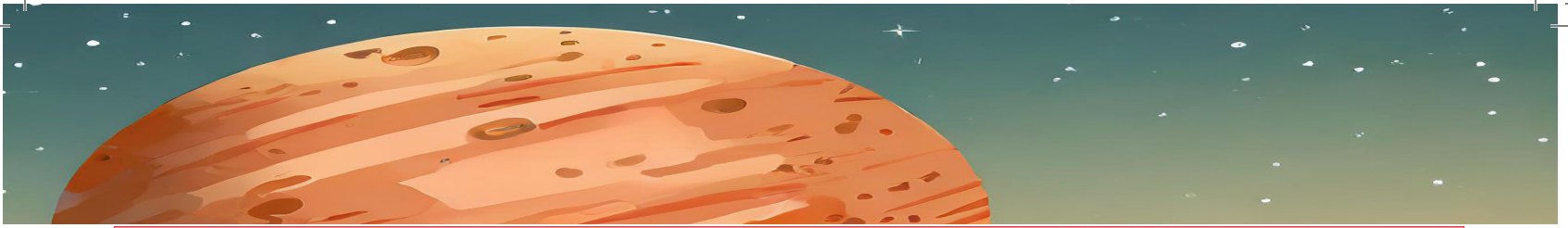
Session: II Period: 3

Grades: 3 - 6

Material Fee: \$80

Instructor: Matthew Caraccio, 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, and 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: 2

Session: II Period: 3

Grades: 4+

Material Fee: \$230

Instructors: Session I:

Brandon Pearlman, PS 9

Elementary School Teacher

Session II: David Calamari,

Professional set designer

007-Halloween Haunting 101 - **NEW CLASS** -

If you're a fan of Halloween, haunted houses, this class is perfect for you! Join Haunter Extraordinaire David, renowned in Westchester County for his legendary “Haunting of Wildcliff Mansion” in New Rochelle, as he unveils the art of prop building. You'll learn how to craft eerily realistic tombstones, flickering PVC candles, and foam pumpkins made hauntingly lifelike with latex and cotton. Plus, David will guide you through lighting, atmospheric effects, and all the essential tools to transform your yard into a “Home Haunt” that will captivate your entire neighborhood. In this hands-on class, we'll reveal the techniques behind professional-grade Halloween props and sets seen in haunted houses nationwide. You'll learn scenic carpentry basics, painting, and foam carving to create pieces like:

- Realistic foam tombstones
- Flickering PVC candles
- Corpsed skeletons
- Scenic carpentry and painting essentials

Prepare to bring your Halloween vision to life with show-stopping decorations to make your home the most thrilling stop in town!

Session: II

Period: 2

Grades: 4+

Material Fee: \$200

Instructor: David Calamari,

Professional set designer and

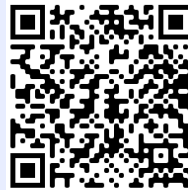
haunt builder



DISCOVER CAMP

008-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 campers' abilities 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: 2 or 3

Session: II Period: 1

Grades: 3+

Material Fee: \$140

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

009-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 is strongly emphasized.

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

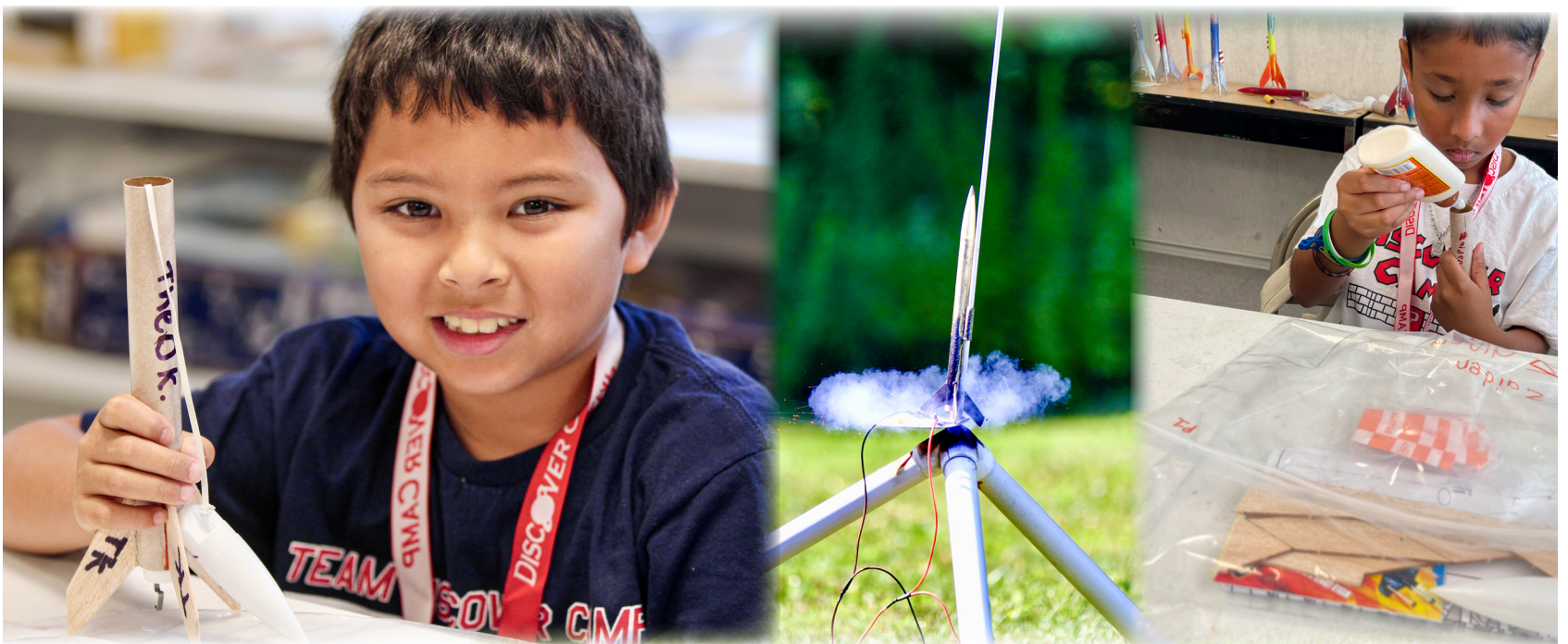
Session: I Period: 4

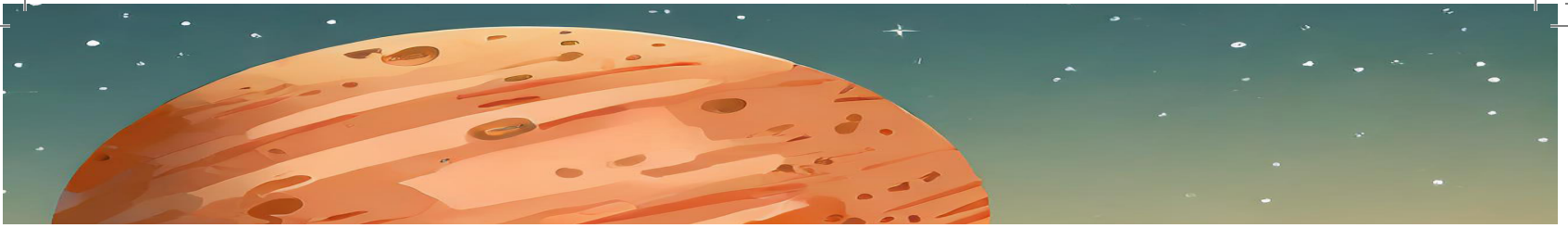
Session: II Period: 3

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

Material Fee: \$170

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





010-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 design and create. Kits and instructions are not used in this class. Campers assemble their rockets using the skills they gained from several years of rocketry experience. More rocket parts are provided to choose from. Over the weeks, campers will compete in launching competitions which will test the campers' abilities 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+ or the successful completion of Intro and Advanced Rocketry I

Material Fee: \$170

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

011-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 Fee: \$150

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



DISCOVER CAMP

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 aircrafts 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 aircrafts will be built and flown from kits. These aircrafts are free-flight with pre-set control surfaces that guide the aircrafts 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: 1

Grades: 3+

Material Fee: \$240

Instructor: Brandon Pearlman, PS 9 Elementary School Teacher

013-Drones for Beginners (Flying the Latest Model Drones - Returning campers are welcome)

Participants will learn to fly drones through a step-by-step approach, making it suitable for those with no prior experience. We will acquire both a simple cinematic drone and a racing drone for training purposes. The cinematic drone will be used to achieve stable flight for capturing photos and videos (a cell phone is required to view and record these images). The racing drone will focus on performing acrobatic flips and racing through hoops or against other drones. Please note that additional charges will apply for any drones that are damaged or lost due to careless flying or handling.

Session: II

Period: 2

Grades: 4+

Material Fee: \$250

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

014-Beginner FPV (First Person View) Drone Racing

This is an introductory class where you will learn how to fly drones using FPV (First Person View Goggles) to race. We will be flying a small micro quadcopter with a camera. Drones have improved over the years and this summer the campers will be flying using an HD system which means it will be easier and better. 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. An 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 or destroyed.



Session: I

Periods: 1 or 2

Grades: 5+

Material Fee: \$430

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

015-Drone Racing for Advanced Pilots

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.

Drones have improved over the years and this summer the campers will be flying using an HD system which means it will be easier and better. You must have experience flying smaller, slower drones in order to have success in this class. An 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 materials fees DO NOT cover replacement drones if they are lost or destroyed.

Session: II

Period: 1

Grades: 6+

Material Fee: \$430

Instructor: DC Staff

Prerequisite: 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 Fee: \$0

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

During the school year, Silvio 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 & II

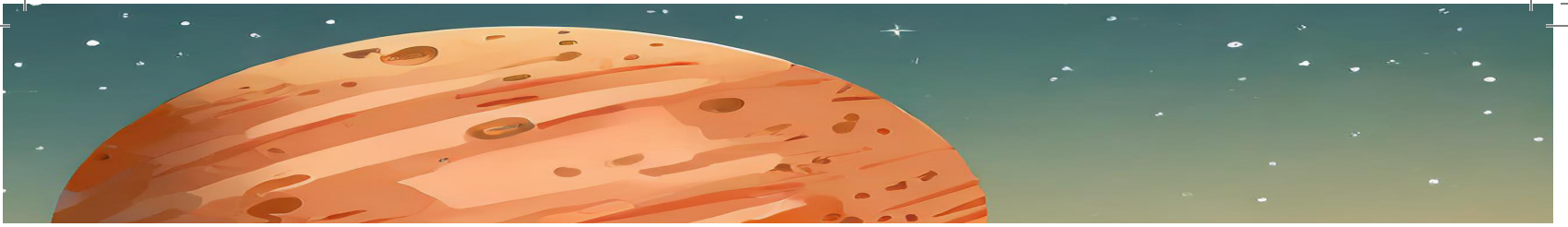
Period: 4

Grades: 3+

Material Fee: \$100

Instructor: Dexter Seeley, Digital Media & Film and Political Science major at St. Lawrence University





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 & II

Period: 4

Grades: 3+

Material Fee: \$100

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 skills including:

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



Session: I & II

Period: 3

Grades: 3+

Material Fee: \$100

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 skills, including:

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

Session: I & II

Period: 3

Grades: 4+

Material Fee: \$100

Instructors: Session I: Nate
Steward, Social Studies
Teacher at The Windward
School Session II: Dexter
Seeley, Digital Media & Film
and Political Science major at
St. Lawrence University



DISCOVER CAMP

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 Period: 3

Session: II Period: 4

Grades: 4+

Material Fee: \$100

Instructors: Session I:

Dexter Seeley, Digital Media & Film and Political Science major at St. Lawrence University

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 them 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 Fee: \$180

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.

Session: I & II

Period: 2

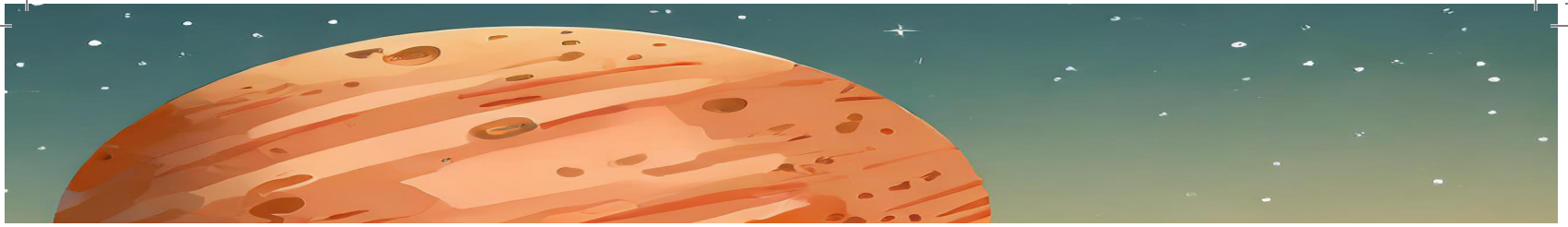
Grades: 3+

Material Fee: \$80

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

Prerequisite: Warhammer Level I





024-Marvel: Crisis Protocol Level I

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.

Campers 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: I & II

Period: 1

Grades: 4+

Material Fee: \$160

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

025-Marvel: Crisis Protocol Level II - NEW CLASS -

Join us for an exciting and immersive gaming experience in our Marvel Crisis Protocol Advanced Tactics class! Designed for returning campers with a foundational knowledge of the game, this course will deepen your strategic skills and enhance your gameplay. Campers in level 2 should already have their own models or starter set and bring their movement tools, dice, and other materials for the game.

Throughout the session, we will explore advanced strategies for team composition, tactical maneuvering, and objective control. Campers will have the opportunity to engage in hands-on practice with their own models; refining their tactics through friendly competition and collaborative play. The class will dive into scenario analysis, providing insights on how to adapt to various missions and opponents. Join us for the ultimate Marvel tabletop experience!

Session: I & II

Period: 1

Grades: 4+

Material Fee: \$60

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



DISCOVER CAMP

026-X-Wing-Discover a New Strategy Game

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

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

Session: I & II

Period: 1

Grades: 4+

Material Fee: \$150

Instructor: Dexter Seeley, Digital Media & Film and Political Science major at St. Lawrence University

027-Star Wars: Shatterpoint - **NEW CLASS** -

Unleash your creativity and strategic skills in Star Wars: Shatterpoint. This hands-on course is perfect for fans of the Star Wars universe who want to dive into the exciting world of Atomic Mass Games Shatterpoint, focusing on both the gaming mechanics and the art of building and painting miniatures. Campers will learn:

- Miniature Building
- Painting Techniques
- Game Mechanics
- Tactical Gameplay

Session: I & II

Period: 2

Grades: 4+

Material Fee: \$150

Instructor: Dexter Seeley, Digital Media & Film and Political Science major at St. Lawrence University

028-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, campers can code games, animations, music, art and 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 & II

Period: 3

Grades: 3+

Technology Fee: \$35

Instructors: Session I: Aaryamann Kanojia, computer science major at Stony Brook University
Session II: James Amodio, Physics teacher at Wappingers H.S.

029- 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!

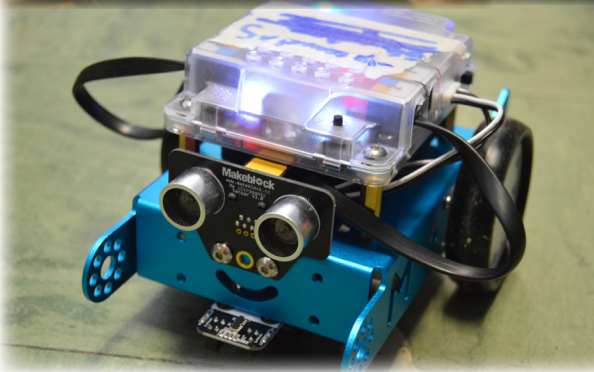
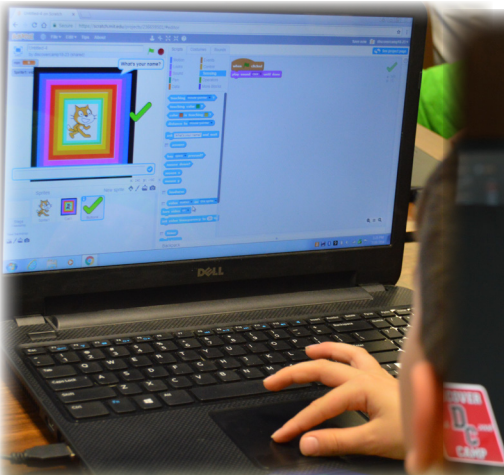
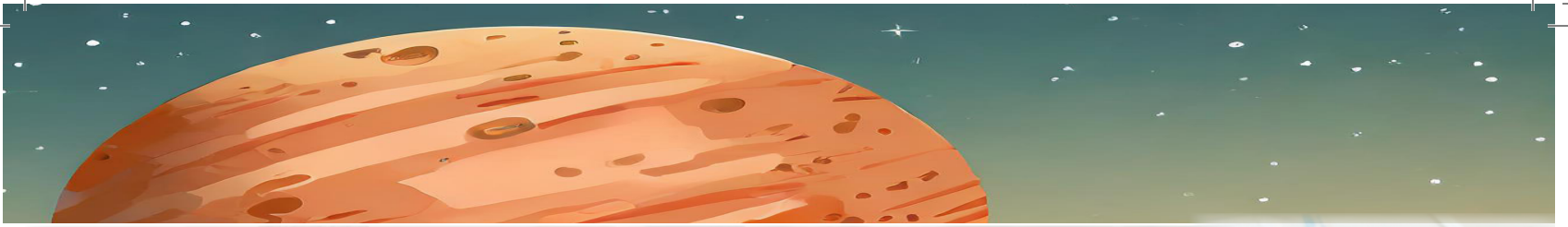
Session: I **Period:** 4

Session: II **Period:** 2

Grades: 3 +

Material Fee: \$150

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



DISCOVER CAMP

030-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 +

Technology Fee: \$35

Instructor: DC Staff

031-Python Coding

Python is a very popular programming language used 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 & II

Period: 4

Grades: 4+

Technology Fee: \$35

Instructors: Session I:

Aaryamann Kanojia,
computer science major
at Stony Brook University
Session II: James Amodio,
Physics teacher at Wappingers
H.S.

032-Introduction to Artificial Intelligence

Welcome to the fascinating world of Artificial Intelligence (AI)! This course is designed to introduce campers to the basic concepts, principles, and applications of AI in a fun and engaging way. As technology continues to evolve, understanding AI has become increasingly important, and this class aims to make it accessible and exciting for young minds. In this class campers will:

- Develop a fundamental understanding of AI concepts and terminology.
- Recognize the various applications of AI in daily life and different industries.
- Gain hands-on experience through interactive projects and activities.
- Explore the ethical implications of AI and the importance of responsible AI development.
- Reflect on potential career opportunities and the future evolution of AI technology.

Session: I

Period: 3

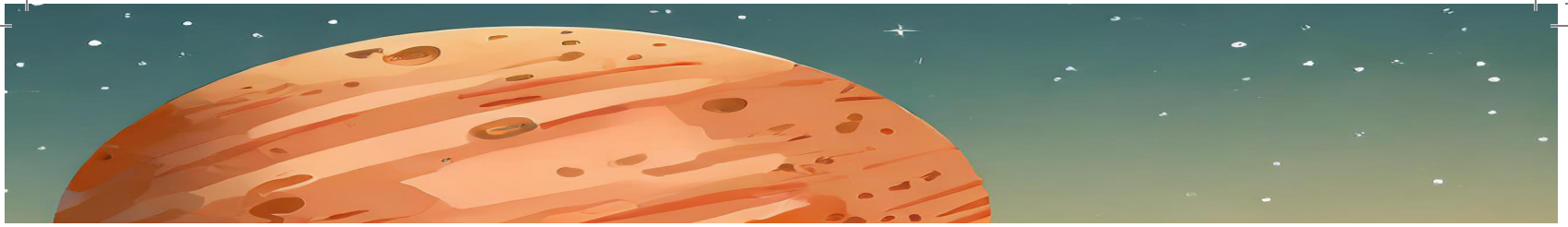
Grades: 5+

Technology Fee: \$35

Instructors: Session I: DC
Staff

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





033-Competitive Gaming E-Sports

Do you love video games? Do you love competition? Then you'll love our competitive video games class. Campers will play age appropriate video game classics against one another in causal play and tournament settings. Games like Mario Party, Mario Kart, and Super Smash Brothers will be cornerstones of fun. Campers will practice eye-hand coordination, game strategy, problem solving, teamwork, and learn how to win or lose with class. Grab a controller and join the fun.

Session: I

Period: 4

Grades: 3+

Technology Fee: \$90

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

034-Introduction to E-Sports

Introduce yourself to the modern world of sporting: Esports! In this class, campers will be introduced to an assortment of competitive online games with a variety of playstyles. Campers will learn the basics of each game, compete against each other as a class, and work cooperatively towards various goals and missions. Games played will be:

- Hearthstone (Digital Collectable Card Game)
- Heroes of the Storm (Multiplayer Battle Online Arena)
- Paladins (First Person Combat)
- Starcraft 2 (Real Time Strategy)
- Mario Kart (Racing)
- Mario Strikers/Switch Sports/Rocket League (Sports)

Each computer game is rated T for Teen. Campers will be able to use a camp Battle.net account and are able to make their own free account to use at home as well!

Session: II

Period: 1

Grades: 5+

Technology Fee: \$65

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

Requirement: Campers are required to create a Battle.net account. It is essential to have access to this email address for account creation process during camp. (The account setup can be completed at home.)





035-Star Wars Sandbox: A Massive Multiplayer Online Experience!

Star Wars: The Old Republic is a Star Wars based, massively multiplayer online (MMO), roleplaying sandbox game. Similar to games such as Everquest, World of Warcraft, and Final Fantasy 14, campers will create and customize their own character, whether they want to live out their fantasy of being a Jedi Knight, channel their inner Han Solo as a smuggler, or even explore the power of the dark side as a Sith. Once created, campers choose their own destiny, from the story choices they make to the activities they want to complete, which could range from assigning your companions to gather and craft, completing a quest, or socializing with others. Star Wars: The Old Republic allows for campers to play together or separately in an open online world to complete quests and goals. This class will teach campers to consider and assess their choices in a multitude of situations, as well as work together in different team roles towards a variety of goals.

Session: II

Period: 3

Grades: 3+

Technology Fee: \$35

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

Requirement: Campers will create an email using Proton Mail and link it to a free account for Star Wars: The Old Republic account, which they can also access at home.

036-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 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, a western, or a 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: \$35

Instructors: Session I: DC
Staff

Session II: Daniel Clark
(period 2) Physics/
Engineering Teacher,
Westlake High School and
Marina Lombardo (period
4), Elementary teacher at
Pocantico Hills

037-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 in 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 computer skills. It easily lends itself to science, technology, engineering and math explorations.

Session: I **Period:** 2

Session: II **Periods:** 1 or 4

Grades: 2+

Minecraft Edu Fee: \$10

Technology Fee: \$35

Instructors: Session I: Nate
Steward, Social Studies
Teacher at The Windward
School Session II: Marina
Lombardo, Elementary
teacher at Pocantico Hills



038-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: \$60

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

Session II: Marina Lombardo, Elementary teacher at Pocantico Hills

039-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 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.



Session: I & II

Periods: 1 or 4

Grades: 4+

Technology Fee: \$60

Instructor: Dean Pallogudis, VR counselor with 5 years of experience, business major at American University

040-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 mind through their games.

Session: I & II

Periods: 2 or 3

Grades: 5+

Technology Fee: \$60

Instructor: Dean Pallogudis, VR counselor with 5 years of experience, business major at American University

DISCOVER CAMP

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

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 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 groundbreaking technology works and where it is presently being used. They will learn how to navigate and use websites such as Thingiverse.com and Tinkercad.com. Campers 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, 2, or 3

Session: II Periods: 2 or 4

Grades: 3 +

Material Fee: \$140

Technology Fee: \$35

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

Session II: Lyndsey Wells,
Math and Science teacher
in the Wappingers Central
School District

042-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

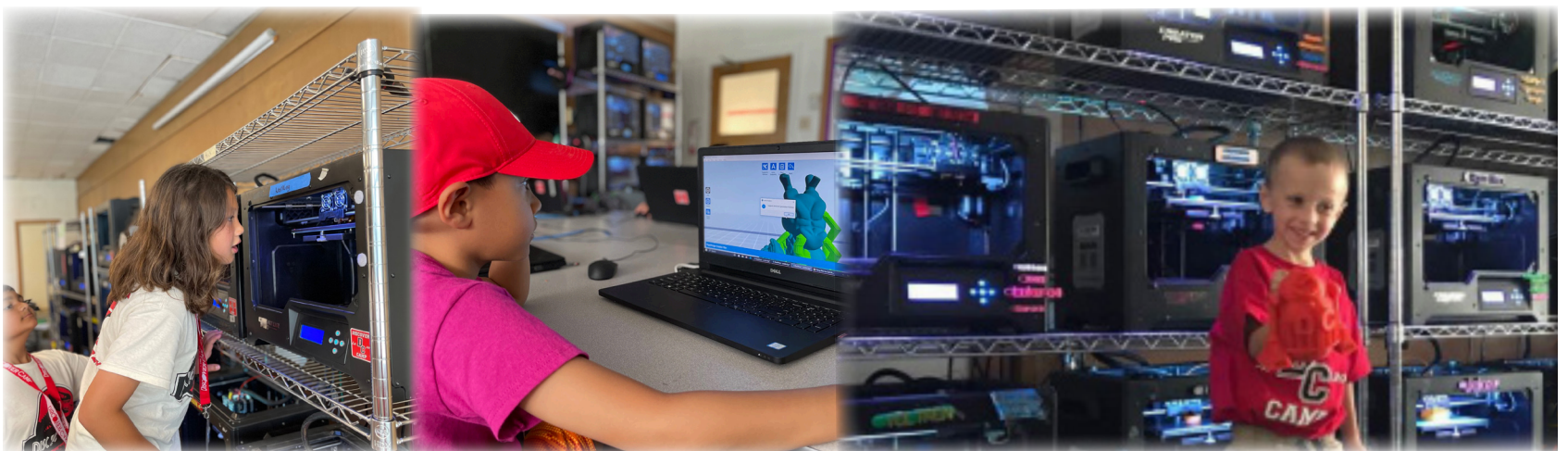
Grades: 4 +

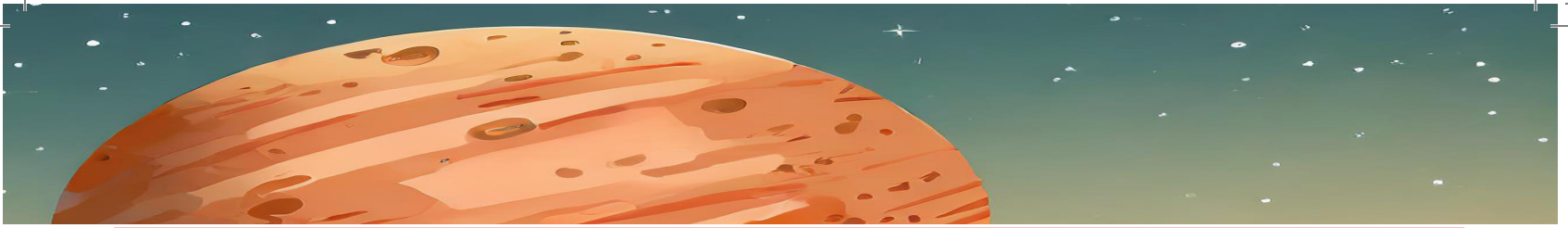
Material Fee: \$140

Technology Fee: \$35

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

Session II: Lyndsey Wells,
Math and Science teacher
in the Wappingers Central
School District





043-Prototype/Design 3D Printing Assisted Devices and Everyday Items

The “Prototype and Design 3D Printing Assisted Devices and Everyday Items” class is an advanced exploration of the principles, methods, and practical applications of 3D printing technology in creating innovative devices and everyday items. This course is designed to provide students with a comprehensive understanding of the entire process, from conceptualization to the production of prototypes using 3D printing technology.

Session: II

Period: 1

Grades: 4+

Material Fee: \$140

Technology Fee: \$35

Instructor: Lyndsey Wells,
Math and Science teacher
in the Wappingers Central
School District

044-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 Fee: \$1200, \$1500
or \$2000

Instructor: Aaryamann
Kanojia, computer science
major at Stony Brook
University

045-Handheld Game Builders

Ever wonder what’s behind your favorite classic video games? In this class, campers will learn each step in building their very own handheld gaming console. Steps include soldering the initial components, programming the handheld console 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: II

Period: 1

Grades: 4+

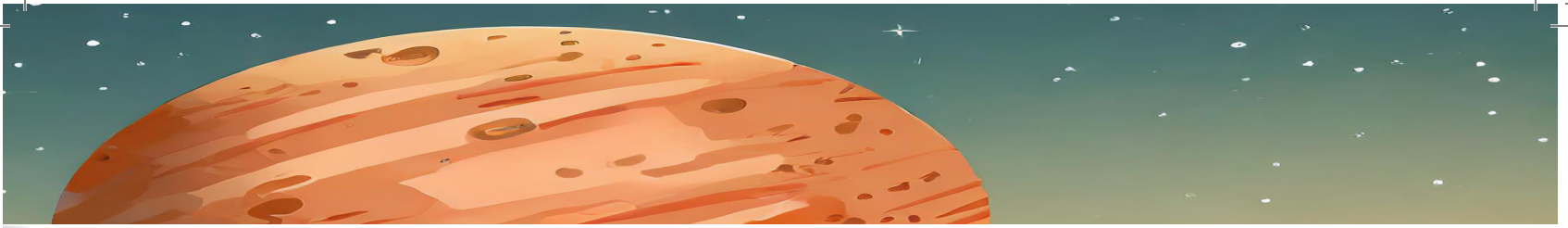
Material Fee: \$320

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



DISCOVER CAMP





046-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 Fee: \$175

Technology Fee: \$35

Instructor: DC Staff

047-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 Fee: \$110

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

048-Alternative Energy Vehicles

Campers will build cool vehicles and other projects that run on alternative energy sources or use alternative modes of motion. Alternative energy such as solar and fuel cells are exciting options for the future of energy. Using methods such as magnetic levitation vehicles 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, hammers, and screwdrivers.

Session: II

Period: 4

Grades: 3+

Material Fee: \$170

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

049-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 how to follow detailed pictorial instructions. No soldering will be done in this introductory course.

Session: II

Period: 3

Grades: 4+

Material Fee: \$170

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

DISCOVER CAMP

050-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 passionate about all things LEGO.

Session: I & II

Period: 1

Grades: 2-6

Material Fee: \$85

Technology Fee: \$35

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

051-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 AFOLs 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

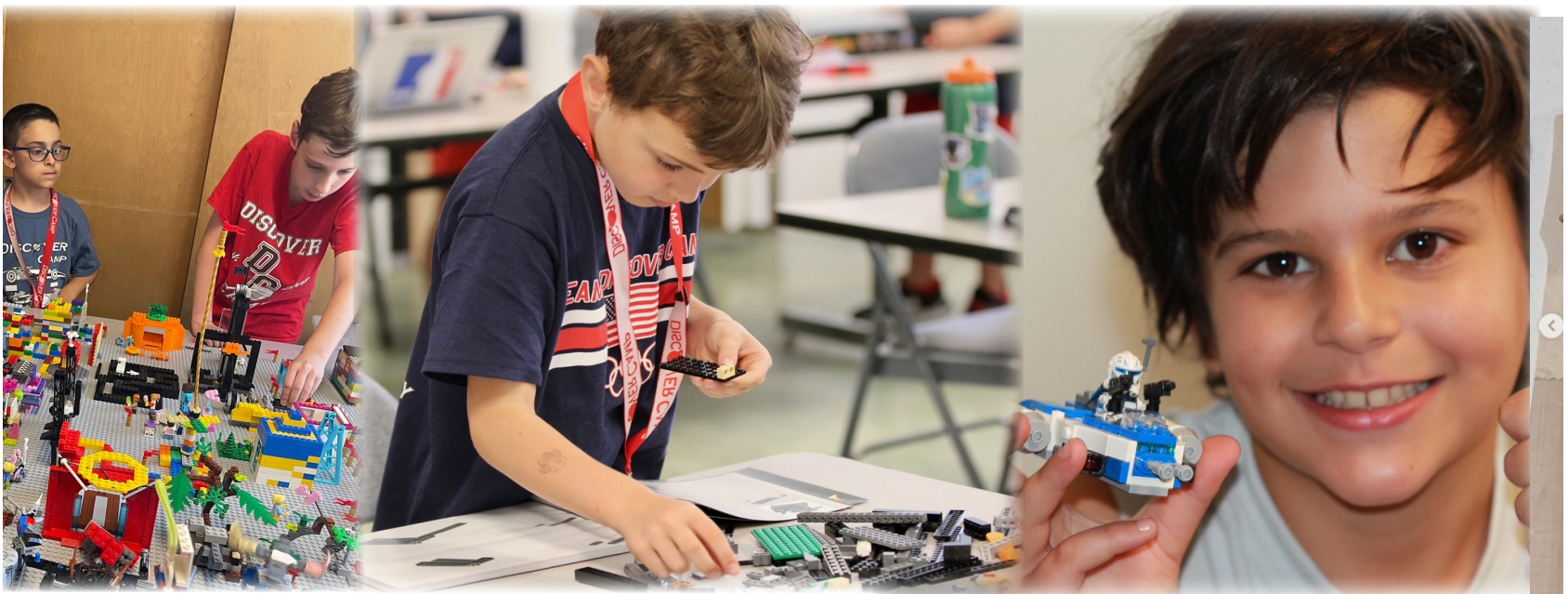
Session: I & II

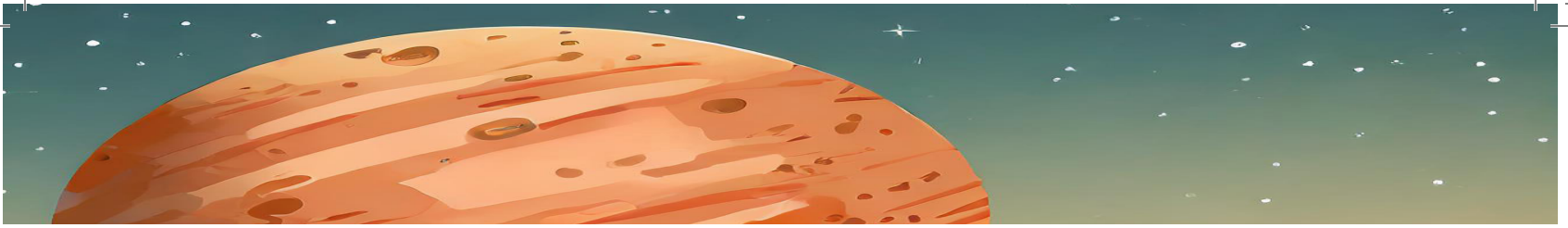
Period: 2

Grades: 3 +

Material Fee: \$180

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





052-Build a Ukulele and More - NEW CLASS -

Campers will design, assemble, and learn to play their very own ukulele! During 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! Campers will participate in a performance using their custom instruments, either live or virtually! No musical experience required.

Session: II

Period: 4

Grades: 3+

Material Fee: \$150

Instructor: Zoe Lisa, Music Education Major at Ithaca University

053-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, and 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: 3

Grades: 4+

Material Fee: \$125

Technology Fee: \$35

Instructor: Zoe Lisa, Music Education Major at Ithaca University

054-Streamer 101 - NEW CLASS -

Join Soul, a YouTuber with over 100,000 subscribers, and discover the ins and outs of content creation! In this class, campers will dive into the entire process - from recording and editing videos to creating eye-catching thumbnails and managing an online presence. Campers will gain hands-on experience and invaluable tips that will empower them to elevate their own content creation skills. Don't miss this opportunity to learn from a seasoned creator!

Session: I

Period: 1

Grades: 4 +

Technology Fee: \$35

Instructor: Aaryamann Kanojia, computer science major at Stony Brook University



DISCOVER CAMP

055-Podcast Pioneers: Create Your Own Storytelling Adventure! - **NEW CLASS** -

Unleash your imagination and dive into the captivating world of podcasting! In this exciting class, young podcasters will learn how to harness both hardware and software to record and edit their very own episodes. Campers will embark on a creative journey, developing essential storytelling skills and discovering their unique voices through engaging, hands-on activities. Throughout the session, campers will explore various aspects of podcasting, from brainstorming ideas to crafting compelling narratives. They'll have the opportunity to collaborate with their peers, share insights, and gain valuable feedback. By the end of the course, each camper will proudly produce a personal podcast episode, ready to share with family and friends, showcasing their creativity and newfound skills.

Session: II
Period: 2
Grades: 3+
Technology Fee: \$35
Instructor: Marina Lombardo, Elementary teacher at Pocantico Hills

056-Digital Photography & Graphic Design

Embark on a captivating journey into the world of digital photography, where campers will not just learn, but immerse themselves in the artistry of capturing moments. Armed with state-of-the-art point-and-shoot digital cameras, campers will venture into the realm of pixels and lenses, discovering the magic that unfolds through the viewfinder. Campers will unleash their creativity with PC-based photo editing software, transforming their snapshots into visual masterpieces. It's not just about taking photos; it's about sculpting them into stories. Campers will curate their own gallery. Welcome to the immersive world of digital photography – where every snapshot is a step into the extraordinary.

Session: I **Period:** 1
Session: II **Period:** 3
Grades: 3+
Material Fee: \$100
Technology Fee: \$150
Instructor: Juliana Napolitano, DC Staff and Professional Photographer

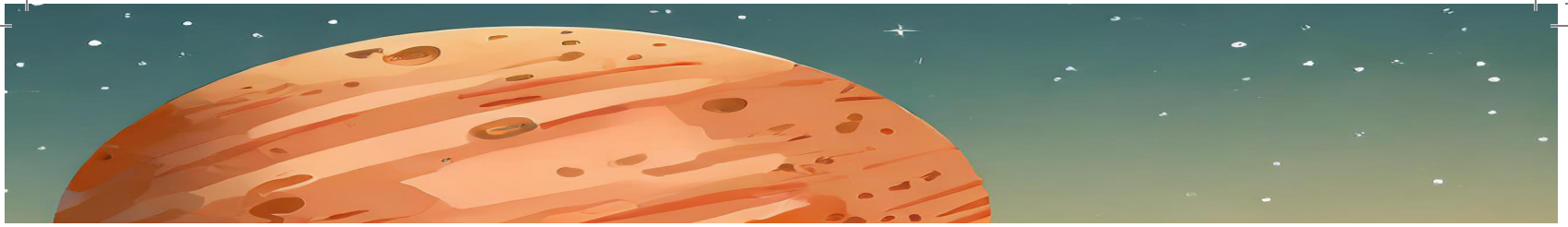
057-Filmmaking

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. During 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 as well as those who have made short films before.



Session: I **Periods:** 2 or 3
Session: II **Periods:** 1 or 2
Grades: 3+
Material Fee: \$40
Technology Fee: \$50
Instructors: Session I: Michael Williams, Scarsdale Middle School Guidance Counselor. Mike is also an actor and starred in the Blair Witch Project.
Session II: Juliana Napolitano, DC Staff and Professional Photographer





058-Stop Motion Animation

In Stop Motion Animation, campers bring their LEGO, clay, chalk drawing, Star Wars and 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 Fee: \$35

Technology Fee: \$35

Instructor: Juliana Napolitano, DC Staff and Professional Photographer

059-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 their listening and concentration skills, body language, communication skills and thinking on their feet.



Session: I

Period: 1

Grades: 4+

Technology Fee: \$50

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

060-Fundamentals of Sleight of Hand Magic - **NEW CLASS** -

Step into the fascinating world of sleight of hand, where you’ll learn how to perform magic with cards, coins, Rubik’s Cubes, and other ordinary objects! Campers will master the secrets behind incredible tricks and build the skills to turn moments into jaw-dropping experiences. Campers will learn:

- Magic with Cards and Coins: Discover how to make objects appear, disappear, and defy logic.
- Magic History: Explore iconic moments in magic’s past.
- Performance Techniques: Build confidence, charm, and mystique to leave audiences spellbound.
- Rubik’s Cube Magic: Solve it, twist it, amaze with it—turn a classic puzzle into a show-stopping trick.
- Mind Reading Basics: Get a taste of mentalism to astonish friends and family.

This isn’t just about learning tricks but mastering the art of wonder. Get ready to leave people questioning reality with every move you make

Session: II

Period: 4

Grades: 4

Material Fee: \$100

Instructor: David Calamari, Professional set designer and magician



DISCOVER CAMP

061-Discover Camp Content Creators

In this class the campers will produce all of the content that the Daily Discover Camp News cast will feature. We will film and edit short segments for each news show, which will be broadcast live on the Discover Camp YouTube channel for everyone to enjoy. This class will be featured in every episode.

Session: I

Period: 3

Grades: 5 +

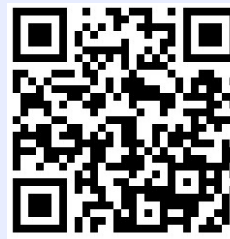
Material Fee: \$30

Technology Fee: \$60

Instructor: Vinny Garrison,
Technology Education
Teacher at Nanuet Middle
School

062-News DC

In this class the campers will produce a daily live news show! Live news brings all kinds of challenges. Sometimes, things go wrong. The students will have to be able to adapt and improvise while doing each important job. Some of these jobs include: news anchor, field reporter, director, producer, editor, script writer, teleprompter operator, camera operator, drone operator, and many more. The campers will be split into two groups. Each group will be responsible for every other day's episode. The campers will get real world skills that range from problem solving to cooperative learning. The news show will be going out live to the Discover Camp News YouTube channel for everyone to watch LIVE!



Session: I

Period: 4

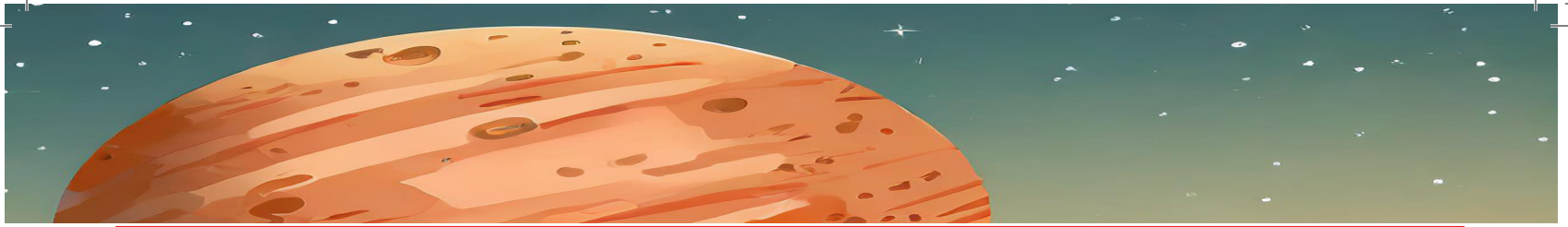
Grades: 6 +

Material Fee: \$30

Technology Fee: \$60

Instructor: Vinny Garrison,
Technology Education
Teacher at Nanuet Middle
School





063-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 Fee: \$70

Instructor: Adam Benveniste, English Teacher at Eastchester High School

064-Strategic Puzzle Challenge - **NEW CLASS** -

Unleash your inner problem solver in our engaging Strategic Puzzle Challenge class! Designed for puzzle enthusiasts, this class offers a dynamic and interactive environment where campers will dive into a variety of strategic puzzles.

Join us as we explore the world of:

- **Rubik's Cubes:** Master the art of speedcubing! Learn various techniques and strategies to solve the iconic cube and explore its fascinating variants.
- **Clock Puzzles:** Engage your mind with this unique challenge that requires you to align clocks to the same time.
- **Magic Snake:** Flex your creative muscles with this flexible puzzle that can be twisted and turned into countless shapes.
- **Kanoodle:** Dive into this compact puzzle game that combines logic and spatial reasoning.
- **Cylinder Slide Puzzle:** Tackle this classic sliding puzzle that requires strategic thinking to rearrange numbered tiles on a cylindrical frame.
- **Jigsaw Puzzles:** Sharpen your visual-spatial skills while piecing together stunning images. Work individually or collaborate with others to complete intricate designs!
- **3D Puzzles:** Take your puzzling to the next dimension! Assemble three-dimensional puzzles that challenge your creativity and critical thinking.

Throughout the class, participants will not only develop their puzzle-solving skills but also enhance their strategic thinking, patience, and teamwork. Whether you're a beginner or a seasoned puzzler, there's something for everyone in this immersive experience!

Session: I

Period: 4

Grades: 4+

Material Fee: \$100

Instructor: Philip DiGioia, Special Education Math teacher at Harrison High School



DISCOVER CAMP

065-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: II

Period: 3 **Grades:** 4+

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

Material Fee: \$100

Instructor: Gabriella Miceli,
Special Education Teacher at
PS 340

066-Breakfast Bake-Off - NEW CLASS -

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 breakfast dishes.

Session: I

Period: 1

Grades: 2+

Material Fee: \$100

Instructor: Brianna DiRoma,
Foreign Language teacher at
Westlake Middle School

067-Cooking 101 - NEW CLASS -

Calling all chefs looking to sharpen their cooking skills! Cooking 101 will give you the expertise you need to feel confident in the kitchen. In this course, you will learn techniques such as knife skills, measuring, food safety and sautéing all while sampling your tasty creations.

Session: I

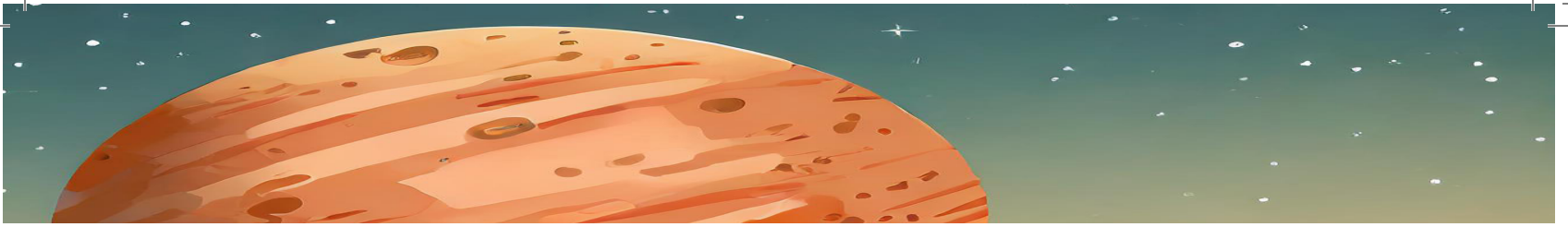
Period: 3

Grades: 4+

Material Fee: \$100

Instructor: Brianna DiRoma,
Foreign Language teacher at
Westlake Middle School





068-DC Chopped - NEW CLASS -

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

Session: I

Period: 4

Grades: 2+

Material Fee: \$100

Instructor: Brianna DiRoma,
Foreign Language teacher at
Westlake Middle School

069-Fashion Network - NEW CLASS -

Wearable Art is known for its spirit of fantasy, craftsmanship, creativity, and commitment to personal vision. Wearable art is an expression of imagination-a form of personal style! Through this amazing journey, campers will showcase their unique style and ideas while learning important skills such as problem-solving, critical thinking, and attention to detail.

In this class, we explore color, texture, the development of personal style, stenciling, fringing, and fabric painting techniques. This is a no-sew class; campers are not required to use sewing machines to create their works of art. Projects include anything that falls under the category of fashion accessories: crossbody purses, beachy beaded hair accessories, mini wallets, cozy tie-dye socks, sunglasses, bracelets, earrings, T-shirts, tie-dye tote bags, gummy bear keychains, flip-flops, cool fingerless gloves, fabric-related items such as super-soft pillows, and more. Campers will have access to a large array of whimsical embellishments, fabrics, and materials such as trims, vegan leather and fur, cotton, denim, rhinestone and studded trims, beads, super-soft fleece, colorful appliqués, and awesome charms!

Session: I

Period: 1

Grades: 3+

Material Fee: \$150

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



DISCOVER CAMP

070-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 then you'll love this class! Campers will learn how to work with tools of the trade and apply various techniques to create their own unique works of art. Campers will develop their fine motor skills, visual perception, and develop their sense of creativity! 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 projects this year include "child friendly" Resin Glitter Bookmarks, Gummy Bear Jewelry, Ice-cream Soda Earrings and Keychains, Cool Natural Dagger Quartz Necklaces, Colorful Hand Painted "Shell" Jewelry, Color Changing GEM necklaces, Watermelon Squishies and More!



Session: I & II

Period: 2

Grades: 2+

Material Fee: \$150

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.

071-Ocean Artists - NEW CLASS -

Who doesn't love the ocean and its amazing ocean animals? There is something truly magical about the ocean! Do you love walking along the beach, collecting seashells, or visiting aquariums featuring diverse underwater habitats? All of these experiences can spark your imagination and guide you toward creating amazing ocean-themed artwork.

In this class, campers will take a deep dive into the magic of the ocean, creating ocean-inspired artwork and more. The mystery of the ocean serves as a source of inspiration for our ocean artists, with countless possibilities to explore. Some of the ocean projects include seashell and sand mosaics, miniature ocean habitats featuring a coral reef with real water effects, ocean flower discovery bottles, beach-in-a-bottle creations, ocean wave resin art, jellyfish "glow" jars, painted seashell bracelets, ocean blue tealight candles, beachy beaded hair accessories, giant clamshell mirrors, sea glass wind chimes, and island room decor.

Ocean-inspired materials include shells of all shapes and sizes, sea glass, sand, pearls, sand dollars, ocean blue-colored beads, crystals, beautiful ocean flowers, miniature palm trees, seagrass for realistic 3D seascapes, and miniature sea life animals such as starfish, dolphins, blue whales, colorful fish, cute hermit crabs, and so much more!

Session: I

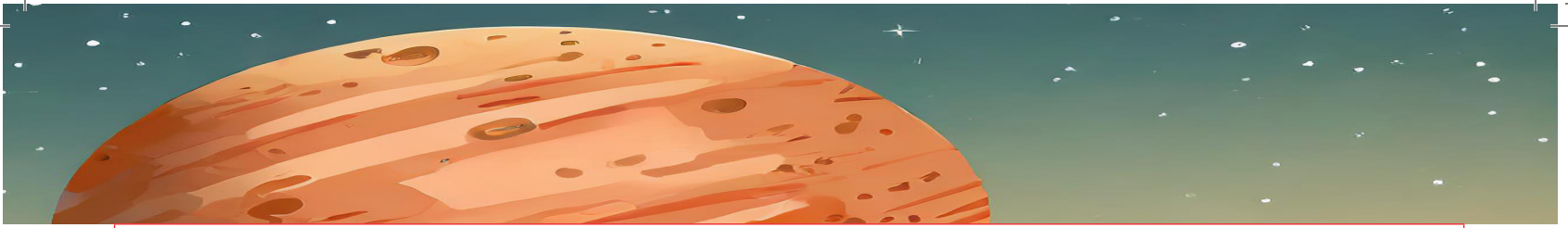
Period: 3

Grades: 3+

Material Fee: \$150

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





072-Abstract Art

Create amazing abstract art. Abstract art has been around for over 100 years and uses shapes, colors, lines, and textures to create effects. Abstract Art is an independent composition class where campers learn the process of experimentation and exploration. Campers will create abstract works of art that will utilize their imaginations and 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: I

Period: 4

Grades: 2+

Material Fee: \$150

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

073-Create Your Very Own “DREAM” Bedroom!

Escape to the World of Miniature Design. Be your own designer, architect, and 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: II

Period: 1

Grades: 3+

Material Fee: \$150

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



DISCOVER CAMP

074-World Of Miniatures!“Think and Create in 3D”

Do you love everything miniature? Well, here's your chance to escape to the world of miniature design! Famous miniature artists and creators all over the globe use their incredible skills to create “miniature worlds.” Examples include tropical islands, ancient ruins, a secret potion shop, and a magic slime store, to name a few. In this class, you will create your very own “miniature world.” All you need is your imagination! Some project ideas you can explore include a crystal blue ocean with marine life, a campground with a tent and campfire, an incredible panda island, a world of zombies, a wolf conservation center, a fun water park with real water effects, a cool haunted house, a secret magic island, and more! Campers will work with wood, clay, paint, miniature realistic animals, rocks, miniature shrubs, moss, and flowers to create amazing landscapes, as well as sand, shells, fabrics, and a large array of art materials. Campers will learn how to design and build, understand scale, create realistic miniature items with real water effects, and explore three-dimensional form.

Session: II

Period: 3

Grades: 3+

Material Fee: \$150

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 12” dioramas/models and several micro-sized miniatures by the end of this program.

075-Nature Artists - NEW CLASS -

Nature Art is centuries old and takes many forms, from abstract to realistic. Nature art is a form of creative expression that draws inspiration from the natural world around us.

In this class, campers can create everything from a woodland forest village to sand mosaics, flower and leaf printing wall art, bird nest decor, floating flower candles, a rock cactus garden, pressed flower lanterns, butterfly resin art, eco-friendly bluebird feeders, ocean-themed wind chimes, and more! Campers will use a variety of organic materials such as flowers, sea glass, real quartz, pebbles, twigs, moss, sand, rocks, shells, and pearls of the ocean.

Nature art helps inspire creativity! It teaches us about our environment, encourages observation, and fosters resourcefulness. It shows us how to create amazing art with what the natural world offers us.

Session: II

Period: 4

Grades: 3+

Material Fee: \$150

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

076-Stone Art - NEW CLASS -

In the Stone Art class, campers will unleash their creativity by transforming ordinary stones into stunning decorative pieces for the home. Participants will craft unique welcome signs, frame picturesque scenes, and engage in fun projects like checkerboards and whimsical rock faces. This class invites imagination and a passion for art, making it a perfect playground for young artists!

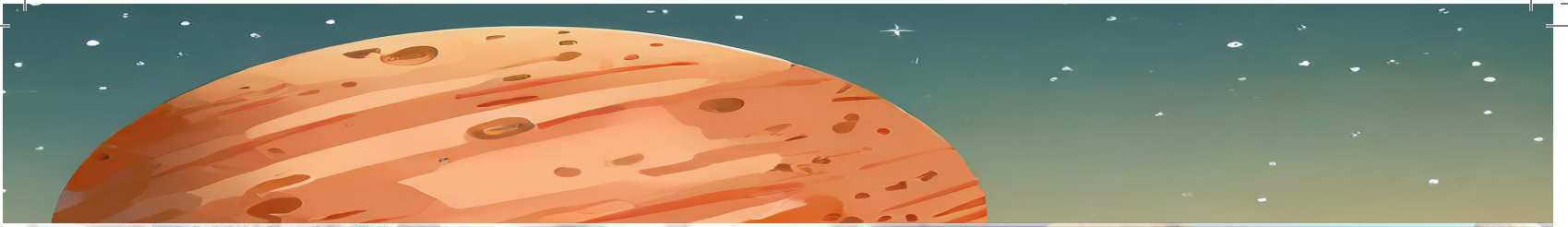
Session: I

Period: 4

Grades: 3+

Material Fee: \$100

Instructor: Chris DeGrazia, Math Teacher at Pleasantville Schools



DISCOVER CAMP

077-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: 3+

Material Fee: \$150

Instructor: Philip DiGioia,
Special Education Math
teacher at Harrison High
School

078-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: I & II

Period: 2

Grades: 4+

Material Fee: \$150

Instructor: Philip DiGioia,
Special Education Math
teacher at Harrison High
School

079-Discover Sculpting

Here is a hands-on clay class to construct art out of polymer clay and design mini sculptures ranging from food, magical creatures, and everything in between. Some skills the campers will be working on are enhancing creativity, sculpting, texturing, making adequate amateurs for each sculpture, using clay tools, learning how to properly bake 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 Fee: \$150

Instructor: Philip DiGioia,
Special Education Math
teacher at Harrison High
School

080-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 much more.

Session: II

Period: 4

Grades: 4+

Material Fee: \$140

Instructor: Philip DiGioia,
Special Education Math
teacher at Harrison High
School



DISCOVER CAMP

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.

081-Standard Board

These boards are commonly used for tricks and ramps.

Material Fee: \$160

082-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: \$190

083-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: \$190

Session: I & II

Period: 3

Grades: 3 +

Material Fee: Fees vary, see descriptions.

Instructor: Hunter Deneen,
Teacher's Aide at Scarsdale
Middle School



Standard Board

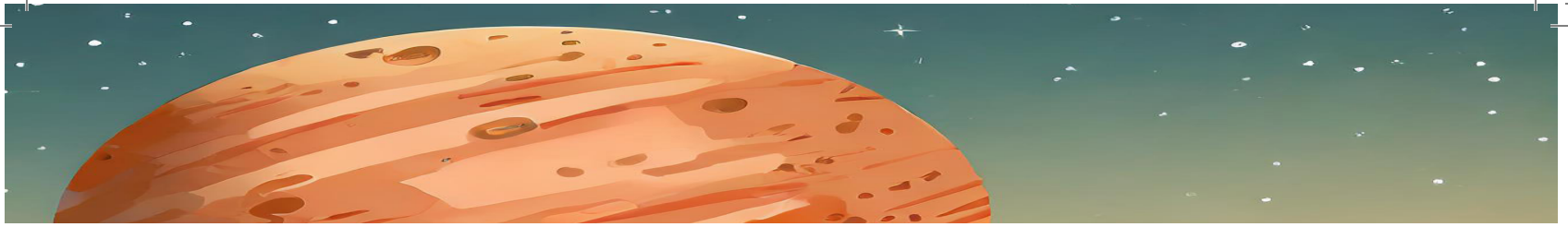


Cruiser Board



Long Board





084-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: \$40

Instructor: Hunter Deneen,
Teacher's Aide at Scarsdale
Middle School

085-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 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: \$40

Instructor: Hunter Deneen,
Teacher's Aide at Scarsdale
Middle School



DISCOVER CAMP

086-Discover Nerf Olympics

The thrill of running through a camper-designed course! Strategizing and developing group strategies and teamwork! Put your Nerf skills to the test with accuracy and Olympic style events! Campers will engage in cooperative challenges in an instructor-driven, counselor supervised class. Throughout the Nerf class, campers can develop and design target shooting, Olympic style contests (Biathlon, Accuracy, multi-skilled shots), Capture the Flag, Attack and Defend, as well as end of week culminating events. Class periods will focus on team organization, engineering of course constructions, competitive challenges, safety and Nerf instruction. Additional aspects of the class will include engineering principles of course design, physics application of distance and speed with Nerf guns, and creativity/imagination in team building activities. Campers will be able to use their Nerf materials in a safe and constructive environment with safety goggles and approved apparatus. Campers will be allowed to bring their own Nerf items within reason. The camp will supply all darts, protective glasses, and building materials for the class. Nerf guns will also be supplied to 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 Fee: \$80

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.

087-Nerf Olympics Level II: Build your Own Nerf Blaster/Outside Adventure/Gel Battles

Have you mastered Zombies vs. Humans, Capture the Flag, and Wild West Blasters? Are you wishing that you could build your own Nerf and customize as you see fit? It's time to level up and join the adventure of a new Nerf experience! Older and more experienced campers will be able to select various customizable options for their blaster, paint it to their specifications and use them in unique competitions throughout the three week session. We will also be adding the use of gel ball competitions with specifically designed guns. The three-week experience will culminate with a day trip to MSG paintball in Middletown, NY where campers will face off against each other, using extremely low impact paintballs. This class is perfect for a camper who loves creativity, competition, and cardio!

Session: II

Period: 2

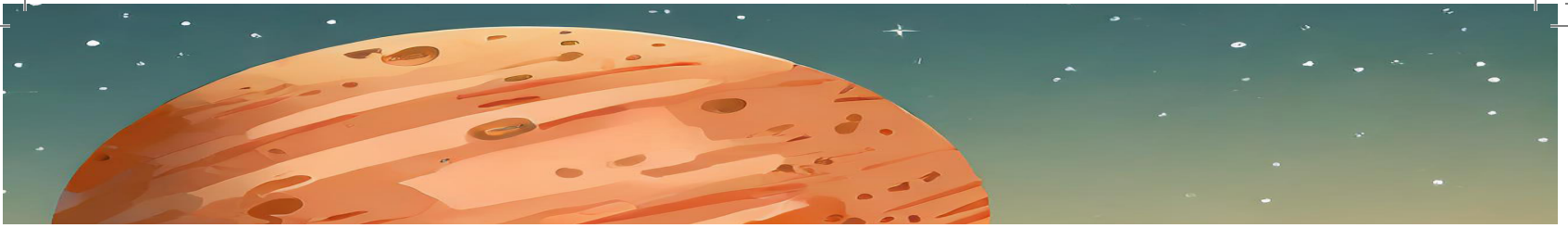
Grades: 6+

Material Fee: \$370

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

***Nerf Olympics is highly recommended as a prerequisite.**





088-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 Fee: \$0

Instructor: Matthew Caraccio, Mathematics Teacher at Eastchester High School

089-DC Soccer

Discover Camp soccer focuses on the camper's individual skills and works to improve those skills through modeling, drills, games, and scrimmages. The DC 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 Fee: \$0

Instructor: Kayla Greenberg, Teacher at Hawthorne Elementary School

090-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 nurturing environment. Campers 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 Fee: \$0

Instructor: Matthew Caraccio, Mathematics Teacher at Eastchester High School



DISCOVER CAMP

091-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. All levels are welcomed.



Session: I & II

Periods: 1 or 2

Grades: 3+

Session I:

Transportation Fee: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructor: Westchester
Table Tennis Pro

092-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: \$110

Site Fee: \$150

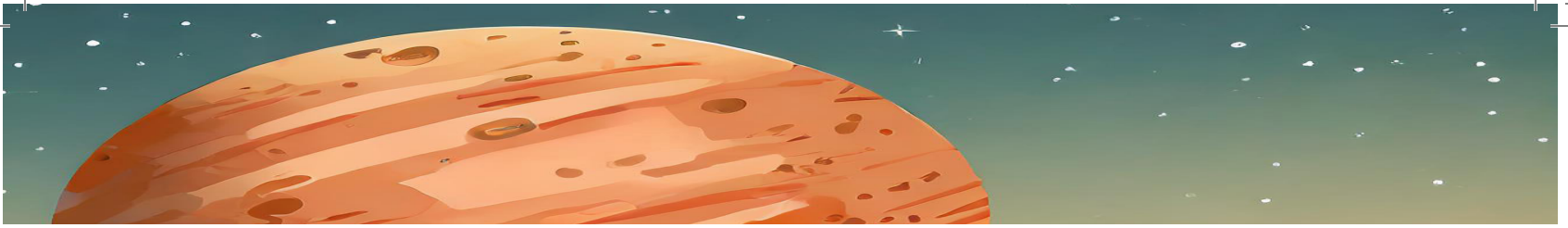
Session II:

Transportation Fee: \$90

Site Fee: \$100

Instructors: 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.





093-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 Fee: \$60

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

094-Floor Hockey

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



Session: I

Period: 1

Grades: 4+

Material Fee: \$50

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

095-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 Fee: \$70

Instructors: Session I
Chris DeGrazia, Math
Teacher and Archer
Session I & II Mike DiMarco,
ENL Teacher and Archer



DISCOVER CAMP

096-Pickleball, Gaga Ball & More

Pickleball and More is designed to provide a fun and inclusive experience for campers of all skill levels. Campers will engage in a diverse range of activities and learning experiences, including:

- Fundamentals and Skill Development
- Drills and Practice Sessions
- Match Play and Tournaments
- Fitness and Conditioning
- Team Building and Sportsmanship
- Fun Off-Court Activities

Some games campers will participate in: Gaga Ball, KanJam, Ladder Ball, Spike Ball, Cornhole, Swing Ball, Frisbee Horseshoes, and Lawn Darts.

Session: I Periods: 1 or 2

Session: II Period: 1

Grades: 3+

Material Fee: \$50

Each camper will get their own paddle.

Instructor: Rob Heineman
English and Journalism
Teacher at Eastchester High School

097-Indoor Rock Climbing at Movement (formally known as the Cliffs)

Right around the corner from Discover Camp is Movement 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 Movements' staff to assist in the class. If you've never seen The Movement facility, it is absolutely breathtaking.



Session: I & II

Periods: 3 or 4

Grades: 3+

Session I:

Transportation Fee: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructor: Movement
Instructors

098-Indoor Rock Climbing at Movement (formally known as the Cliffs) **(For returning climbers)**

Right around the corner from Discover Camp is Movement 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: \$110

Site Fee: \$190

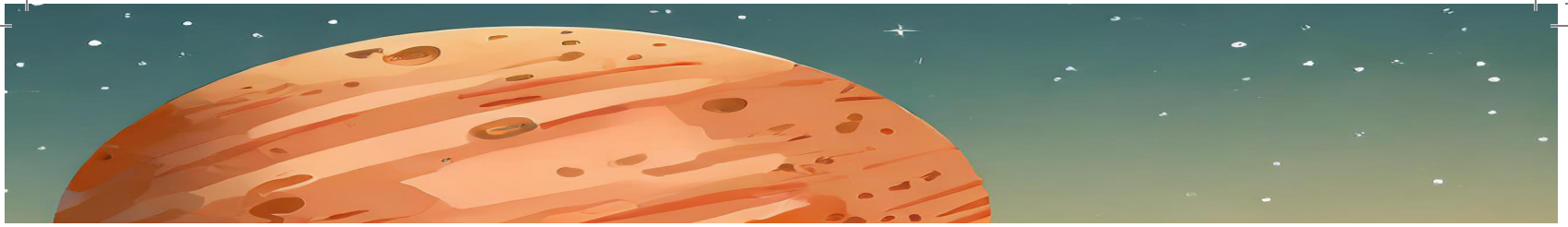
Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructor: Movement
Instructors





099-DC Dancers

Get ready to groove and shake it with Encore! Encore is on a mission to turn everyone into dance-floor dynamos who just can't resist the siren call of rhythm! Feel the beat, embrace the heat, and join the jazz-tastic journey with Encore! Jazz dance is the ultimate dance fusion, blending the grace of classical ballet with the cool vibes of modern dance. Our classes are like dance parties where you'll master isolations and conquer rhythm, all while learning to unleash your inner dance diva. Jazz lets you dive deep into technique while giving your body the freedom to bust a move like nobody's watching! DC Dancers is the place to be! Let's dance, let's dazzle, and let's make every move a masterpiece!

Session: I & II

Period: 1

Grades: 3+

Session I:

Transportation Fee: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructor: Encore Center
for Performing Arts
Instructors

100-Discover Ninja Warriors

Westchester Ninja Warriors is a fitness program inspired by the hit television show 'American Ninja Warrior.' Class curriculum is designed and taught by American Ninja Warrior veterans. With a hand picked coaching staff selected for their skills in not only completing obstacles but teaching the techniques used to navigate through obstacle courses quickly and efficiently campers 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: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructors: The Westchester
Gym Ninja Warrior
Instructors



DISCOVER CAMP

101-Ice Skating

Westchester Skating Academy provides campers with the highest quality programs in a safe and friendly environment.

SKATING CLASS: Your child will have a 1-hour class with a professional coach. Beginners will learn the fundamentals of ice skating while building a strong foundation and have fun. For children who are more advanced, instruction will be provided based on their level so they can build on their skill set and feel challenged. WSA will provide your children with a fantastic summer skating experience. **Helmets are required and you must bring your own. WSA does not rent helmets or other protective gear.**

RECOMMENDATIONS/SUGGESTIONS:

SKATES: Should be comfortable but snug; skates should be slightly smaller than shoe size. Rental skates will be provided for those who do not have their own skates.

CLOTHING: Warm, layered, comfortable clothing (snowpants, sweaters, and sweatshirts are preferable to bulky jackets) and gloves or mittens.

Session: I & II

Period: 2

Grades: 3+

Session I:

Transportation Fee: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructor: The Westchester Skating Academy

102-King Pins (DC Bowling)

Welcome King Pins Bowling Class- striking adventure for kids eager to learn the ins and outs of one of America's favorite pastimes! Our bowling class is designed to introduce children to the excitement and skill of the game in a fun and supportive environment. The skilled instructors will lead aspiring bowlers through fundamental techniques, covering everything from ball grip to refining their approach.

The program will include fun challenges. Learning is more enjoyable when it's paired with excitement! Our class incorporates engaging challenges and mini-games to keep the energy high and the smiles even higher.

Session: I & II

Periods: 3 or 4

Grades: 3+

Session I:

Transportation Fee: \$110

Site Fee: \$190

Session II:

Transportation Fee: \$90

Site Fee: \$150

Instructors: Session I:

Rob Heineman English and Journalism Teacher at Eastchester H.S.

Session II: Brandon

Pearlman, PS 9 Elementary School Teacher





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, 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-B-campers continue to build upon these skills. This is the first real introduction to 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.
- 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 most experienced builders.

103-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 Fee: \$150

Instructor: Josh Colon, Blind Brooke Elementary Teacher



104-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.

Each camper will receive 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.

*Mini 4WD is highly recommended as a prerequisite.

Session: I & II

Period: 1 or 4

Grades: 3 +

Material Fee: \$250

Instructor: JP Kaminski, Technology Teacher at Dobbs Ferry MS



DISCOVER CAMP

105-Mini-B Racing Upgrades (Returning campers with a Mini B)

This class is designed for campers who already have a Losi Mini B and wish to spend their time upgrading their cars. This will be done very carefully by first thoroughly cleaning and examining the buggy/truck for wear and tear. The campers will be upgrading their vehicle to a modified racer. The upgrades are designed to bring the Losi Mini B to a new level of competition.

Included materials: suspension upgrades, rx, servo, and motor.



Session: I & II

Period: 4

Grades: 3 +

Material Fee: \$225

Instructor: JP Kaminski,
Technology Teacher at Dobbs
Ferry MS

Prerequisite: Must have
taken Mini B and have a Mini
B car.

106-Soap Box Derby

In this class, campers will learn to use different tools to build a gravity based soap box derby car that they will ride in. The car comes as a kit that needs to be assembled and tuned. Once they have a working car, they will be racing them head to head.

STEM (science, technology, engineering and mathematics) based learning will be taught in conjunction with the build.

The kit includes an automotive style steering mechanism, wheels, instructions, templates and all parts needed to build a basic racer, with the exception of a half sheet of 5/8" plywood, nails, screws and glue.

The kit is easy to build with common household tools (i.e. hammer, wrench, screw driver, drill and jigsaw).

Session: I

Period: 4

Grades: 4+

Material Fee: \$250

Instructor: JP Kaminski,
Technology Teacher at Dobbs
Ferry MS



107-Constructible Rides - NEW CLASS -

In this exciting class, campers will dive into the world of constructible ride building. This hands-on experience allows them to build amazing life-size creations while developing essential 21st-century skills such as problem-solving, teamwork, and critical thinking.

As they assemble their projects, campers will learn about mechanics, creating a design plan, assembling, tools, braking systems, electric mobility and much more. Campers will take home a mechanical kit that can transform into a scooter, caterpillar, cruiser, flowmotion, knee racer, funboard and more. Once their rides are complete, they can wiggle, drift, cruise, and race their incredible creations! Each kit can be deconstructed and reconfigured into nine different builds, ensuring endless fun and learning. Get ready for a whirlwind of creativity and excitement!



Session: II

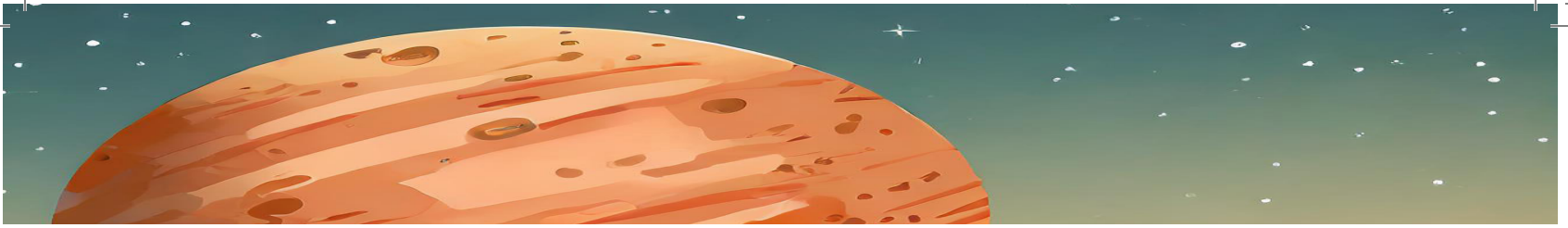
Period: 4

Grades: 4+

Material Fee: \$350

Instructor: JP Kaminski,
Technology Teacher at Dobbs
Ferry MS





The Racing Academy

The Racing Academy program has been consistently evolving for nearly 18 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, campers 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 into five distinct groups which must be carefully selected.



108-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. 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 Fee: \$375

Off-road Track Fee: \$25

109-Introduction to Racing Academy - Traxxas Rustler

Campers will be disassembling a truck according to instructions that we developed. 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 Fee: \$375

Off-road Track Fee: \$25



DISCOVER CAMP

110-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 Fee: \$225

Offroad Track Fee: \$25



111-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. **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 Fee: \$450

Prerequisite: 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 **Info@DiscoverCamp.com**



112-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: 3

Grades: 4+

Material Fee: \$600

Off-road Track Fee: \$25

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



113-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: 3

Grades: 4+

Material Fee: \$600

Off-road Track Fee: \$25

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



DISCOVER CAMP

114-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: 3

Grades: 4+

Material Fee: \$525

Off-road Track Fee: \$25

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



115-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

Period: 3

Grades: 4+

Material Fee: \$130

Off-road Track Fee: \$25

116-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. If a vehicle requires major repairs or upgrades above the material fees then parents can send in a check to cover these costs.

Session: I & II

Periods: 2 or 3

Grades: 4+

Material Fee: \$125

Off-road Track Fee: \$25



Discover Camp 2025 Daily Schedule Session I

Choose one class from each column

Period-1 9:00 AM - 10:25 AM	Period-2 10:30 AM - 1:00 PM	Period-3 1:00 PM - 2:25 PM	Period-4 2:30 PM - 3:30 PM
001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18
002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20
003-Design and Build Rube Goldberg Machine (Grades 2+) pg 22	006-DC Woodworking (Grades 4+) pg 23	008-Introduction to Rocketry (Grades 3+) pg 24	004-Arcade Builders (Grades 3+) pg 22
005-Escape DC (Grades 3-6) pg 22	008-Introduction to Rocketry (Grades 3+) pg 24	012-Model Airplane Building (Grades 3+) pg 26	009/010-Advanced Rocketry Level I & II (Grades 4+) pg 24-25
014-Beginner FPV Drone Racing (Grades 5+) pg 26	014-Beginner FPV Drone Racing (Grades 5+) pg 26	016-Multi-Level Chess (Grades 2+) pg 28	017/018-Pokemon Level I & II (Grades 3+) pg 28-29
024/025-Marvel: Crisis Protocol Level I & II (Grades 4+) pg 31	016-Multi-Level Chess (Grades 2+) pg 28	019/020-Dungeons and Dragons Level I & II (Grades 3+) pg 29	029-Scratch Coding with mBot Robots (Grades 3+) pg 32
026-X-Wing Discover a New Strategy Game (Grades 4+) pg 32	022/023-Warhammer Level I & II (Grades 3+) pg 30	021-Magic: The Gathering & Strategic Games (Grades 4+) pg 30	031-Python Coding (Grades 4+) pg 34
036-Metaverse Design Using Roblox (Grades 3+) pg 36	027-Star Wars: Shatterpoint (Grades 4+) pg 32	028-Scratch Coding 3.0 (Grades 3+) pg 32	033-Competitive Gaming E-Sports (Grades 3+) pg 35
038-Minecraft VR (Grades 4+) pg 37	030-Make Your Own Website (Grades 3+) pg 34	032-Introduction to Artificial Intelligence (Grades 5+) pg 34	038-Minecraft VR (Grades 4+) pg 37
039-Virtual & Augmented Reality Creators (Grades 4+) pg 37	037-Minecraft!What Will You Create? (Grades 2+) pg 36	036-Metaverse Design Using Roblox (Grades 3+) pg 36	039-Virtual & Augmented Reality Creators (Grades 4+) pg 37
041-Introduction to 3D Printing & Design (Grades 3+) pg 38	040-Game Design in VR with Unity (Grades 5+) pg 37	040-Game Design in VR with Unity (Grades 5+) pg 37	042-Advanced 3D Printing (Grades 4+) pg 38
046-Raspberry Pi Makers (Grades 5+) pg 41	041-Introduction to 3D Printing & Design (Grades 3+) pg 38	041-Introduction to 3D Printing & Design (Grades 3+) pg 38	058-Stop Motion Animation (Grades 4+) pg 45
050-Awesome LEGO Building Challenges (Grades 2-6) pg 43	044-Build Your Own PC (Grades 5+) pg 39	057-Filmmaking (Grades 3+) pg 44	062-News DC (Grades 6+) pg 46
054-Streamer 101 (Grades 4+) pg 43	051-LEGO Builders and Collectors Unite (Grades 3+) pg 43	061-Discover Camp Content Creators (Grades 5+) pg 46	063-These Images are Alive! (Grades 2+) pg 47
056-Digital Photography & Graphic Design (Grades 3+) pg 44	057-Filmmaking (Grades 3+) pg 44	067-Cooking 101 (Grades 4+) pg 48	064-Strategic Puzzle Challenge (Grades 4+) pg 47
059-Comedy Improvisation (Grades 4+) pg 45	070-Jewelry Making & More (Grades 2+) pg 50	071-Ocean Artists (Grades 3+) pg 50	068-DC Chopped (Grades 2+) pg 49
066-Breakfast Bake Off (Grades 2+) pg 48	078-The Paintbrush Life (Grades 4+) pg 54	079-Discover Sculpting (Grades 3+) pg 54	072-Abstract Art (Grades 2+) pg 51
069-Fashion Network (Grades 3+) pg 49	084/085-Intro & Advanced Skateboarding (Grades 2+) pg 57	081-083-Build a Board (Grades 3+) pg 56	076-Stone Art (Grades 3+) pg 52
077-Ceramics (Grades 3+) pg 54	086-Discover Nerf Olympics (Grades 3 & 4) pg 58	086-Discover Nerf Olympics (Grades 5+) pg 58	088-DC Basketball (Grades 2+) pg 59
084/085-Intro & Advanced Skateboarding (Grades 2+) pg 57	089-DC Soccer (Grades 2-3) pg 59	090-Backyard Games, Gaga Ball, & Multi Sports (Grades 3+) pg 59	095-Archery and Outdoor Games (Grades 4+) pg 61
089-DC Soccer (Grades 4+) pg 59	091-Table Tennis (Grades 3+) pg 60	095-Archery and Outdoor Games (Grades 4+) pg 61	097-Indoor Rock Climbing (Grades 3+) pg 62
091-Table Tennis (Grades 3+) pg 60	092-Golf (Grades 3+) pg 60	097-Indoor Rock Climbing (Grades 3+) pg 62	098-Indoor Rock Climbing Returning Campers (Grades 3+) pg 62
092-Golf (Grades 3+) pg 60	095-Archery and Outdoor Games (Grades 4+) pg 61	098-Indoor Rock Climbing Returning Campers (Grades 3+) pg 62	100-Discover Ninja Warriors (Grades 3+) pg 63
093-Frolf (Frisbee Golf) (Grades 3+) pg 61	096-Pickleball, Gaga Ball & More (Grades 3+) pg 62	100-Discover Ninja Warriors (Grades 3+) pg 63	102-King Pins (DC Bowling) (Grades 3+) pg 64
094-Floor Hockey (Grades 4+) pg 61	100-Discover Ninja Warriors (Grades 3+) pg 63	102-King Pins (DC Bowling) (Grades 3+) pg 64	104-Mini-B Racing (Grades 3+) pg 65
095-Archery and Outdoor Games (Grades 4+) pg 61	101-Ice Skating (Grades 3+) pg 64	108-116-The Racing Academy (Grades 4+) pg 67-70	105-Mini-B Racing Upgrades (Grades 3+) pg 66
096-Pickleball, Gaga Ball & More (Grades 3+) pg 62	108-111-The Racing Academy (Grades 4+) pg 67 & 68		106-Soap Box Derby (Grades 4+) pg 66
099-DC Dancers (Grades 3+) pg 63	116-Racing & Repairs (Returning campers) (Grades 4+ pg 70		
100-Discover Ninja Warriors (Grades 3+) pg 63			
103-Mini-4WD (Grades 2-3) pg 65			
104-Mini-B Racing (Grades 3+) pg 65			

Discover Camp 2025 Daily Schedule Session II

Choose one class from each column

Period-1 9:00 AM - 10:25 AM	Period-2 10:30 AM - 1:00 PM	Period-3 1:00 PM - 2:25 PM	Period-4 2:30 PM - 3:30 PM
001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18	001-DC Juniors (Grades K & 1) pg 18
002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20	002-DC Juniors 2 (Grade 2) pg 20
008-Introduction to Rocketry (Grades 3+) pg 24	003-Design and Build Rube Goldberg Machine (Grades 2+) pg 22	005-Escape DC (Grades 3-6) pg 22	011-Siege Machines Plus (Grades 4+) pg 25
012-Model Airplane Building (Grades 3+) pg 26	007-Halloween Haunting 101 (Grades 4+) pg 23	006-DC Woodworking (Grades 4+) pg 23	017/018 Pokemon Level I & II (Grades 3+) pg 28-29
015-Drone Racing For Advanced Pilots (Grades 6+) pg 26	013-Drones for Beginners (Grades 4+) pg 26	009/010-Advanced Rocketry Level I & II (Grades 4+) pg 24-25	021-Magic: The Gathering & Strategic Games (Grades 4+) pg 30
024/025-Marvel: Crisis Protocol Level I & II (Grades 4+) pg 31	016-Multi-Level Chess (Grades 2+) pg 28	016-Multi-Level Chess (Grades 2+) pg 28	031-Python Coding (Grades 4+) pg 34
026-X-Wing Discover a New Strategy Game (Grades 4+) pg 32	022/023-Warhammer Level I & II (Grades 3+) pg 30	019/020-Dungeons and Dragons Level I & II (Grades 3+) pg 29	036-Metaverse Design Using Roblox (Grades 3+) pg 36
034-Introduction to E-Sports (Grades 5+) pg 35	027-Star Wars: Shatterpoint (Grades 4+) pg 32	028-Scratch Coding 3.0 (Grades 3+) pg 32	037-Minecraft!What Will You Create? (Grades 2+) pg 36
037-Minecraft!What Will You Create? (Grades 2+) pg 36	029-Scratch Coding with mBot Robots (Grades 3+) pg 32	035-Star Wars Sandbox (Grades 3+) pg 36	039-Virtual & Augmented Reality Creators (Grades 4+) pg 37
039-Virtual & Augmented Reality Creators (Grades 4+) pg 37 ¹	036-Metaverse Design Using Roblox (Grades 3+) pg 36	038-Minecraft VR (Grades 4+) pg 37	041-Introduction to 3D Printing & Design (Grades 3+) pg 38
043-Prototype/Design 3D Printing (Grades 4+) pg 39	040-Game Design in VR with Unity (Grades 5+) pg 37	040-Game Design in VR with Unity (Grades 5+) pg 37	048-Alternative Energy Vehicles (Grades 3+) pg 41
045-Handheld Game Builders (Grades 4+) pg 39	041-Introduction to 3D Printing & Design (Grades 3+) pg 38	042-Advanced 3D Printing (Grades 4+) pg 38	052-Build a Ukulele and More (Grades 3+) pg 43
047-Soldering Circuits (Grades 4+) pg 41	051-LEGO Builders and Collectors Unite (Grades 3+) pg 43	049-Robots, Racers, and Circuits (Grades 4+) pg 41	058-Stop Motion Animation (Grades 4+) pg 45
050-Awesome LEGO Building Challenges (Grades 2-6) pg 43	055-Podcast Pioneers (Grades 3+) pg 44	053-Beat Making/Digital Music Lab (Grades 4+) pg 43	060-Fundamentals of Sleight of Hand Magic (Grades 4+) pg 45
057-Filmmaking (Grades 3+) pg 44	057-Filmmaking (Grades 3+) pg 44	056-Digital Photography & Graphic Design (Grades 3+) pg 44	063-These Images are Alive! (Grades 2+) pg 47
073-Create Your Very Own Dream Bedroom (Grades 3+) pg 51	070-Jewelry Making & More (Grades 2+) pg 50	065-The Great DC Cook Off (Grades 4+) pg 48	065-The Great DC Cook Off (Grades 2-3) pg 48
077-Ceramics (Grades 3+) pg 54	078-The Paintbrush Life (Grades 4+) pg 54	074-World of Miniatures! (Grades 3+) pg 52	075-Nature Artists (Grades 3+) pg 52
084/085-Intro & Advanced Skateboarding (Grades 2+) pg 57	084/085-Intro & Advanced Skateboarding (Grades 2+) pg 57	079-Discover Sculpting (Grades 3+) pg 54	080-Discover Arts & Crafts (Grades 4+) pg 54
086-Discover Nerf Olympics (Grades 3 & 4) pg 58	087-Nerf Olympics Level II (Grades 6+) pg 58	081-083-Build a Board (Grades 3+) pg 56	088-DC Basketball (Grades 2+) pg 59
089-DC Soccer (Grades 4+) pg 59	089-DC Soccer (Grades 2-3) pg 59	086-Discover Nerf Olympics (Grades 5+) pg 58	095-Archery and Outdoor Games (Grades 4+) pg 61
091-Table Tennis (Grades 3+) pg 60	091-Table Tennis (Grades 3+) pg 60	090-Backyard Games, Gaga Ball, & Multi Sports (Grades 3+) pg 59	097-Indoor Rock Climbing (Grades 3+) pg 62
092-Golf (Grades 3+) pg 60	092-Golf (Grades 3+) pg 60	095-Archery and Outdoor Games (Grades 4+) pg 61	098-Indoor Rock Climbing Returning Campers (Grades 3+) pg 62
095-Archery and Outdoor Games (Grades 4+) pg 61	095-Archery and Outdoor Games (Grades 4+) pg 61	097-Indoor Rock Climbing (Grades 3+) pg 62	100-Discover Ninja Warriors (Grades 3+) pg 63
096-Pickleball, Gaga Ball & More (Grades 3+) pg 62	100-Discover Ninja Warriors (Grades 3+) pg 63	098-Indoor Rock Climbing Returning Campers (Grades 3+) pg 62	102-King Pins (DC Bowling) (Grades 3+) pg 64
099-DC Dancers (Grades 3+) pg 63	101-Ice Skating (Grades 3+) pg 64	100-Discover Ninja Warriors (Grades 3+) pg 63	104-Mini-B Racing (Grades 3+) pg 65
100-Discover Ninja Warriors (Grades 3+) pg 63	108-111-The Racing Academy (Grades 4+) pg 67 & 68	102-King Pins (DC Bowling) (Grades 3+) pg 64	105-Mini-B Racing Upgrades (Grades 3+) pg 66
103-Mini-4WD (Grades 2-3) pg 65	116-Racing & Repairs (Returning campers) (Grades 4+) pg 70	108-116-The Racing Academy (Grades 4+) pg 67-70	107-Constructible Rides (Grades 4+) pg 66
104-Mini-B Racing (Grades 3+) pg 65			

WHAT IS A FUZZO?

Nestled within the heart of our camp culture is a unique and lovable character known as the Fuzzo. Fuzzos are collectables and are more than a mascot. The Fuzzo was created with a purpose – to celebrate and reward acts of kindness and participation in camp activities. In the spirit of fostering a positive and inclusive environment, Fuzzos have become an integral part of our camp experience, encouraging participation and spreading joy throughout our community. The concept of Fuzzos was born out of a desire to recognize and reinforce the importance of kindness among campers and staff alike. In a world that can sometimes seem hectic and fast-paced, the Fuzzo serves as a gentle reminder to slow down, be considerate, and embrace the power of positivity. Fuzzos are not just cute and cuddly creatures; they are messengers of goodwill. Campers are encouraged to engage in acts of kindness, both big and small, knowing that a Fuzzo sighting could be just around the corner. Whether it's helping a fellow camper build a rocket, participate in a theme day, or offering a kind word of encouragement, every positive action is rewarded with the presence of a Fuzzo. Participation is key in the Fuzzo reward system. Campers who actively engage in acts of kindness and theme days have a chance to earn a Fuzzo. This system not only motivates individuals to contribute positively to the camp community but also fosters a sense of camaraderie as campers work together to accumulate Fuzzos.



PARENT TESTIMONIALS

"Discover Camp offers so many great courses taught by professionals that would pique the interest of nearly any youngster. My daughter was a first-timer this year and loved all aspects of her four weeks there. She came home happy every day, raving about the classes she took, the counselors, the friends she made, and the overall experience. She's excited to attend again next year!"

"My two kids couldn't be more different, but one thing they share is their love for Discover Camp. We love that Discover Camp is perfect for both of them, and that they can both do completely different activities that they enjoy, under the same roof. Thank you for accepting and loving my kids! They absolutely love coming to camp each day, and that is a true testament to how well they are treated by all of you."

"This was our first year at Discover Camp. We had previously heard so many great things about the camp, so we knew we had to give it a shot. My son (7 years old) had attended two years of a traditional summer camp previously. The pool, the changing, the lack of air conditioning were always major hurdles. He is a new kid this summer. He's excited to go to camp and see his new friends! Discover Camp is home now. Thank you!"

"Our son was so happy at Discover Camp, so that was the most important thing for us. From a parent standpoint, it was lovely not only to have so many people—counselors, teachers, and staff—looking to support the campers, but to have these kind people want to be at the camp, working with the kids."

"We recently moved to NY, and I did not know where to send our child to camp for the summer. Thankfully, my friend recommended this camp, as he recalled his experience at DC with fond memories. This past summer was the first time I have ever seen my daughter excited to go to summer camp! Each morning, she would hop out of the car and not look back. At pick-up, I got to listen to her sing new songs and talk about her day with such enthusiasm. It was wonderful to hear! She consistently told me about how nice all the kids were in her group and how much she loved her counselors. We loved our experience with DC Juniors 2 and look forward to joining DC in 2025!"

"I could not imagine a more perfect day camp. Both of our children are already asking if they can go back next year."

"I love Discover Camp because every day is a great day! There are classes offered that no other camp has, the counselors are caring and intelligent, and I can learn and have fun at the same time!"

"My daughter loves the positive energy and the kind and professional staff! She has so much fun every summer. This summer was her 3rd summer at Discover Camp, and we are looking forward to next year!"

"Highly organized, well thought-out program. The classes were all great, the staff were professional, friendly, and caring, and they made my daughter feel safe and welcome. She said it was her best camp experience ever."

"My favorite is 3D printing. I love how there are off-site classes like Ninja Warriors. The counselors and instructors are very nice. One of my favorite things is theme days. I am never bored! These are some of the reasons why I love Discover Camp!"

"The unique classes and amazing staff make Discover Camp a wonderful experience for my child summer after summer."

"It's my 5th summer, and I just love that I can take so many different kinds of classes at Discover Camp!"

**SEE WHAT PREVIOUS CAMPERS AND
COUNSELORS ARE UP TO NOW IN
THIS SHORT VIDEO** →



SCAN ME

"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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