

DISCOVER CAMP

What will you Discover this Summer?



SUMMER 2026



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MEET THE

Dear Families,

This year marks the nineteenth anniversary of Discover Camp. In 2008, my late husband, Anthony, envisioned a day camp inspired by his lifelong love of hobbies and worked tirelessly to bring that dream to life. Since the camp's establishment, our daughters, Olivia and Ariana, have had the privilege of being campers. As they grew, they transitioned from counselors to teachers and now leaders, helping shape the daily magic that makes Discover Camp what it is today.

Olivia has been part of Discover Camp since its early days and now channels her creativity into shaping the experience behind the scenes. She keeps our community connected year-round through social media and the website, and captures the heart of camp each summer through her photography and daily videos. Olivia also prepares the facility, ensuring everything is ready for another summer of fun and discovery. Outside of camp, she is pursuing her Master's degree in Mental Health Counseling.

Ariana plays an important role on the Discover Camp team, bringing both her professional expertise and creative spirit to everything she does. As a licensed pediatric Speech-Language Pathologist, she offers a deep understanding of child development and communication, along with the same dedication and warmth she shares with our camp community. Her knowledge and insight make her a valued and trusted member of the DC Team.

From a young age, I dreamed of becoming a teacher, a goal that shaped both my education and my career. I earned two Master's Degrees, one in Education with a focus on Computer Science and another in Library Science, and have dedicated my life to fostering learning and innovation. Now in my 34th year as an educator, I've spent the past 29 years in Ardsley, where I currently serve as the Director of Technology.

That same passion for education comes to life each summer at Discover Camp. Here, we've built a second home, a creative oasis where campers can explore their imagination, spark their curiosity, build friendships, and pursue their passions. The girls and I can hardly wait to reunite with our campers this summer. Watching their excitement fill each classroom and seeing them light up as they dive into activities, from RC racing, engineering, rockets, cooking, and art, reminds me that learning should always feel like an adventure.

Each morning brings a special kind of excitement at Discover Camp, a moment I look forward to every day. Seeing campers leap from their cars with bright smiles and endless enthusiasm captures the heart of what makes this community so special.

We look forward to sharing another unforgettable summer of learning, laughter, and adventure with your child.

Kind Regards,

*Sabrina Rich
Founder and Director*



*Sabrina Rich and daughters,
Olivia and Ariana*



Milo

DIRECTORS

Dear Families,

When I was 14, I knew I wanted to become a teacher. During my freshman year of high school, I had a teacher, Mr. D, who made a profound impact on me. That experience shaped my path, where I knew I wanted to inspire others in the same way he had inspired me. From that moment forward, my dream was to be both a teacher and a coach.

Over the past 27 years I've had the privilege of teaching children with a wide range of learning styles and strengths. One thing has always remained true: when children are engaged and excited, they thrive. Discover Camp offers children the opportunity to learn in a way that fuels their curiosity and lets their passions shine.

After earning my degree from Iona University in 1999, I began teaching fifth grade at P.S. 24 in the Bronx. Working alongside Columbia University's Teachers College shaped my approach to education and strengthened my belief in a progressive, hands-on, constructivist model of learning. From there, I earned a Master's in Reading from Lehman College and a professional diploma in Teacher Leadership from Bank Street School of Education, eventually moving to Westchester to continue my teaching journey.

In 2003, I joined Anne Hutchinson School in Eastchester. There, I created a school garden that expanded each year, along with a recycling and composting program that later earned a National Green Ribbon Award in 2014. Some of my favorite memories come from cooking with students using ingredients we grew together — watching them take pride in planting, harvesting, and sharing food from our garden. That same passion for hands-on, community-centered learning led me to support youth programs at the Hudson Park Children's Greenhouse in New Rochelle, where I now serve as Executive Director of The Haunt at Wildcliff Mansion, a major fundraiser that helps expand seasonal and educational programming for children and families.

As Discover Camp continued to grow, I completed a Master's in Educational Leadership while exploring the possibility of moving into administration. Ultimately, I realized my heart is in the classroom. Discover Camp provides me with the best balance, allowing me to lead and build during the summer while continuing to do what I love most during the school year teaching.

Today, I am a STEM teacher in the Eastchester School District, where I've guided 2nd–5th graders in 3D design, coding, engineering, Google Workspace, and more. It's a joy to watch students bring their ideas to life and gain confidence in their abilities.

Discover Camp holds a special place in my heart. As a founding member, I've seen our camp grow, evolve, and become a place where children feel excited to learn and proud of who they are. Each summer reminds me why we started this to create a joyful learning community where every child can discover something new.

Thank you for being part of this journey. We look forward to another summer filled with exploration, creativity, and fun.

Kind Regards,

*David O'Neil
Director*



Mr. O'Neil with his wife Michele, daughter Brooke, son Colin, dogs, Cody and Buddy, and their newest addition, Frankie the Bird

MEET THE

Dear Families,

This will be my 17th summer at Discover Camp. I cannot believe some of the campers I have known 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 to 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 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 epi-pens. 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.

Sincerely,

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



*Cara, Christopher, Carmelo,
Caleb and Mark*



WHY CHOOSE *DISCO*VER 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 reinvest 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 camp 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

Discover Camp Overview:

- Leading STEM and Hobby focused day camp for children aged 5-15.
- Two Summer Sessions: Session I (June 29 to July 24) + Session II (July 27 to August 14).
- 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 74 and 75.
- 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

2026 Early Registration Rates*			
2026	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 29 - July 24***	\$3150	\$1730	\$4200
Session II July 27 - August 14	\$2490	\$1360	\$3280
Sessions I and II June 29 - August 14**	\$5240	\$3000	\$7480 \$6900

Save up to \$1000 off tuition rates when you enroll by March 31, 2026 for full summer full day.

2026 Tuition Rates			
2026	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 29 - July 24***	\$3460	\$1890	\$4620
Session II July 27 - August 14	\$2730	\$1500	\$3630
Sessions I and II June 29 - August 14**	\$5900	\$3400	\$9300 \$7900

**Additional savings when signing up for full summer or full day programs.

*Early Registration ends March 31, 2026

*** No camp July 3rd

Register Now! Decide Later!

Online Registration Dates

2025 Returning Families
March 3, 2026 at 6:00 p.m.

New Families:
March 5, 2026 at 6:00 p.m.

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



HOW TO REGISTER

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

Please visit www.DiscoverCamp.com to enroll.

Enrollment for 2025 returning families begins March 3, 2026 at 6:00 p.m. Enrollment for new families begins March 5, 2026 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, 2026. 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 2026, 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, 2026. 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.



IMPORTANT INFORMATION

- The camp will be closed on Friday, July 3rd, 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 1st

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 27th we will hold a registered camper orientation for all new families. The orientation will provide an opportunity to go over the camper's day, tour the facility and allow children to find their classrooms. Returning campers and their families are always welcome to attend.

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 29 - July 24	\$1140	\$830	<ul style="list-style-type: none"> • Anne Hutchinson School 60 Mill Rd, Eastchester • Greenvale School 1 Gabriel Rescigno Dr, Scarsdale • Fox Meadow School 59 Brewster Rd, Scarsdale • Quaker Ridge School 125 Weaver St, Scarsdale • Grafflin School 650 King St, Chappaqua • 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
Session II July 27 - August 14	\$900	\$650	
Sessions I and II June 29 - August 14	\$2040	\$1480	

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.

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, digital cameras, hobby props, 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 email no later than June 1, 2026.

No class changes will be accepted after this date.

Please note: Any class changes made during the session are not eligible for refunds or credits toward other classes.



DC SCHEDULE

Morning Schedule

Early Drop Off	7:30 a.m. - 8:45 a.m. \$150 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. - 2:15 p.m.
Period 4	2:20 p.m. - 3:30 p.m.
Camper Pickup	3:30 p.m. - 3:50 p.m.
Late Pickup	4:00 p.m. - 5:30 p.m. \$150 per week

DC LUNCH

Our full-day and mini-day programs include a delicious lunch served during period two. Every day, campers enjoy ice water, fresh fruit, and salad, with rotating lunch specials served Tuesday through Friday in our cool, air-conditioned cafeteria.

SAMPLE MENU

WEEK 1 & WEEK 5

Pizza Day Plain, Pepperoni, Sausage Garlic Knots & Chicken Fingers	Chicken Fingers Rigatoni Bolognese	Hot Dogs Cheese Quesadilla	Boneless BBQ Chicken Wings Penne with Pink Sauce	NO CAMP Chicken Quesadilla Baked Ziti
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WEEK 2 & WEEK 6

Pizza Day Plain, Pepperoni, Sausage Garlic Knots & Chicken Fingers	Sesame Chicken with White Rice Chicken Nuggets	Popcorn Chicken Rigatoni & Meatballs	Cheeseburger Sliders Penne with Pink Sauce	French Toast Sticks Lemon Chicken with White Rice
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WEEK 3 & WEEK 7

Pizza Day Plain, Pepperoni, Sausage Garlic Knots & Chicken Fingers	Chicken Fingers Rigatoni Bolognese	Hot Dogs Cheese Quesadilla	Boneless BBQ Chicken Wings Penne with Pink Sauce	Chicken Quesadilla Baked Ziti
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WEEK 4

Pizza Day Plain, Pepperoni, Sausage Garlic Knots & Chicken Fingers	Sesame Chicken with White Rice Chicken Nuggets	Popcorn Chicken Rigatoni & Meatballs	Cheeseburger Sliders Penne with Pink Sauce	French Toast Sticks Lemon Chicken with White Rice
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Lunch is served with mixed greens, fresh fruit salad, and a variety of snacks, providing a balanced and kid-friendly meal.

Daily Substitutes

Pasta Bar
Mini Bagel Bar



Scan for menu

GLUTEN-FREE LUNCH

We are pleased to offer gluten-free lunch options for our campers! Here are the additional costs for this service:

- Session I: \$190
- Session II: \$150

All meals are freshly prepared and delivered daily to maintain the highest quality. We follow strict protocols to prevent cross-contamination and ensure dietary safety for all our campers.

KOSHER LUNCH

We are delighted to offer kosher lunch provided by J-Joe Kosher Pizza & Berrylicious for campers who wish to enjoy certified kosher meals during the camp day.

Additional Costs:

- Session I: \$300
- Session II: \$235

All meals are freshly prepared and delivered daily, ensuring top quality and strict adherence to kosher standards.

If you have any questions about our food service, please feel free to email Mr. O'Neil at do'neil@discovercamp.com and our caterer, Nick, at Nick22Posto@gmail.com.

5TH PERIOD INFORMATION

2026 5th Period Rates*	
2026	5th Period 3:30 p.m. - 5:00 p.m.
Session I June 29 - July 24	\$950
Session II July 27 - August 14	\$750
Sessions I and II June 29 - August 14	\$1,700

*Each class has an additional material fee.
**Bus transportation will not be provided for returning home. Parents or caregivers are responsible for picking up their child after the 5th period or registering for late pickup.
*** The directors reserve the right to cancel or modify.

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 pickup 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.

Eligibility: This program is not open to children enrolled in DC Juniors.

Grades: 3+
Material Fee: \$150
Instructor: Bob Sinnott, Elementary School Teacher at The Windward School

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 games 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, or Marvel Crisis Protocol, this is the perfect space for you.

Grades: 3+
Minecraft Edu Fee: \$10
Technology Fee: \$30
Instructor: Ryan Sinnott, Elementary School Teacher Aide 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+
Material Fee: \$70
Instructor: Mike DiMarco, ENL Teacher and Archer

503-Discover Nerf Olympics, Archery, and 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: \$130
Technology Fee: \$30
Instructors: DC Staff

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

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.

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 2026 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 2026 Program.



COURSE DESCRIPTIONS

001-DC Juniors (Entering kindergarten or 1st grade by September 2026)

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 similarly 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 campers 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 to see our DC Juniors in action!

DC Junior Instructors:

Session I and II Kindergarten: Colleen and Tim Leddy, Scarsdale School District

Session I and II First Grade: Miriam Chester certified elementary education teacher and Tim Leddy, Scarsdale School District

Material Fee: Mini Day: \$150 Full Day: \$250

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 27th



002-DC Juniors II - The Ultimate DC Experience

(For campers who attended DC Juniors or going into 2nd grade by September 2026)

The Ultimate DC Experience is a program designed for 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.

Multi-sports 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. In addition, they work together to solve various STEM Challenges using Lego and other building materials.

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 on 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 language that allows them to create interactive stories, games and animations using block-based codes. Campers will also use Bee-Bots, small programmable robots, to learn the basics of coding, programming, sequences, algorithms, and problem solving in a fun, hands-on way.

***We do have some 2nd graders that select individual 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.**

This is a sample schedule of activities for DC Juniors II. Activities and order of events are subject to change:

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	Snack	Snack	Snack	Snack	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	Snack	Snack	Snack	Snack	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 II Instructors:

Tim Leddy, Scarsdale School District

Jessica Mintzer, Eastchester School District

Material Fee: Mini Day: \$150 Full Day: \$250

When signing up for this program please select class option

002-DC Juniors II - The Ultimate DC Experience for every period your child will be attending.

DC Juniors II
Camper Orientation
June 27th



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! Campers 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-Mini Architects: Model Building and Design Lab - NEW CLASS -

Does your child love to build, design, and create? In this hands-on, imagination fueled course, campers will step into the shoes of real-world architects and engineers! Over 19 exciting days, campers will explore the art and science of architecture by constructing incredible models using outdoor elements, everyday household materials, and professional modeling kits.

From tree bark towers to cardboard cities and futuristic foam-core homes, each project challenges campers to think critically, solve problems creatively, and bring their boldest ideas to life.

Whether your child is a budding builder or just loves to tinker, this class is the perfect place to explore architecture in a fun, supportive environment.

Session: I

Period: 4

Grades: 3+

Material Fee: \$290

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 & II

Period: 1

Grades: 3 - 6

Material Fee: \$80

Instructor: Matthew Caraccio, Mathematics Teacher at Eastchester High School



006-DC Woodworking

Get ready for a hands-on adventure in creativity and engineering! In this exciting DC class, campers will explore the world of DIY woodworking and STEM-powered model kits. They'll build charming birdhouses, squirrel feeders, and other beginner-friendly wooden projects then bring their creations to life using STEM kits that feature a variety of power sources to make their models move, light up, and go.

But the fun doesn't stop there, each camper will have the chance to personalize their projects with paint and decorations, turning each build into a unique masterpiece. Whether your child loves crafting, tinkering, or exploring how things work, this class is the perfect blend of creativity and discovery. Let's build, power up, and make summer unforgettable.



007-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: 2

Session: II Period: 3

Grades: 4+

Material Fee: \$230

Instructor: Session I:

Brandon Pearlman, PS 9 Elementary School Teacher
Session II: Verderico Manganiello, Eastchester H.S. Teacher

Session: I Period: 3

Session: II Period: 1

Grades: 3+

Material Fee: \$240

Instructor: Brandon

Pearlman, PS 9 Elementary School Teacher



DISCO^{VER} 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.



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 Periods: 2 or 3

Session: II Period: 2

Grades: 3+

Material Fee: \$150

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

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.

012-Drones for Beginners (Already taken this course? Join us again to experience our brand-new drones.)

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: 3

Grades: 4+

Material Fee: \$250

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



DISCOVER CAMP

013-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: 2 or 3

Session: II Period: 2

Grades: 5+

Material Fee: \$470

Instructor: Josh Harwitz
Professional Drone Pilot and
Environmental Earth Science
& Adolescence Education
Student at Marist University

014-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: I Period: 4

Session: II Period: 1

Grades: 6+

Material Fee: \$480

Instructor: Josh Harwitz
Professional Drone Pilot and
Environmental Earth Science
& Adolescence Education
Student at Marist University

Prerequisite: Must have taken Indoor FPV.

015-Build A Drone - NEW CLASS - THIS IS AN ADVANCED CLASS!

Campers must have experience flying FPV drones before signing up. In this class, campers will use a kit to build their own analog FPV racing drone equipped with 3-inch propellers, a compact, fast, and agile machine built for racing. Campers will learn to solder, assemble and perform basic repairs with support from counselors. Patience is essential, especially when making repairs after inevitable crashes. Once everyone's drone is flight-ready, we'll head outside and go head-to-head to see who the best pilot is. Material fees cover the initial kit, materials, and some basic repairs. They do not cover replacement drones, goggles, controllers, or other components for more complex repairs if they are lost or damaged. Campers will keep their drone, controller, FPV goggles, batteries, LiPo bag, and spare propellers at the end of the session.

Session: I

Period: 1

Grades: 6+

Material Fee: \$800

Instructor: Josh Harwitz
Professional Drone Pilot and
Environmental Earth Science
& Adolescence Education
Student at Marist University

Prerequisite: Must have taken Indoor FPV.



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-Magic: The Gathering and Strategic Table Games

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



Session: I & II

Period: 2

Grades: 4+

Material Fee: \$100

Instructors: Session I:

Ryan Sinnott, Elementary School Teacher Aide at The Windward School
Session II: Daniel Clark, Physics Engineering Teacher Westlake High School



DISCO^{VER} CAMP

018-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: Bob Sinnott, Elementary School Teacher at The Windward School

019-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: Ryan Sinnott, Elementary School Teacher Aide at The Windward School

020-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



021-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: Bob Sinnott, Elementary School Teacher at The Windward 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. 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: \$200

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: \$100

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

Prerequisite: Warhammer Level I



DISCO^{VER} CAMP

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

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 game play. 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: \$50

Technology Fee: \$20

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



026-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. Campers will also learn about circuitry when they experiment with MakeyMakey, an external circuit board to create interactive art. In this class we will create interactive games, animations with dialog, interactive art and more! Scratch is a true beginner programming language that is not only fun, but a bridge to later coding such as Arduino and Java.

Session: I

Period: 3

Grades: 3+

Technology Fee: \$35

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

027- Scratch Coding mBot 2 Robots - Build a AI Robot - NEW CLASS -

In this course, campers 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 2 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. The new mBot 2 is capable of learning AI through play. The makeblock mBot 2 coding robot lets kids explore interactive AI: ask mBot 2 about the weather, make it sing, change its lights to trigger movement, or flip it to see it get grumpy. Endless AI games await, and the product supports 100% robot programming. 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: \$200

Instructors: Session I: Rob Heinemann, H.S. teacher at Eastchester

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

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

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

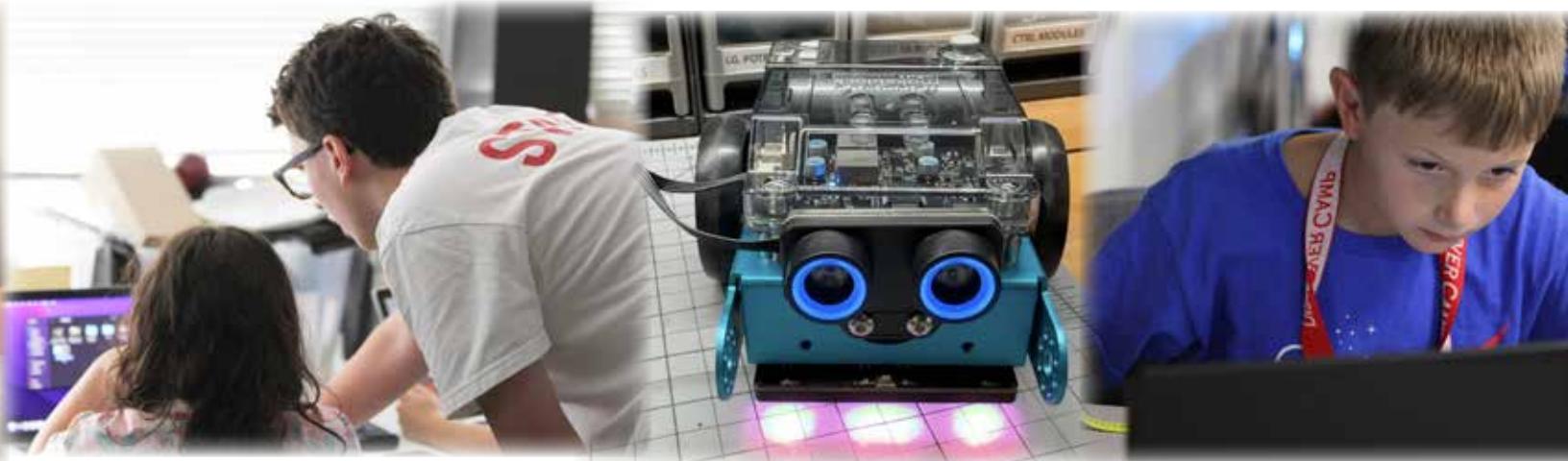
Session: I

Period: 2

Grades: 3 +

Technology Fee: \$35

Instructor: Rob Heinemann, H.S. teacher at Eastchester



DISCO^{VER} CAMP

029-Python Coding and AI Adventures! - NEW CLASS -

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 0's and 1's. 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.

New for 2026- This summer, our popular Python Coding class gets smarter. In addition to mastering core Python skills like variables, loops, and data structures, campers will explore the exciting world of Artificial Intelligence. Through hands-on projects, they will learn how AI works, experiment with simple machine learning models, and see how Python powers today's most innovative technologies.

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.

030-AI Rockstar! (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

Instructor: Rob Heinemann,
H.S. teacher at Eastchester

031-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 casual 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



032-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 (Multi-player 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: 4

Grades: 4+

Technology Fee: \$80

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 the account creation process during camp. (The account setup can be completed at home.)

033-World of Warcraft - Adventures in Azeroth! - NEW CLASS -

World of Warcraft is one of the original massively multi-player online (MMO) role-playing games and remains so to this day. In the World of Warcraft class, players will create and customize their own fantasy character, similar to Dungeons and Dragons, whether they want to live out their fantasy of being a human paladin, channel their inner rage as an orc warrior, or even explore their magical power as an elf, mage, or priest! Once created, players have a multitude of choices in the world of Azeroth, which range from exploring the world, completing quests, advancing professions, teaming up with others to conquer dungeons, and so much more! Discover Camp's private server, utilizing Azerothcore's open-source emulator, allows campers to play together or separately in a "closed" online environment where campers interact with each other and programmed bots to simulate an MMO-like experience. This game (and class) will teach campers to work towards a variety of goals, as well as work together in different team roles.

Session: II

Period: 3

Grades: 4+

Technology Fee: \$35

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



DISCO^{VER} CAMP

034-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.



035-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. This class welcomes players of all experience levels, including beginners eager to explore Minecraft for the first time. The game is being used to teach more than computer skills. It easily lends itself to science, technology, engineering and math explorations.



Session: I Periods: 1 or 3

Session: II Periods: 1 or 2

Grades: 3+

Technology Fee: \$35

Instructors: Session I:

Ryan Sinnott, Elementary School Teacher Aide at The Windward School

Session II: Daniel Clark (period 1), Physics/

Engineering Teacher, Westlake High School and

Ryan Sinnott (period 2), Elementary School Teacher Aide at The Windward School

Session: I Period: 2

Session: II Period: 1

Grades: 2+

Minecraft Edu Fee: \$10

Technology Fee: \$35

Instructors: Session I: Nate

Steward, Social Studies

Teacher at The Windward School Session II: Ryan

Sinnott, Elementary School

Teacher Aide at The

Windward School



036-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 3

Session: II Period: 3

Grades: 4+

Minecraft Edu Fee: \$10

Technology Fee: \$60

Instructors: Session I: Alex Turk, Certified Elementary Education teacher

Session II: Ryan Sinnott, Elementary School Teacher Aide at The Windward School

037-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.

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

Period: 4

Grades: 4+

Technology Fee: \$60

Instructors: Session I: Alex Turk, Certified Elementary Education teacher

Session II: Marina Lombardo, Elementary teacher at Pocantico Hills

038-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 Period: 2

Session: II Period: 3

Grades: 5+

Technology Fee: \$60

Instructors: Session I: Alex Turk, Certified Elementary Education teacher

Session II: Marina Lombardo, Elementary teacher at Pocantico Hills



DISCO^{VER} CAMP



039-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 ground breaking 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.



040-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.

041-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: 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: DC Staff

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: DC Staff

Session: II

Period: 1

Grades: 4+

Material Fee: \$140

Technology Fee: \$35

Instructor: DC Staff



042-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.)

**Please note that class fees are subject to change in response to market pricing of PC parts at the start of the camp session.*

Session: I

Period: 2

Grades: 5 +

Material Fee: \$1500, \$2000 or \$2500 *

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

043-Circuit Builders Lab With Arduino - NEW CLASS -

In Circuit Builders Lab, you'll become a real-life inventor. Using the tiny but mighty Arduino microcontroller, you'll learn how to bring your ideas to life through electronics, coding, and creativity.

Campers will start with the basics, like blinking LEDs and pushing buttons, and before you know it, you'll be coding light shows, building motion sensors, and creating interactive art. Along the way, campers will learn the science behind circuits and problem-solving skills that real engineers use every day.

Possible Projects:

- Morse Code Messenger: Send secret messages using blinking lights!
- Mood Lamp: Program LEDs to change colors based on your mood (or just your favorite color combo).
- Mini Security System: Detect motion and sound an alarm to protect your snacks!
- Tiny Robot Friend: Build a simple robot that moves, beeps, or reacts to obstacles.

Session: II

Period: 1

Grades: 4+

Material Fee: \$320

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

044-Wonderfully Wired Wearables - NEW CLASS -

Get ready to blend fashion and technology in this hands-on class. Campers will dive into the world of wearable tech, learning how to design and build their own clothing and accessories that actually light up and react! Using conductive materials, LEDs, and a bit of coding magic, they'll bring their ideas to life, think glowing sunglasses, sparkling jewelry, animated ties, high-tech suspenders, or even interactive plushies.

No experience? No problem! Campers will learn everything step-by-step, from crafting and sewing to simple programming, and will take home their one-of-a-kind, self-made creations at the end of the session.

Session: II

Period: 3

Grades: 4+

Material Fee: \$200

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

DISCO^{VER} CAMP

045-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: Rob Heinemann, H.S. teacher at Eastchester

046-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: \$120

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

047-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 inspire new and creative approaches to travel. 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



048-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: 2

Grades: 2-5

Material Fee: \$170

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

049-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

050-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 or 3

Grades: 3 +

Material Fee: \$180

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



DISCO^{VER} CAMP

051-LEGO Masters - NEW CLASS -

Calling all creative builders! In this exciting class, campers will explore the art of LEGO through a mix of fun challenges and real LEGO set builds. Each day brings something new, maybe a silly speed build, a color-matching puzzle, or a teamwork challenge followed by time to dive into awesome LEGO art sets that campers will build step by step.

As they create, campers will learn cool building tricks like layering, symmetry, and texture, and discover how tiny bricks can make big, beautiful designs. Campers will dive into the creative techniques behind mosaic building, layering, symmetry, and texture, discovering how LEGO bricks can become a true artistic medium.

Session: I & II

Period: 4

Grades: 3 +

Material Fee: \$225

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

052-Build a Ukulele and More

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, campers 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. Campers 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-DC Composers - NEW CLASS -

Turn your creativity into sound! In this hands-on music composition class, campers will learn how to write their own songs using MuseScore and Soundtrap, two powerful digital music tools. Campers will explore the fundamentals of melody, rhythm, and harmony as they bring their musical ideas to life.

Using a MIDI USB keyboard, campers will easily play and record digital instruments, experiment with sounds, and craft original tracks that are uniquely theirs. Whether you're a beginner or have some musical experience, this class will help you unlock your inner composer!

Campers get to keep their own MIDI USB keyboard and headphones to continue creating long after camp ends.

Session: II

Period: 1

Grades: 4+

Material Fee: \$125

Technology Fee: \$35

Instructor: Zoe Lisa, Music Education Major at Ithaca University

055-Maker Music Lab - NEW CLASS -

No instrument? No problem! In this exciting, hands-on class, campers will become both an inventor and a musician. Using everyday materials, campers will create their very own instruments, from funky percussion to creative pitched sounds, proving that music can come from anything.

Then, take it to the next level with Makey Makey and Scratch, where you'll code and design digital instruments that play your unique tunes. Mix creativity, coding, and music in a one-of-a-kind musical adventure.

No musical experience needed, just your imagination and a love of making music.

Session: II

Period: 2

Grades: 3+

Material Fee: \$50

Technology Fee: \$35

Instructor: Zoe Lisa, Music Education Major at Ithaca University

056-Streamer 101

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 Kanodia, computer science major at Stony Brook University



DISCOVER CAMP

057-Podcast Pioneers: Create Your Own Storytelling Adventure!

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: \$50

Instructor: Marina Lombardo, Elementary teacher at Pocantico Hills

058-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.

Session: I Period: 1

Session: II Period: 3

Grades: 3+

Material Fee: \$100

Technology Fee: \$150

Instructor: Juliana Napolitano, DC Staff and Professional Photographer

059-Filmmaking Level I

In Filmmaking, campers will create short films using digital camera equipment and iMovie editing software. Campers 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



060-Filmmaking Level II - NEW CLASS -

In Filmmaking Level II, campers will write an original short film and act as directors through the pre-production, production, and post-production phases. Experiment with sophisticated new camera, lighting, and sound equipment as campers learn the craft of screenwriting and plan their shot lists and shooting schedules. Each camper will direct the cast and crew of their own script, and will serve in various crew roles on each others' productions, including: cinematographer, sound mixer, boom operator, gaffer, key grip, and editor. Each camper will have only 2 class periods to direct their shoot. A lot can (and will!) go wrong on a film set, so campers will learn how to deal with setbacks while managing a tight deadline! This fast-paced, high stakes class will present campers already familiar with film and media production with a new challenge and will instill communication, project management, and leadership skills.

Session: I Periods: 2 or 3

Session: II Periods: 1 or 2

Grades: 3+

Material Fee: \$40

Technology Fee: \$50

Instructor: DC Staff

Prerequisite: Must have taken "Filmmaking" or "News DC"

061-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

062-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 nonstop fun for all campers. 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

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



DISCOVER CAMP

063-Theater-to-Code: Bring Your Play to Life - NEW CLASS -

From Stage to Screen: Create, Perform, and Code Your Own Story! Step into the spotlight and behind the screen in this one-of-a-kind creative class. Campers will dive into the world of storytelling as they dream up original short plays, act them out, and then bring their stories to life in the digital world using Scratch, Tinker, or Minecraft Education.

Each day blends the best of drama and technology, from theater games and improv warm-ups to scriptwriting, character design, and digital world-building. Campers will learn how to:

- Build confidence through acting and performance.
- Write imaginative scripts full of characters and adventure in hands-on experience through interactive projects and activities.
- Code scenes, animations, or virtual sets inspired by their plays
- Collaborate to turn their stories into interactive games or experiences.

By the end of camp, each group will have a fully realized creative project. Whether your camper loves the stage, the screen, or both, they'll leave with new storytelling skills, technical know-how, and a sense of pride in their creative work.

Session: II

Period: 1

Grades: 3+

Technology Fee: \$35

Instructor: Marina Lombardo, Elementary teacher at Pocantico Hills

064-DC Morning Show - NEW CLASS -

Kick off each morning with lights, cameras, and action in this one-of-a-kind camp experience where you help create and produce our very own live morning show!

Campers will take on a variety of exciting roles, from news anchors, weather reporters, and entertainment hosts to camera operators, directors, and production crew. Together, we'll brainstorm story ideas, write scripts, practice on-air delivery, and learn the behind-the-scenes magic that makes live broadcasting come to life.

Every morning, our team will bring the latest news, interviews, and fun segments to the Discover Camp community, sharing creativity and energy to start everyone's day with a smile. Whether you're in front of the camera or behind it, this class is all about collaboration, communication, and confidence-building. It's creativity, teamwork, and showtime all before lunch.

Session: I

Period: 1

Grades: 5 +

Material Fee: \$30

Technology Fee: \$60

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



065-DC Production Studio - NEW CLASS -

Step into the exciting world of video production as you help create the camp's very own daily broadcast! In this hands-on class, campers will plan, film, and edit original segments that highlight all the fun happening around Discover Camp. From on-the-spot interviews and hilarious skits to behind-the-scenes camp coverage, every day brings a new creative challenge.

Campers will learn the fundamentals of storytelling, camera operation, lighting, sound, and video editing. Whether you love being on camera, directing the action, or adding special effects in post-production, there's a role for everyone in bringing our Morning Show to life. By the end of the session, you'll have created a portfolio of fun, polished videos and gained confidence as a storyteller and team player.

Session: I

Period: 2

Grades: 4 +

Material Fee: \$30

Technology Fee: \$60

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

066-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

067-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



DISCO^{VER} CAMP

068-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

069-Strategic Puzzle Challenge

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.

Session: I

Period: 4

Grades: 4+

Material Fee: \$100

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



070-The Great DC Cook Off

Ever watched 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: Hailee Steinberg, FACS & Design Teacher Westlake Middle School

071-Breakfast Bake-Off

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

Session: I & II

Period: 1

Grades: 2+

Material Fee: \$100

Instructor: Session I: Brianna DiRoma, Foreign Language teacher at Westlake Middle School
Session II: Hailee Steinberg, FACS & Design Teacher Westlake Middle School

072-Cooking 101

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



DISCO^{VER} CAMP

073-DC Chopped

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

074-Fashion Network

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 key chains, 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: \$160

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



075-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 Key chains, Cool Natural Dagger Quartz Necklaces, Colorful Hand Painted "Shell" Jewelry, Color Changing GEM necklaces, Watermelon Squishies and More.



076-Ocean Artists

Who doesn't love the ocean and its amazing ocean animals? 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. 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 & II

Period: 2

Grades: 2+

Material Fee: \$160

Instructor: Nicole Alloy, 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.

Session: I

Period: 3

Grades: 3+

Material Fee: \$160

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



DISCO^{VER} CAMP

077-My Super Cool Bedroom! Art and Design Studio - NEW CLASS -

Ready to rock your design skills? Dive into a high-energy, hands-on class where art and interior design collide. Create epic projects for your ultimate bedroom while learning how color, shape, balance, and layout come together to make designs that are both fun and functional.

From neon colors to cool patterns, you'll design lamps, cozy pillows, glow lights, and more using glow-in-the-dark paints, LEDs, mirrors, metallics, textured finishes, fabrics, and trims.

Create & Customize:

- DreamCloud Wall Art – Fluffy, squishy clouds for your wall.
- Whisper Meadow Pouches – Scented, cozy pouches with aromas.
- Super Soft Pillows – Comfy, colorful, totally you.
- Glow Vibe Lights – Light up your space in style.
- Art Supply Organizers – Stay creative and organized.
- SkySwing Mobiles – Floating stars, moons, hearts & more.
- Wish Keeper Boxes – Store jewelry, memories, and treasures.
- GlowMirror – A mirror that shines.

Express your ideas, build real-world design skills, and create one-of-a-kind pieces that totally transform your space.

Session: I

Period: 4

Grades: 3+

Material Fee: \$160

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

078-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: \$160

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



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

Do you love everything miniature? 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: \$160

Instructor: Nicole Alloy, 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.

080-Creative Empires - Imagination to Mini Empire - NEW CLASS -

Got big ideas? Love making things and thinking “Someone would totally buy this!”? At Creative Empires, you'll turn your ideas into reality and build your very own business. Whether it's a shop, a service, or something completely new, the choice is yours. Create the empire of your dreams.

Imagine your own venture:

A magical pet spa helping dogs live their best life, an escape maze unlocking minds around the world, a social app connecting friends everywhere, or a hoverboard brand that takes adventure to the next level. The sky's the limit.

Core Project: Design Your 3D Empire (1:12 Scale)

Build a detailed model of your business complete with a name, logo, products, layout, and marketing plan. Learn how to brand, promote, and bring your vision to life with creativity and innovation. If you can dream it, you can build it.

Materials Used:

Work with balsa wood, acrylic panels, specialty papers, textiles, and LED lights to create miniature displays. Picture cozy chairs, colorful signs, counters, shelves, tiny laptops, pets, and all the details that make your mini business ready to grow into a global brand.

This is where art, engineering, and imagination come together. Be the sole creator of your empire.

Session: II

Period: 4

Grades: 3+

Material Fee: \$160

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



DISCO^{VER} CAMP

081-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

082-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

083-Discover Sculpting

This is a hands-on clay class where campers can 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



084-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, key chains, and much more.

Session: II

Period: 4

Grades: 2+

Material Fee: \$140

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

085- Time Travelers of Art: A Fun Journey Through Art History - NEW

CLASS -

Grab your paintbrushes and curiosity, we're going on an adventure. In Time Travelers of Art, kids will journey through the ages to explore the masterpieces and creative minds that shaped our world. From the cave paintings of early humans to the bright colors of modern art, campers will uncover how artists told stories, shared ideas, and changed the way we see the world.

Led by Mr. Verderico Manganiello (a self-published author and illustrator), this lively and interactive course turns art history into an imaginative adventure filled with discovery, creativity, and hands-on activities. Perfect for young artists and explorers alike, this class helps kids see that every artwork has a story, and they can be part of it too.

Session: II

Period: 4

Grades: 4+

Material Fee: \$150

Instructor: Verderico Manganiello, Eastchester H.S. Teacher



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.

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

086-Standard Board

These boards are commonly used for tricks and ramps.

Material Fee: \$180

087-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: \$200

088-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: \$200

089-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



090-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 collaborative 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

091-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.



092-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: I

Period: 2 Grades: 3 & 4

Period: 3 Grades: 5+

Session: II

Period: 2 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.

Session: II

Period: 1

Grades: 6+

Material Fee: \$400

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

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



093-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

094-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

095-Backyard Games, Gaga Ball and Multi-Sports

Campers will put their accuracy, coordination, communication, and teamwork to the test in our lawn games class. Instructors foster a friendly, spirited atmosphere where campers take on a variety of challenge-based activities. Campers get plenty of outdoor time as they try new games such as Gaga Ball, KanJam, Ladder Ball, Spikeball, Cornhole, Swing Ball, Frisbee Horseshoes, and Lawn Darts.

In addition, campers are introduced to a range of sports in a supportive, upbeat setting. During the first two days of each cycle, they learn foundational skills and practice through active, movement-based drills. On the third day, the group splits into teams for a full game. Sports may include Soccer, American Flag Football, Ultimate Frisbee, Kickball, Wiffle Ball, Gaga Ball, and more.

Session: I & II

Period: 3

Grades: 3+

Material Fee: \$0

Instructor: Matthew Caraccio, Mathematics Teacher at Eastchester High School



DISCO^{VER} CAMP

096-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

097-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.



098-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. Campers 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

099-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



DISCOVER CAMP

100-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 shooting 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

101-Pickleball, Gaga Ball and More

Pickleball, Gaga Ball 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 & II

Periods: 1 or 2

Grades: 3+

Material Fee: \$50

Each camper will get their own paddle.

Instructors: Session I: Daniel Clark, Physics/Engineering Teacher Westlake High School

Session II: DC Staff



102-Indoor Rock Climbing at Movement

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

103-Indoor Rock Climbing at Movement (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



DISCO^{VER} CAMP

104-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

105-Discover Ninja Warriors

Westchester Ninja Warriors is a fitness program inspired by the hit television show 'American Ninja Warrior.' The 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



106-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

107-King Pins (DC Bowling)

Welcome to King Pins Bowling Class, a striking adventure for young learners! Get ready to roll into fun! King Pins is the perfect class for kids who are excited to discover the ins and outs of one of America's favorite pastimes. Our program introduces children to the thrill of bowling in a friendly, encouraging atmosphere designed to build confidence and spark enthusiasm.

Led by skilled instructors, students will learn essential techniques, from proper ball grip and stance to developing a smooth, effective approach. Each lesson is crafted to help young bowlers grow their skills while having a blast.

To keep the momentum high, the class includes lively challenges and mini-games that turn learning into an exciting experience. When fun and fundamentals come together, every frame is a reason to smile!

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: Daniel Clark, Physics/Engineering Teacher Westlake High School

Session II: Brandon Pearlman, PS 9 Elementary School Teacher



DISCOVER CAMP

108-Constructible Rides

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.

109-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: II

Period: 1

Grades: 4+

Material Fee: \$350

Instructor: JP Kaminski,
Technology Teacher at Dobbs Ferry MS

Session: I

Period: 1

Grades: 4+

Material Fee: \$250

Instructor: JP Kaminski,
Technology Teacher at Dobbs Ferry MS



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 Racing-campers continue to build upon these skills. This is the first real introduction to radio controlled cars. Campers 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.

110-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: 4

Grades: 2-3

Material Fee: \$160

Instructor: Josh Colon, Blind Brooke Elementary Teacher



DISCOVER CAMP

111-Mini Buggy Racing

“Earn your driver’s license” and explore the exciting world of Mini 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: \$260

Instructor: Period 1:

Josh Colon, Blind Brooke Elementary Teacher

Period 4: JP Kaminski, Technology Teacher at Dobbs Ferry MS

112-Mini Racing (Returning campers with a Mini B)

This class is designed for campers who already have a Mini Racing car and wish to spend their time racing their cars. Campers will thoroughly clean and examine the buggy/truck for wear and tear. The campers will spend their time perfecting their driving and participating in a variety of driving games and races.

Session: I & II

Period: 1 or 4

Grades: 3 +

Track Fee: \$40

Instructor: Period 1:

Josh Colon, Blind Brooke Elementary Teacher

Period 4: JP Kaminski, Technology Teacher at Dobbs Ferry MS

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



The Racing Academy

The Racing Academy has been evolving for nearly 19 years and remains one of Discover Camp's signature programs. Campers learn to assemble 1/10th scale radio-controlled cars and trucks from kits with over 300 parts, developing patience and focus as they take on this challenging project. Along the way, they gain hands-on experience with basic tools, learn proper tool use, and study detailed schematics to understand each component and how it fits together.

Under Mr. Kaminski's guidance, campers also explore track building, maintenance, and the responsibilities of race marshals, those who help keep races safe and running smoothly. To best support each student, the Racing Academy is organized into five carefully structured groups.



113-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: \$395

Off-road Track Fee: \$25



114-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: \$395

Off-road Track Fee: \$25



DISCOVER CAMP

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

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 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: \$275

Offroad Track Fee: \$25



116-Intermediate Racing Academy - On-Road Spec.

Starting with the basic touring car chassis, campers will build an easy to drive 4WD chassis from a kit. 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 fee 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.



117-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. 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 with mechanics 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 fee if campers have misplaced these items or want a second or new charger.

Session: I & II

Period: 3

Grades: 4+

Material Fee: \$700

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.



118-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 such as the V2 12mm "Big Bore" threaded shocks and 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 with mechanics 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 fee if campers have misplaced these items or want a second or new charger.**

Session: I & II

Period: 3

Grades: 4+

Material Fee: \$700

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.



119-Advanced Racing Academy - Rock Crawler - NEW CLASS

The Gmade Spider is a high-performance 1/10 scale rock crawler designed for off-road enthusiasts. With its rugged and durable construction, the Spider is built to tackle challenging terrains with ease. The Spider features a steel ladder frame, frame affixed inner fenders, and an extended 347mm wheelbase. Add to that the front weight bias with the front mounted motor combined with the "scale" transmission and the ability to use different sized batteries with the adjustable battery tray, the Spider is sure to be your favorite 1/10 scale crawler the first time you take it out. The drivelines to the front and rear axles are arranged in a straight line to reduce fatigue and stress of the universal shafts. The Spider also features a factory installed front overdrive, helping to decrease the steering radius and helps make the Spider more agile. Also installed is the TTR transmission (Torque Twist Reduction) helping keep wheels on the ground. ****** Class is for the most advanced and skilled builder. 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 fee 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 Traxxas Slash with DC or any other intermediate or advanced kit at DC.



DISCOVER CAMP

120-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: \$625

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.



121-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 campers practice on the race track their vehicle triggers the timing system after every lap. When they cross the start/finish line the computer records the campers' progress and calls out their 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

122-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. Two counselors are specifically assigned to this program so there is always someone available to race with the campers 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



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, participating 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

“One of a kind place that celebrates every type of kid for who they are. You can tell the kids all feel like they belong, are loved, and feel a part of something special. If your kid likes to read all day, play chess all day, or do art all day, they will all be equally happy and accepted here. Their curiosity and wonder will be nurtured. But it's not too academic, which is something I feared as a new family. Tons of fun and most of all, DC is a typical fun summer camp experience. Perfect camp. We are so thrilled with DC.”

“My son loves participating in trading Fuzzo's. He looks forward to camp every year. He wishes he could attend Discover all year.”

“This was our first summer with Discover Camp, and it exceeded all expectations! The variety of activities—from art and archery to disc golf, tech, and robotics—was incredible. Every day, my little one came home excited to share stories like, “I saw a rocket today!” or “I had fun at Mr. Tim Time!”

The camp experience brought out a new level of joy and curiosity. Theme days were a big highlight, and the creativity we saw in the costumes was so impressive. It was especially heartwarming to hear about new friendships and all the fun she had each day.

The camp's communication was thoughtful and well-paced, and we really enjoyed the daily updates and videos. Discover Camp made this summer unforgettable, and we're looking forward to coming back next year!”

“There is something for everyone at Discover Camp. All four of my kids have attended over the years and they've all gained so much confidence and joy. The attention to each child is unparalleled—all the counselors are so joyful and Professional.”

“This was my daughter's second summer at Discover Camp, and once again it was an absolutely amazing experience for her. She loved every class she took and came home each day excited to share what she learned. She truly enjoyed getting to know all of the wonderful counselors, and earning Fuzzos was such a fun highlight for her. Thank you for creating such a warm, welcoming, and engaging environment — we're so grateful for the joy and memories Discover Camp has given her.”

“Thank you for such a happy summer - our son comes home every day from DC literally bubbling with excitement about what he's built or learned to do.”

“Discover Camp has been the best camp for my children! Every day our daughters would come home and tell us about their activities, the staff, food, and of course fuzzos! Discover Camp gave my children the routine they craved and loved from the school year but allowed them to each pick activities that they truly enjoy! We instantly felt comfortable with the staff as the adults are all teachers in Westchester. The kids felt right at home from day 1! They truly enjoyed every single day!”

“Our seven year old camper says Discover Camp is perfect - not only does he want to return every summer, he is looking forward to being a counselor one day. And now that he finally convinced his little sister to join him, we are a Discover Camp family. The course offerings seem endless - there is truly something for everyone. I am constantly recommending this camp to anyone I know. From my budding artist to my picky middle schooler, this camp has it all and more. Bonus points for a delicious lunch every day. We will be back next year!!!”

“Discover Camp inspires its campers to take risks, explore and instills great knowledge in their areas of interest.”

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



SCAN ME

Discover Camp 2026 Daily Schedule Session I June 29 - July 24

Choose one class from each column

Period-1 9:00 a.m. - 10:25 a.m.	Period-2 10:30 a.m. - 1:00 p.m.	Period-3 1:00 p.m. - 2:15 p.m.	Period-4 2:20 p.m. - 3:30 p.m.
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 II (Grade 2) pg 20	002-DC Juniors II (Grade 2) pg 20	002-DC Juniors II (Grade 2) pg 20	002-DC Juniors II (Grade 2) pg 20
003-Design & Build Rube Goldberg Machines (Grades 2+) pg 22	006-DC Woodworking (Grades 4+) pg 23	007-Model Airplane Building (Grades 3+) pg 23	004-Mini Architects (Grades 3+) pg 23
005-Escape DC (Grades 3-6) pg 22	008-Intro to Rocketry (Grades 3+) pg 24	008-Intro to Rocketry (Grades 3+) pg 24	009- Adv. Rocketry Level I (Grades 4+) pg 24
015-Build A Drone (Grades 6+) pg 26	013-Beginner FPV Drone Racing (Grades 5+) pg 26	013-Beginner FPV Drone Racing (Grades 5+) pg 26	010-Adv. Rocketry Level II (Grades 5+) pg 25
024/025-Marvel Crisis Protocol Level I & II (Grades 4+) pg 30	016-Multi-Level Chess (Grades 2+) pg 27	016-Multi-Level Chess (Grades 2+) pg 27	014-Drone Racing For Adv. Pilots (Grades 6+) pg 26
034-Metaverse Design Using Roblox (Grades 3+) pg 34	017-Magic The Gathering & Strategic Games (Grades 4+) pg 27	020-Dungeons & Dragons Level I (Grades 3+) pg 28	018-Pokemon Level I (Grades 3+) pg 28
036-Minecraft VR (Grades 4+) pg 35	022/023-Warhammer Level I & II (Grades 3+) pg 29	021-Dungeons & Dragons Level II (Grades 4+) pg 29	019-Pokemon Level II (Grades 3+) pg 28
039-Intro to 3D Printing (Grades 3+) pg 36	028-Make Your Own Website (Grades 3+) pg 31	026-Scratch Coding 3.0 (Grades 3+) pg 31	027-Scratch Coding mBot 2 (Grades 3+) pg 31
045-Raspberry Pi Makers (Grades 5+) pg 38	035-Minecraft! What Will You Create? (Grades 2+) pg 34	030-Introduction to AI (Grades 5+) pg 32	029-Python Coding (Grades 4+) pg 32
049-Awesome LEGO Building Challenges (Grades 2-6) pg 39	038-Game Design in VR with Unity (Grades 5+) pg 35	034-Metaverse Design Using Roblox (Grades 3+) pg 34	031-Competitive Gaming E-Sports (Grades 3+) pg 32
056-Streamer 101 (Grades 4+) pg 41	039-Intro to 3D Printing (Grades 3+) pg 36	036-Minecraft VR (Grades 4+) pg 35	037-Virtual & Augmented Reality Creators (Grades 4+) pg 35
058-Digital Photography & Graphic Design (Grades 3+) pg 42	042-Build Your Very Own PC (Grades 5+) pg 37	039-Intro to 3D Printing (Grades 3+) pg 36	040-Advanced 3D Printing (Grades 4+) pg 36
062-Comedy Improvisation (Grades 4+) pg 43	050-LEGO Builders & Collectors Unite (Grades 3+) pg 39	050-LEGO Builders & Collectors Unite (Grades 3+) pg 39	051-LEGO Masters (Grades 3+) pg 40
064-DC Morning Show (Grades 5+) pg 44	059/060-Filmmaking Level I & II (Grades 3+) pg 42 & 43	059/060-Filmmaking Level I & II (Grades 3+) pg 42 & 43	061-Stop Motion Animation (Grades 4+) pg 43
071-Breakfast Bake-Off (Grades 2+) pg 47	065-DC Production Studio (Grades 4+) pg 45	066-Discover Camp Content Creators (Grades 5+) pg 45	067-News DC (Grades 6+) pg 45
074-Fashion Network (Grades 3+) pg 48	075-Jewelry Making & More (Grades 2+) pg 49	072-Cooking 101 (Grades 4+) pg 47	068-These Images are Alive! (Grades 2+) pg 46
081-Ceramics (Grades 3+) pg 52	082-The Paintbrush Life (Grades 4+) pg 52	076-Ocean Artists (Grades 3+) pg 49	069-Strategic Puzzle Challenge (Grades 4+) pg 46
089/090-Intro & Adv Skateboarding (Grades 2+) pg 54 & 55	089/090-Intro & Adv Skateboarding (Grades 2+) pg 54 & 55	083-Discover Sculpting (Grades 3+) pg 52	073-DC Chopped (Grades 2+) pg 48
094-DC Soccer (Grades 4+) pg 57	091-Discover Nerf Olympics (Grades 3 & 4) pg 56	086/087/088-Build a Board (Grades 3+) pg 54	077-My Super Cool Bedroom (Grades 3+) pg 50
096-Table Tennis (Grades 3+) pg 58	094-DC Soccer (Grades 2-3) pg 57	091-Discover Nerf Olympics (Grades 5+) pg 56	093-DC Basketball (Grades 2+) pg 57
097-Golf (Grades 3+) pg 58	096-Table Tennis (Grades 3+) pg 58	095-Backyard Games, Gaga Ball & Multi Sports (Grades 3+) pg 57	100-Archery & Outdoor Games (Grades 4+) pg 60
098-Frolf (Frisbee Golf) (Grades 3+) pg 59	097-Golf (Grades 3+) pg 58	100-Archery & Outdoor Games (Grades 4+) pg 60	102/103-Indoor Rock Climbing (Grades 3+) pg 61
099-Floor Hockey (Grades 4+) pg 59	100-Archery & Outdoor Games (Grades 4+) pg 60	102/103-Indoor Rock Climbing (Grades 3+) pg 61	105-Discover Ninja Warriors (Grades 3+) pg 62
100-Archery & Outdoor Games (Grades 4+) pg 60	101-Pickleball, Gaga Ball & More (Grades 3+) pg 60	105-Discover Ninja Warriors (Grades 3+) pg 62	107-King Pins (DC Bowling) (Grades 3+) pg 63
101-Pickleball, Gaga Ball & More (Grades 3+) pg 60	105-Discover Ninja Warriors (Grades 3+) pg 62	107-King Pins (DC Bowling) (Grades 3+) pg 63	110-Mini-4wd (Grades 2-3) pg 65
104-DC Dancers (Grades 3+) pg 62	106-Ice Skating (Grades 3+) pg 63	113-122-The Racing Academy (Grades 4+) pg 67-70	111/112-Mini Buggy/Mini Racing (Grades 3+) pg 66
105-Discover Ninja Warriors (Grades 3+) pg 62	113-116 & 122-The Racing Academy (Grades 4+) pg 67-68 & 70		
109-Soap Box Derby (Grades 4+) pg 64			
111/112-Mini Buggy/Mini Racing (Grades 3+) pg 66			

Discover Camp 2026 Daily Schedule Session II July 27 - August 14

Choose one class from each column

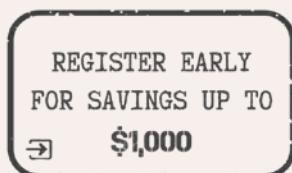
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005-Escape DC (Grades 3-6) pg 22	003-Design & Build Rube Goldberg Machines (Grades 2+) pg 22	006-DC Woodworking (Grades 4+) pg 23	011-Siege Machines Plus (Grades 4+) pg 25
007-Model Airplane Building (Grades 3+) pg 23	008-Intro to Rocketry (Grades 3+) pg 24	009- Adv. Rocketry Level I (Grades 4+) pg 24	018-Pokemon Level I (Grades 3+) pg 28
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024/025-Marvel Crisis Protocol Level I & II (Grades 4+) pg 30	016-Multi-Level Chess (Grades 2+) pg 27	012-Drones for Beginners (Grades 4+) pg 25	029-Python Coding (Grades 4+) pg 32
034-Metaverse Design Using Roblox (Grades 3+) pg 34	017-Magic The Gathering & Strategic Games (Grades 4+) pg 27	016-Multi-Level Chess (Grades 2+) pg 27	032-Introduction to E-Sports (Grades 4+) pg 33
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