JUNE 3-6
3D PRINTING CAMP (grades 4-6) (ART Bldg. Rms. 401 & 402) Students will learn how to create 3D forms on a PC and make them real with 3D printers. We will also try sculpting in VR with the Oculus for future artists, designers, & engineers. (ONLY TEN SPOTS AVAILABLE!)

ROBOTICS I (grades 4-6) (Science Rm. 1106) No programming experience required. Learn to build and program a variety of robots. The students will learn basic coding and prepare for competitions.

QUADCOPTER DRONES (grades 7-10) (Science, Rm. 1104) 8:00 am – Noon. Students will learn the basics of quadcopter design, construction and operation. Students will fly drones on the last day.

JUNE 10-13
VIDEO GAME DESIGN I (grades 6-10) (Tech Bldg. Rm. 1204) 8:00 am – Noon. Students will learn basic game design concepts using the Game Maker interface. A 2D game will be created and presented on the last day for family/friends from 11 am to 1 pm.

ROBOTICS II (grades 5-7) (Science Rm. 1106) Prior experience in programming LEGO robots necessary. Students will perform more complicated tasks using the LEGO EV3 Robotics systems, including more advanced programming.

JUNE 17-20
CODING WITH SCRATCH I (grades 4-7) (Tech Bldg. Rm. 1204) 8:00 am – Noon. Students will learn to code using MIT’s SCRATCH, a programming tool used to visualize & craft code. Ignite an interest in creative programming—no prior experience needed.

DANCE (grades 4-6) (Fitness Center Dance Room) Students will learn basic dance moves for flexibility, fitness, and FUN! Camp concludes with a short dance performance with simple costumes on the last day.

ART SAMPLER (grades 5-7) (Art Rm. 413) Students will be drawing & painting using a variety of materials. Projects include painting on glass, drawing on foil, collages, drawing & painting abstracts and still life. Enjoy experimenting with art!

ENGINEERING I (grades 4-6) (Science Rm. 1106) Students will be introduced to basic engineering & electrical concepts: torque, force, shear & stress, simple circuits, and lighting. Students will design, build & deck out a wooden structure for competition.

JUNE 24-27
YOUTH ORCHESTRA SUMMER STRINGS (grades 4-12) (Music Rms. 708 & 709) The Cochise County Youth Orchestra is offering this camp to fine tune your chops with technique class, chamber music, and orchestra. MUST have ONE year of playing experience on a violin, viola, cello or bass. Everyone MUST bring instrument each day & practice at home. Performance on the last day.

ADVANCED DESIGN BUILD ENGINEERING II (grades 5-7) (Science Rm. 1106) Prerequisite for 5-6 graders is Engineering I. Students will learn physics & engineering concepts while building structures made of various materials, solving engineering problems. Competitions on the last day.

ROCKETRY (grades 7-10) (Science Rm. 1105) 8:00 am – Noon. Students will cover the science, technology, and math of rocket design and trajectory. We will apply these skills to building model rockets. The camp will end with a launch party.

WELDING – SO HOT IT’S COOL! (grades 7-12) (Welding Lab & Classroom) Students will learn about the basics of welding and cutting metal for projects using a PlasmaCAM machine. Students will take home some amazing creations!

JULY 8-11
KINETIC PAINTING (grades 8-12) (Art Rm. 410) Students will create an agamograph and learn how to use color & symbolism. Students will create two paintings then combine them into one & make a large group painting.

ROCK BAND (grades 6-9) (Music Rms. 708 & 709) Be a rock star! No instrumental experience needed. Students will learn the basics of playing an instrument, reading music, performing and working together with their bandmates. Camp ends with a short concert.

ENGINEERING I (grades 4-6) (Science Rm. 1106) Students will be introduced to basic engineering & electrical concepts: torque, force, shear & stress, simple circuits, and lighting. Students will design, build & deck out a wooden structure for competition.

JULY 15-18
CODING WITH SCRATCH II (grades 4-7) (Tech Bldg. Rm. 1204) 8:00 am – Noon. Students will learn to code using MIT’s SCRATCH, a programming tool used to visualize & craft code. Ignite an interest in creative programming—no prior experience needed.

POTTERY WHEEL CERAMICS—TWO-WEEK CAMP (grades 6-9) (Ceramic Lab Rm. 409) Offered both weeks for the following days ONLY: July 15, 18, 22 & 25. (One camp price). ONLY TEN SPOTS AVAILABLE!

PHARMACY CAMP (grades 5-7) (Science Rm. 1104) In collaboration with the U of A, we are offering a camp in pharmacology—hands-on activities on how to be a pharmacist (includes pharmacy visit), compounding using pharmaceutical tools, CPR, medicinal knowledge & safety as well as an understanding of common health issues.

JULY 22-25
ROBOTICS I (grades 4-6) (Science Rm. 1106) No programming experience required. Learn to build and program a variety of robots. The students will learn basic coding and prepare for competitions.

GAME DESIGN USING SCRATCH II (grades 4-7) (Tech Bldg. Rm. 1204) 8:00 am – Noon. Pre-requisite: Coding With Scratch I. Students will learn basic game design fundamentals & create video games. Participants will design, create, & test their own game.

GRAPHIC DESIGN (grades 5-8) (ART Bldg. Rm. 402) Love art? Love to use computers? Come explore the exciting world of graphic design! Using Macintosh computers and state of the art software, students will design dynamic, effective visual pieces. Could this be the start of a fantastic, rewarding career?

ONLINE CAMP REGISTRATION: (www.cochise.edu/CLL)
Opens Monday, April 1, 2019 (Center for Lifelong learning office 515-5492)
Call-ins & walk-ins are welcome at the Cochise College Downtown Center ONLY
4-DAY CAMPS – $125/WEEK
MON.–THURS., 12:30 – 4:30 pm (unless otherwise noted)
Grades levels listed for grade attending in fall 2019

LIMITED SPACE! REGISTER EARLY TO GET THE CAMPS YOU WANT!

CONTACT PERSON:
Angela Moreno, CLL Youth Programs
Coordinator, Cochise College, at 515-3630
or morenoa@cochise.edu.

FACEBOOK:
COCHISE COLLEGE SUMMER CAMPUS