5th and 6th Class Options:

_Camp Innovation (1,2,3,4)_
Think like an inventor as you use the design thinking process to turn your ideas into innovative designs. We'll start with the inspiration of Leonardo Da Vinci's inventions and end with a basic prototype of your own design.

_Co Dwelling with the Prairie (3,4)_
Learn about our native prairie ecosystem through hands-on learning activities at Prairiewood's Walnut Pond site that explore overlaps between Ecology, Biology and the Creative Arts. Learn from an on-site visiting artist who collaborates with scientists as well as a variety of local experts. Topics include Wildcat Creek Water Life, Birds & their Habitats, Plants & Pollinators and Understanding the Prairie Ecosystem.

_CSI: Uncovering the Truth (1,2,3,4)_
Discover how CSI agents tackle crime scenes using the latest technology. You will gather, analyze, and document evidence through hands-on labs that test your investigative skills.

_Games (3,4)_
Students will actively participate in hands-on activities where they will assemble, problem-solve, and calculate mathematical concepts through games and puzzles. Students will be engaged with the activities and also will learn to work collaboratively in groups.

_Give your Writing STEAM (1,2,3,4)_
Writing is a crucial life skill that can also be fun! During this session students will be encouraged to explore creative writing and to discover the link between writing and future steam careers will create ownership and interest in writing. We will investigate the role of blogs, vlogs and other media inspired writing outlets.

_Green Champs (1,2,3,4)_
Join the Green Champions for an exciting week of green filled activities including: a tour of KSU’s recycling center and their Bio Fuel division, water filtration device building, construction of recycled inventions, outdoor hands-on environmental learning at the Beach Museum's Meadow, paper making, tree scavenger hunts, a tour of the KSU Agronomy green houses and so much more!

_Hollywood Science (3,4)_
Join the fun of stop motion animation. You will learn the science of film making and animating stories as you discover what goes into telling quality stories, designing sets, and animating a variety of tools and resources.
Literacy – Repurposing Books (1,2,3,4)
This fall, K-State freshmen will read “The Boy Who Harnessed the Wind” by William Kamkwamba and Bryan Mealer. This book tells the story of 14-year-old William in Malawi, who brings electricity and pump irrigation water to his family farm by reading library books and scavenging parts from junk. If your child likes to read, build, or lose themselves in a book at the library, this class is for them. Students will read excerpts of the young readers edition of the book and make connections with activities that allow them to problem solve, create, and explore. At the end of the class students will receive a paper copy of the book.

Maker Space (1,2,3,4)
Using power tools and raw materials, students will have the opportunity to create a project that promotes recycling, innovation, creativity and skill building with a variety of equipment.

Math in the Real World (1,2,3,4)
Students will solve real world math problems in the areas of cooking, kicking a field goal, world travel and more. Mathematics is very important in strategic situations and this even includes NASA and calculating spaceships flying to distant planets. Math in the real world will be an exciting discovery of numbers and how they rule the world.

M.U.S.I.C. (Music Using STEM Is Cool) (1,2,3,4)
What makes your movie, podcast, or slide show even better? Your own music! Come spend time with instruments, a music coach, and a recording set-up. You’ll be able to write and record tracks that you can use for your upcoming tech creations and save to your personal playlist.

Renewable Energy (1,2,3,4)
Come learn about different renewable energies. We will explore wind, nuclear, and solar energy. We will visit the Nuclear Reactor on K-State campus. We will design and build wind turbines. Finally, we will create solar lamps and solar ovens. The grand finale of the week is S’mores Thursday, which everyone loves.

Robotics 1 at STARBASE (1,2)
Create and command the new LEGO® MINDSTORM EV3 robot. Program your robot to navigate through a maze as well as completing challenges using basic sensors. Held at the National Guard Armory.

Science of Food – (1,2,3,4)
Each week, we experiment with a different junk food recipe (like potato chips, soda, and ice cream) and discuss the scientific principles and nutritional value behind our favorite snacks. For the final challenge, each group develops a new recipe, calculates the nutritional content of their invention, and a panel of food critics’ awards the best recipe.
Simulating The Martian (1,2,3,4)
Use the programming language, Scratch, to create computer simulations to help an astronaut stranded on Mars return home.

Survivor (1,2,3,4)
From roadkill to cornflakes, come and learn about the important roles insects play in agricultural systems like soybean and corn! Insects and other bugs play an important role in food production and these creatures interact with living and dead things every day. In this session you will explore the many ways these critters move and behave using hands-on activities and guided investigations.

Thinking Through Games (1,2,3,4)
Practice and enhance your critical thinking skills by playing non-digital games such as common Collectible Card Games (CCG), role playing games (RPG), miniature games, or simulations.

Vet Med (1,2,3,4)
What exactly does it mean to be a veterinarian? Explore this profession through a variety of learning experiences.

Wings 1 (1,2)
Come explore the world of aviation with the Civil Air Patrol! Students will discover a variety of careers in aviation, study the science behind flight and experience flight simulators.