



Summer Learning Institute Program Course Outline

Welcome to Hogwarts

Experience all the different classes and activities that the Hogwarts School of Witchcraft and Wizardry has to offer. All students will be sorted into their house! Students will have an opportunity to attend magical classes such as Potions, Herbology, Astronomy, and more! Design your own wand and participate in many magical crafts and activities. Campers are more than welcome to dress up each day.

All program classes are organized to address the following aspects:

- STEM/STEAM Education.
- Cultivate an interest in Art, Science, and History.
- Continued knowledge and comprehension regarding Volusia County School Standards.
- Develop interpersonal skills such as teamwork and problem solving.
- Foster curiosity and imagination of the world around us.

Pre-requisites: None

Date: July 29- August 2

Software/Materials/Books/Media: Handouts and materials provided in class.

Exhibits/Galleries that correspond with camp:

- Root Family Museum (Trains, apothecary)
- Planetarium (Astronomy)
- Prehistory of Florida (Care of magical creature)
- Sensory Garden (herbology)

Course Objectives:

Students will:

- *Learn good sportsmanship.*
- *Learn about Chemistry.*
- *Learn about Astronomy.*
- *Learn about animals, nature, environments.*
- *Learn to work as a team.*
- *Will work on a variety of STEM/STEAM related challenges.*

5 Day Course Outline Example:

Schedules must consider, lunch time, snack time, free play, and lessons in the gallery. All movies/shows must be approved by MOAS staff prior to viewing.

This camp requires that you ask campers how far they are in the movies/books to avoid spoilers. If all campers have seen/read all of the series but one camper is only on the 3rd one, then you have to adjust to make sure you and the other campers do not spoil anything further than that. Book/Movie #1 is best to stick with.

- Day One: Introduction, go inside the Hiawatha Train (Read either the train chapter from the book or a story from the Tales of Beedle the Bard), Sorting Hat activity, wand making (wands stay and are taken home on Friday), HP trivia, Last part of class start the first movie.
- Day Two: Care of magical creatures lesson, Prehistory gallery tour, Start paper mâché dragon egg (this will take a few days to complete), Golden coin scavenger hunt (Niffler), Mythical creatures in history lesson (loch ness, yeti, etc.), end of class continue movie.
- Day Three: Astronomy class, Planetarium show (bring wands), Telescope lesson (outside-weather permitting), HP constellations activity, continue working on Dragon egg, wand practice, HP trivia, Continue movie.
- Day Four: Potions class, Sublimation bubble (NISE Kit), HP Slime, Paint the Dragon egg, Coke and Mentos experiment (Weasley/s Wizard Wheezes Joke Shop activities), Harry Potter Drop (regular egg drop but do hard boiled eggs and have them decorate them like dragon's eggs first). Continue movie if time.
- Day Five: Quidditch lesson, Students will play quidditch to see who wins the house cup (this can be done inside or outside depending on weather), Horcrux scavenger hunt, HP Trivia, Finish movie.

Assessment:

Student's ability to demonstrate the following:

1= Below Expected Outcome

3= Meets Expected Outcome

5=Exceeds Expected Outcome

The Student Has:	1	2	3	4	5
Demonstrated ability to work together as a team					
Demonstrated good sportsmanship					
Demonstrated Knowledge and understanding of the different constellations					