



Summer Learning Institute Program Course Outline

I Want to be a Builder

Grab your hard hats! Step into a world of building adventures. Campers will explore various construction themed play areas. complete with building blocks, mini tools, and construction themed crafts. Join the wonderful world of LEGO's and create dazzling sculptures, buildings, racecars, and many other sensational pieces. Campers will be introduced to the wonders of construction and engineering in a playful and engaging way.

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 15-19

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

Exhibits/Galleries that correspond with camp:

- Children's Museum
- Root Family (Train station, race cars)
- Dow Gallery: Early American Furniture

Course Objectives:

Students will:

- *Learn different shapes.*
- *Practice fine motor skills (cutting with scissors, glueing, painting, etc.)*
- *Utilize the Museum's Lego collection to build different structures.*
- *Engage in STEM building activities.*
- *Work together in teams and participate in LEGO build challenges, build towers with different items (straws, blocks, popsicle sticks).*
- *Learn about what an architect does.*
- *Learn about blueprints.*

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.

- Day One: Story time, what is an architect, talk about blueprints/sketches, build whatever they drew activity, construction hat craft, visit Early American furniture to look at paintings with boats, design and build a boat (does the boat float?), Lego free building.
- Day Two: Story time (Jack and the Bean stalk), how to build a tall building (can use foam block for activity), build a bean stalk for Jack activity, free build stations (1: Spaghetti Noodles/marshmallows 2: Popsicle stick buildings 3: Build a skyscraper with cups and paper).
- Day Three: Story time (Three Little Pigs), Three Little Pigs architecture challenge, Planetarium show, Free build centers (1: Popsicle stick shapes 2: Build a city/neighborhood 3: Printable town map).
- Day Four: Story time (Three Billy Goats), How to build a bridge challenge, Free play with Legos, Popsicle stick challenge (build your name), pom pom drop activity (Like egg drop but pom poms should stay in container), Color by number.
- Day Five: Story time (The Best Nest), Design and build a nest, Visit Tuscawilla, Free build with Legos, Story time (Little Red Riding Hood), Design a path to Grandma’s house, make a basket for Little Red Riding hood (air dry clay?)

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 knowledge and understanding of what an architect does					
Demonstrated improvement of fine motor skills					