Architectural Drawing
9:00 A.M. – 11:45 A.M. (June 8-12, 2015)
Teacher: Lisa Evans

Description:
Learn to make dynamic architectural drawings while studying the world-class architecture on the U of I campus. This workshop will involve daily sketching trips to campus sites to enjoy the visual language of architecture plus in classroom instruction on how to achieve realistic three-dimensional effects using perspective, value and proportion. We will explore pencil, ink and watercolor painting. Whether you want to be an architect or just learn to draw better, you’ll improve your art skills while enjoying the great outdoors.

MAGICAL & MEDIVAL CREATURES
9:00 – 11:45 A.M. (June 15-19, 2015)
Teacher: Sarah Sutor

Description:
For the first time ever, Hogwarts professors have decided to offer an extension course on magical creatures to students not enrolled at their school (i.e. muggles). In this course, students will learn about the magical beasts found in Fantastic Beasts & Where to Find Them and the Harry Potter series by J.K. Rowling.* Students, then, will explore the historical and folkloric sources of the creatures they encounter as found in medieval literature, mythology, and bestiaries. Along the way, students will work on creating their own guide on magical creatures, as well as experiencing some of the highlights of Hogwarts!

*Recommended that students read Fantastic Beasts & Where to Find Them and Harry Potter & the Sorcerer’s Stone before class begins.

ORIGAMI IN ART & ENGINEERING*
9:00 A.M. – 11:45 A.M. (June 8-12, 2015)
Teacher: Eric Shaffer

Description:
We will explore the ancient art of paper-folding and its surprising applications in modern engineering. In this hands-on camp, participants will learn how to make basic and traditional origami models. In addition, we will discuss the mathematical rules that underlie origami and see how computational tools have revolutionized modern origami and enabled people to create origami sculptures of amazing complexity. Finally we will look at how origami principles are used in engineering to help design airbags, space telescopes, and more.

*Sponsored by the UIUC Computational Science and Engineering Program
PASSPORT TO FANTASTICAL LANDS
12:15 – 3:00 P.M.  (June 15-19, 2015)
Teacher:  Sarah Sutor

Description:
Do you need to get vaccinations before traveling to Narnia? This question and many others will be explored during this course. Whether Middle Earth or Neverland, one of the defining features of fantasy as a genre is its fantastical locations and the journey across these landscapes. Therefore, in this course we will examine readings from several pieces of fantasy literature, such as Harry Potter & the Sorcerer’s Stone, The Hobbit, The Lion, Witch, & The Wardrobe, and Peter Pan.* Students will then work on creating a travel guide for others wishing to follow the journey of their favorite character. Creating travel guides will involve close reading of relevant passages for information, drawing maps, illustrating scenes, and imagination!

*Recommended that students read at least one of the listed books before class begins.

ROBOTICS
9:00 A.M. – 11:45 A.M.  (June 8-12, 2015)
Teacher:  Karl Radnitzer, Neil Tewksbury, & Joaquin Gutierrez Malik

Description:
Build and program robots in this session. Work with Lego Mindstorm kits and laptops to discover the possibilities and limits of robots, and NXT robots in particular. Learn how to improve the operation of NXT robots to allow them to run more accurately, especially for competitions such as FLL. Explore mathematical concepts that underlie the science of robots and computer programming. Go on mini-fieldtrips to visit top labs and scientists in the University of Illinois campus who work with and on robots every day.

Theatre Games
9:00 A.M. – 11:45 A.M.  (June 8-12, 2015)
Teacher:  Chris Guyotte

Description:
Theatre Games are a basic and fun tool to help the young actor engage with his or her character. We will play a wide variety of games from group skill games such as Crossing the River to Individual exercises such as Bunny Bunny Bunny. Students learn how these games help the actor to discover new and interesting aspects of the character.

AT THE READER’S REQUEST
12:15 P.M. – 3:00 P.M.  (June 8-12, 2015)
Teacher:  Samantha Douse

Description:
Have you ever been reading a novel and had to exclaim, "No! How could you!" at the main character? Well here’s your chance to determine your favorite character's destiny! Give your audience the chance to tell the stories the way they want them. In this course we will dive into the "choose-your-destiny” stories and create your own story.

BEHIND THE STORY: WHAT MAKES THE BIG BAD WOLF THE BIG BAD AND WOLF?
12:15 P.M. – 3:00 P.M.  (June 8-12, 2015)
Teacher:  Chris Guyotte

Description:
In this class we will delve into the world of the play and look closely at what affects the performance. Further, we’ll explore what happens if we change the elements of the story. For example, what if Hansel and Gretel had cell phones . . . This class will be both informative and fun with some classroom work and some playmaking.
### PAINTING & PRINTMAKING

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<td><strong>Teacher:</strong></td>
<td>Lisa Evans</td>
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**Description:**
Enjoy the great outdoors by creating art inspired by the natural world. We will explore the textures, patterns and shapes we find in nature and use these observations to create prints and paintings of our own. We will also investigate how artists work with nature as subject matter and take field trips to campus resources to explore connections between nature and art.

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### SPORTS & FITNESS

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<tr>
<td><strong>Teacher:</strong></td>
<td>Raebekkah Pratt-Clarke</td>
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**Description:**
If you love sports and want some physical activity to brighten your summer days then this class is for you. We will learn and play all different kinds of sports such as basketball, soccer, and dodgeball. Each day will give a brief overview of sports, the rules of the games, and the how and why of the importance of sports in your daily lives. What better way to start you morning then with a little physical activity.