

# UNI ENRICHMENT CAMP

University Laboratory High School  
2014 Summer Enrichment Camp  
(Camp Program Descriptions)

June 16-20, 2014  
9:00 A.M. to 3:00 P.M.

## ROBOTICS

9:00 – 11:45 A.M. (June 16-20, 2014)

Location:

Teachers: Neil Tewksbury, Charles Randall Larenas-Leach,  
Charlie Newman-Johnson

### 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.

## SCIENCE ON THE FARM

9:00 – 11:45 A.M. and 12:15 – 3:00 P.M. (June 16-20, 2014)

Location:

Teacher: Chris Guyotte

### Description:

This full day camp, in conjunction with Earth Partners, will take students out into the countryside to visit agricultural projects. Students will participate in hands on learning about the techniques and science needed to feed our community and nation. Students will see farm animals up close, learn about sustainable agriculture, and see how plant fiber is transformed into fuel.

## SPORTS & FITNESS

9:00 – 11:45 A.M. (June 16-20, 2014)

Location:

Teacher: Joel Beesley

### Description:

Participate in assorted training activities to improve your personal fitness level. Play in a variety of sport activities such as running, dodge ball, basketball, soccer, baseball and kickball that will help you to enjoy an active lifestyle. Explore basic sports nutrition concepts and determine what role this plays in an athlete's nutritional needs. If you love sports, you will love this class.

## FANTASY ACCESSORIES: MASKS, CROWNS, SHIELDS, & SCEPTERS

9:00 – 11:45 A.M. (June 16-20, 2014)

Location:

Teacher: Lisa Evans

### Description:

Bring a favorite character from history alive! Employ mixed media techniques to create fun and wearable fantasy gear. If you like making theatrical accessories or just want to get an early start on that perfect Halloween costume, you'll learn how to achieve great artistic effects through assemblage and faux painting techniques in this class.

## AT THE READER'S REQUEST...

9:00 – 11:45 A.M. (June 16-20, 2014)

**Location:**

**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.

**WORDS AT PLAY**

**12:15 – 3:00 P.M. (June 16-20, 2014)**

**Location:**

**Teacher: Zanne Newman**

**Description:**

It's summer and we will have a great time playing with our words! (We might even eat them!) Haiku, poetry for multiple voices, charades, mad libs, boggle, plays, stories and all the fun activities that teachers don't have enough time to do during the school year. Come with an open mind and a joy for words and creating masterpieces.

**ARCHITECTURAL DRAWING**

**12:15 – 3:00 P.M. (June 16-20, 2014)**

**Location:**

**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.

**GEOMETRY & 3D PRINTING\***

**12:15 – 3:00 P.M. (June 16-20, 2014)**

**Location:**

**Teacher: Jayadev Athreya**

**Description:**

Do you have a design for a model or a toy you would like to see realized? In this session, we will learn the basics of 3D design and manufacturing. We will also learn how a basic understanding of 3D geometry will open an entire world of complex design. After some tutorials, students will be set free to try and create their wildest imaginings.

\* Sponsored by the UIUC Department of Mathematics Geometry Lab

**CRITICAL GAMING: VIDEO GAMES**

**12:15 – 3:00 P.M. (June 16-20, 2014)**

**Location:**

**Teacher: Jamila Appleby**

**Description:**

The students will take a critical look at video games and engage in game reviewing. We will explore a bit of the history of games and what games can teach us. The students will explore games that require strategy and thinking, and discuss the strategies. We will also play some video games, and brainstorm ideas for possible video games.