

**iPad Art Camp \$20**

(7 – 14 years)

This camp provides expert instruction on how to use various art apps developed for the iPad. Campers can try traditional drawing techniques, plein air sketching, animation and abstract art. Participants finish a portfolio of digital art they can display or share digitally. Paper by 53 and Procreate must be downloaded to iPad before first day. Please bring an iPad 2 with iOS 8.1 (or newer).

Instructor: Mobile Art Academy**Location:** Recreation Center Boardroom

Class #	Age	Dates	Day	Time	Fee (Res/NR)
729800.AK	7 – 10	6/27 – 7/1	M – F	9 a.m. – 12 p.m.	\$195/\$244
729800.PK	7 – 10	7/18 – 7/22	M – F	9 a.m. – 12 p.m.	\$195/\$244
729800.AM	11 – 14	6/27 – 7/1	M – F	1 p.m. – 4 p.m.	\$195/\$244
729800.PM	11 – 14	7/18 – 7/22	M – F	1 p.m. – 4 p.m.	\$195/\$244



iPad Art Camp

Pottery Camp

(11 – 15 years)

Participants will learn the basic techniques of hand-building, advanced wheel throwing and finally hands-on Raku firing. Clay, firing and glazing are included in the registration fee. Wear clothes that can get messy or bring a smock.

Instructor: Sunnyvale Staff**Location:** Creative Arts Center Pottery Studio

Class #	Age	Dates	Day	Time	Fee (Res/NR)
739970.AA	11 – 15	6/27 – 7/1	M – F	9 a.m. – 12 p.m.	\$200/\$250



Pottery Camp



Visual Arts Camp

Visual Arts Camp \$30

(6 – 9 years)

Make your own imaginative pictures, collages and three-dimensional creations with hours of creative fun! Using a variety of media, you can explore outer space, Monet's garden, Van Gogh's "Starry Night" and nature's coral reefs. See how mathematics and nature join forces to create patterns in pinecones, leaves, flowers, shells and snowflakes. Bring a snack and a smock.

Instructor: Peter Koehler**Location:** Creative Art Center Paint Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
729520.AM	6 – 9	7/11 – 7/15	M – F	9 a.m. – 12 p.m.	\$179/\$224

Business and STEM Camps**YouthStartup Camps**

Campers need an email account to save and share their work. Two computers are available for campers to share, but they are welcome to bring their own computer with wireless capability. Coding camps offer breaks that include physical activity.

Half-Day/Full-Day Extended Care Option

For families looking for a full day of activities, pair morning and afternoon Youth Start Up camps together. Full-Day includes morning themed camp, afternoon themed camp and supervision during the hour lunch break (bring bag lunch). Half-day campers are expected to be picked up promptly at 12 p.m., or dropped off no earlier than 1 p.m.

App Design Camp NEW

(9 – 13 years)

Learn the basics of app design and programming that give campers the tools to create simple, publishable apps. Campers are introduced to JavaScript code that is embeddable in their app design. Daily assignments are given to be completed in class, culminating in the final project of designing their own app. Previous examples included pet dating, fortune telling and traveling apps.

Instructor: YouthStartup**Location:** Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731115.3P	9 – 13	8/1 – 8/5	M – F	1 p.m. – 4 p.m.	\$249/\$299

Full-Day Option (Business Plan and App Design):

731109.3F	9 – 13	8/1 – 8/5	M – F	9 a.m. – 4 p.m.	\$500/\$550
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NEW
New Program Offering

TRY IT!
Try It Free on the First Day of Class

FREE
No Fees

\$\$
Supply Fee Due on First Day



Extended Care Available



Free T-Shirt per Summer



Recreational Swim



Travels Offsite



Performance on Final Day



Parent/Guardian Participation Required



Business Plan Camp

Business Plan Camp

(9 – 13 years)

At this educational camp, campers are grouped into teams to build a startup from idea to launch. Guided by trained instructors, teams brainstorm and collaborate both new as well as pre-meditated ideas. As the week progresses, teams will prepare a proposal that they will pitch on the final day to compete for the best overall business plan. Previous business plans included a non-profit exchange and a gift box service app.

Instructor: YouthStartup

Location: Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731114.3A	9 – 13	8/1 – 8/5	M – F	9 a.m. – 12 p.m.	\$249/\$299

Full-Day Options (Business Plan and App Design):

731109.3F	9 – 13	8/1 – 8/5	M – F	9 a.m. – 4 p.m.	\$500/\$550
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Game Design Camp **NEW**

(9 – 13 years)

An introduction to coding and game building, campers use drag and drop modules to build games, which can be converted to real code. Campers learn by building modular games and have fun playing their own games. The instructors show the code that is “under the hood,” teaching the basics of logic and programming that make their games customizable.

Instructor: YouthStartup

Location: Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731113.2P	9 – 13	7/25 – 7/29	M – F	1 p.m. – 4 p.m.	\$249/\$299

Full-Day Option (Idea Presentation and Game Design):

731109.2F	9 – 13	7/25 – 7/29	M – F	9 a.m. – 4 p.m.	\$500/\$550
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Idea Generation Camp



NEW

(9 – 13 years)

A fun Maker camp that introduces business concepts. While working in teams, students learn basics of brainstorming, innovation, evaluation and intellectual property rights. Teams compete in best designs for multiple challenge projects using material from class and simple every-day items from home. Examples of previous competitions include a startup that designs jewelry, duct tape creations, Artist Robot, Rube Goldberg machines, and others. The last hour of last day of camp is a show and tell where teams demo their ideas and get feedback.

Instructor: YouthStartup

Location: Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731110.1A	9 – 13	7/18 – 7/22	M – F	9 a.m. – 12 p.m.	\$249/\$299

Full-Day Option (Idea Generation and Python Coding):

731109.1F	9 – 13	7/18 – 7/22	M – F	9 a.m. – 4 p.m.	\$500/\$550
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Idea Presentation Camp



(9 – 13 years)

An introduction to business concepts, students learn the basics of creativity, communication, marketing and research in teams at this educational camp. Teams are given one or more marketplace challenges, which include writing a product brochure, creating a commercial and building a website. On the final day, campers present their ideas in a show and tell to compete for the best product introduction. Previous presentations included a marketplace for t-shirts and a computer game.

Instructor: YouthStartup

Location: Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731112.2A	9 – 13	7/25 – 7/29	M – F	9 a.m. – 12 p.m.	\$249/\$299

Full-Day Option (Idea Presentation and Game Design):

731109.2F	9 – 13	7/25 – 7/29	M – F	9 a.m. – 4 p.m.	\$500/\$550
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Idea Presentation Camp

Python Coding Camp **NEW**

(9 – 13 years)

Python is a powerful but simple language used by data scientists that is relatively easy to learn. Campers learn basic computer programming logic that is applicable to Python and other programming languages. Daily assignments are given to be completed in class, culminating in a final project written in Python.

Instructor: YouthStartup

Location: Recreation Center Neighborhood Room

Class #	Age	Dates	Day	Time	Fee (Res/NR)
731111.1P	9 – 13	7/18 – 7/22	M – F	1 p.m. – 4 p.m.	\$249/\$299

Full-Day Option (Idea Generation and Python Coding):

731109.1F	9 – 13	7/18 – 7/28	M – F	9 a.m. – 4 p.m.	\$500/\$550
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Refund or transfer requests for summer camps must be received at least four weeks before the first day of camp.



Sciensational Workshop for Kids Camps – Half-Day/Full-Day Extended Care Option

For families looking for a full day of activities, pair morning and afternoon Sciensational Workshops for Kids camps together. For full-day campers, please send bottled water and peanut free-lunch and snacks each day. Half-day participants are expected to be picked up promptly at 12 p.m., or dropped off no earlier than 1 p.m.

Advanced Robotics Camp

(7 – 12 years)

In this workshop, campers put their imagination and skills to the challenge. Working in small groups, campers build different robotic creatures and vehicles. They will be tested for speed, strength and endurance. Tires, motors, gears, wires and controllers are used to move these robots across the floor. After making trial runs, teams can modify their designs to increase their robot's capabilities before it is tested for speed, strength and endurance in sumo battles, tug-of-war contests and time/distance tests. The robots built in this camp are not taken home. They are taken apart, so components can be reused to build yet another robotic creation.

Instructor: Sciensational Workshops for Kids
Location: Recreation Center Boardroom

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721357.4A, 7-12, 8/1-8/5, M-F, 9 a.m.-12 p.m., \$206/\$256

Full-Day Options (Advanced Robotics and Model Airplanes, Bridges and Electronics):

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721350.4F, 7-12, 8/1-8/5, M-F, 9 a.m.-4 p.m., \$412/\$462



All Terrain Tracker Vehicle Camp

Photo courtesy Sciensational Camp

All Terrain Tracker Vehicle Camp

(7 – 12 years)

How about some land rover excitement? Campers build and take home their very own All-Terrain Tracker Vehicle! It travels the rough terrain overcoming objects in its path. Test your vehicle on an obstacle course that includes sand, stones, twigs and balls. Compete against other robots in a timed race. Campers work in a group with new friends to design a robot they can control. Build a Sumo wrestler robot and be part of our battle bot events.

Instructor: Sciensational Workshops for Kids
Location: Recreation Center Boardroom

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721353.2A, 7-12, 6/20-6/24, M-F, 9 a.m.-12 p.m., \$206/\$256

Full-Day Options (All Terrain Tracker Vehicle and Magnetic Levitation):

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721350.2E, 7-12, 6/20-6/24, M-F, 8 a.m.-5 p.m., \$494/\$544

Amazing 4-in-1 Robot Camp

(6 – 11 years)

Campers gain confidence and self-esteem as they discover how to build their own interchangeable robot to take home with four unique robot modes: Cricket, Beast, Trailer and Grandpa-Bot. Other camp activities include having fun building a wide range of additional robotic designs with the Robotic Building System. Campers will conduct Sumo wrestling matches, races and much more. Note: Robots built in this portion of the workshop are not taken home. Have fun, learn, and have hands on experience the Sciensational way!

Instructor: Sciensational Workshops for Kids
Location: Recreation Center Boardroom

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721355.3A, 6-11, 7/25-7/29, M-F, 9 a.m.-12 p.m., \$206/\$256

Full-Day Options (Amazing 4 in 1 Robot and Make It and Take It Home):

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721350.3E, 6-11, 7/25-7/29, M-F, 8 a.m.-5 p.m., \$494/\$544



Electronic Lab Workshop Camp

Electronic Lab Workshop Camp

(7 – 12 years)

Campers build 30 different projects with an electronic kit they get to keep in this hands-on camp. The Science Electronics Lab will stimulate campers' minds by using easy to understand experiments to increase their knowledge of electronics as they build each project while working with electronic circuits. Plus, the electronic kit is reusable, so campers can continue to have fun designing their own projects. Campers can work at their own pace and are grouped by appropriate age.

Instructor: Sciensational Workshops for Kids
Location: Recreation Center Boardroom

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721352.1P, 7-12, 6/13-6/17, M-F, 1 p.m.-4 p.m., \$206/\$256

Full-Day Options (Space Nine Robots and Electronic Lab Workshop):

Table with 7 columns: Class #, Age, Dates, Day, Time, Fee (Res/NR). Row 1: 721350.1E, 7-12, 6/13-6/17, M-F, 8 a.m.-5 p.m., \$494/\$544

Magnetic Levitation for the Future Camp (7 – 12 years)

Campers build their own futuristic magnetic levitation (maglev) car to race and take home. In 1999, a Japanese five-car maglev train set a record of 345 miles/hour. In this camp, campers don't go that fast, but have fun building and learning about the relationship between magnetism and electricity through building a simple maglev track, as well as a cool electromagnet. Then campers build and take home the world's simplest motor as well as their own compass and other magnetic activities in a fun Sciensational way.

Instructor: Sciensational Workshops for Kids

Location: Recreation Center Boardroom

Class #	Age	Dates	Day	Time	Fee (Res/NR)
721354.2P	7 – 12	6/20 – 6/24	M – F	1 p.m. – 4 p.m.	\$206/\$256

Full-Day Options (All Terrain Tracker Vehicle and Magnetic Levitation):

721350.2E	7 – 12	6/20 – 6/24	M – F	8 a.m. – 5 p.m.	\$494/\$544
721350.2F	7 – 12	6/20 – 6/24	M – F	9 a.m. – 4 p.m.	\$412/\$462



Make It and Take It Home Camp

Make It and Take It Home Camp (6 – 11 years)

In this hands-on camp, campers discover how amazing science is. Activities include growing a crystal tree, building an electric motor, making glowing silly putty and creating green flubber. In addition, campers learn about chemistry, creating their own Sharpie marker T-shirt and energy bead bracelet that turn from white to a rainbow of colors before their eyes. Campers end the week making ice cream in a different Sciensational way! Must bring a white, 100 percent cotton T-shirt.

Instructor: Sciensational Workshops for Kids

Location: Recreation Center Boardroom

Class #	Age	Dates	Day	Time	Fee (Res/NR)
721356.3P	6 – 11	7/25 – 7/29	M – F	1 p.m. – 4 p.m.	\$206/\$256

Full-Day Options (Amazing 4 in 1 Robot and Make It and Take It Home):

721350.3E	6 – 11	7/25 – 7/29	M – F	8 a.m. – 5 p.m.	\$494/\$544
721350.3F	6 – 11	7/25 – 7/29	M – F	9 a.m. – 4 p.m.	\$412/\$462



Model Airplanes, Bridges and Electronics Camp

Model Airplanes, Bridges and Electronics Camp (7 – 12)

Airplanes, bridges and gadgets are the focus of this engineering and electronics camp. Campers explore aerospace education by building a rubber-powered model airplane that really flies. Next, campers have a blast learning about simple bridge engineering, as they design and build model bridges. Their knowledge is put to the test in a fun contest to see which bridge can hold the most weight. Finally, campers learn about different electronic components, as they build six electronic gadget projects including a patrol car siren, burglar alarm and Morse code transmitter.

Instructor: Sciensational Workshops for Kids

Location: Recreation Center Boardroom

Class #	Age	Dates	Day	Time	Fee (Res/NR)
721358.4P	7 – 12	8/1 – 8/5	M – F	1 p.m. – 4 p.m.	\$206/\$256

Full-Day Options (Advanced Robotics and Model Airplanes, Bridge Building):

721350.4E	7 – 12	8/1 – 8/5	M – F	8 a.m. – 5 p.m.	\$494/\$544
721350.4F	7 – 12	8/1 – 8/5	M – F	9 a.m. – 4 p.m.	\$412/\$462

Space Nine Robots Camp (7 – 12 years)

Be part of robot technology and have fun investigating the future effects that it will have on our lives. Campers build the Space Nine Infra-Red Robot, an eight-legged star explorer controlled by an infrared remote transmitter to take home. Learn how to control its moves and turns, walk on tough surfaces, turn left and right, do a little dance and even cross over rocks. Being able to control the robot with its fancy moves, campers gain self-confidence, learn how different gears mesh and are driven by a motor. Campers also build other robots working in small groups, have tug-of-war events and operate robots to do certain tasks.

Instructor: Sciensational Workshops for Kids

Location: Recreation Center Boardroom

Class #	Age	Dates	Day	Time	Fee (Res/NR)
721351.1A	7 – 12	6/13 – 6/17	M – F	9 a.m. – 12 p.m.	\$206/\$256

Full-Day Options (Space Nine Robots and Electronic Lab Workshop):

721350.1E	7 – 12	6/13 – 6/17	M – F	8 a.m. – 5 p.m.	\$494/\$544
721350.1F	7 – 12	6/13 – 6/17	M – F	9 a.m. – 4 p.m.	\$412/\$462

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