



summer 2024

SUMMER STEAM UNIVERSITY



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ABOUT OUR CAMPS

UWM at Waukesha Summer STEAM (Science, Technology, Engineering, Art and Math) University camps are designed to meet the needs of highly motivated children between the ages of 8-14. We are eager to provide safe, fun, hands-on learning that will provide a foundation of skills that students will continue to build upon throughout their lives. Our goal is to provide students with the key skills needed for success and individual growth.

These main skills are sought after by employers and are referred to as the 4 C's:

- Communication
- Collaboration
- Critical Thinking
- Creativity

Summer STEAM University camps will consist of a 4-day week full of activities that cover science, technology, engineering, math, art, history, and writing (not all subjects covered every week). Each week will be topped off with a visit from an experienced professional from that field of study! Upon completion students will receive a certificate of completion and a camp gift. Visit our website for full camp descriptions and schedules.

Full day will meet Mon-Thur, 9am-4pm. Students need to bring their own lunches and will have an hour break (12:00-1:00pm) for a supervised lunch and gym or outdoor activity time.

Save! Register before April 30th for \$269/full day camp.

Register after April 30th for \$299/full day camp.

SEE WHAT PARENTS ARE SAYING!

"The kids had a blast! Thank you so much for offering a fun and engaging camp that challenged them!"

"Fantastic opportunity, thank you so much!"

"My child loved the camp, learned a lot and it sparked his interest in the topics. I appreciated that the instructors shared the student's work after the session as well."

"My son enjoyed having time to play in the gym during the video gaming camp. Having some physical activity was a great idea to help the kids stay focused throughout the day."

SAMPLE SCHEDULE

- 8:50-8:55am Check-in, main entrance
- 9:00am Morning session starts
- 10:00am Morning break
- 10:15am Resume class
- 12:00pm Break for lunch
- 12:30pm Gym or outdoor time
- 1:00pm Afternoon session starts
- 2:15pm Afternoon break
- 2:30pm Resume class
- 4:00pm Dismissal

Lunch break and gym/outdoor time are supervised. Students should bring a lunch and snacks daily, along with a water bottle (refrigeration not available).

BE AN ENVIRONMENTALIST

**AT THE UWM AT WAUKESHA FIELDSTATION
JUNE 17-20**

Generation Z has the best abilities and knowledge to combat climate change and global environmental policies than any other generation. Understanding where those thoughts, policies, and impacts started is essential to understanding where we are going. In this exciting camp, students will explore the influencers who paved the trails for others in the environmental field. Through hands-on activities, students will discover different avenues to take to make an impact through writing, broadcasting, art, engineering, and more. What do John Muir, Steve Irwin, Jane Goodall, Greta Thunberg, and your student have in common? Students will learn how these environmentalists have been agents of change and the impact they have had on the environment. Who will your role model be?

Subject areas covered: Science, Engineering, Art, Math, History, Writing



FAVORITE!

BE A CHEMIST

JUNE 17-20

From minute atoms to massive power plants, chemistry exists in every aspect of life, even in Minecraft! By utilizing Minecraft's Element Constructor, Compound Creator, Lab Table and Material Reducer, alongside the natural materials of the Minecraft world, we will solve problems using a step-by-step process of chemistry. Whether it be through analyzing materials or by combining compounds, camp participants will expand their knowledge of the Minecraft world and help advance it to a smarter tomorrow!

Students will roll up their sleeves and take chemistry to a lab and will use food as a medium to show chemical reactions. Once students learn the fundamentals, students will be presented with a new topic and will participate in hands-on experiments each day! Students will develop their hypotheses and experiment with various samples and work in groups and will present their data to their class, along with their original hypothesis. Some experiments will take place over multiple class sessions or may require the use of heat. At the end of the week, students will be introduced to professionals working with chemistry in their day-to-day life. They will understand how different concepts they've learned throughout the week can translate into a career.

Subject areas covered: Science, Technology, Art, Math, History



BE AN ARTIST

JUNE 24-27

Everyone has a creative side...you may just need some inspiration! During this camp week, students will learn first-hand as they explore a variety of different mediums to create their very own works of art! Along the way, they will be exploring famous painters who used these mediums in their historical pieces and how they can apply different concepts they learned to inspire their work and maybe even a career choice. Artists will explore drawing, pixel art with LEGOS, painting with watercolors and tempura, graphic design, optical illusions, and sculpture. All you need is an open mind as we explore how artists make a living with these varied mediums. Come see what you can create in this fun camp! *All camp supplies are included in camp.

Subject areas covered: Science, Technology, Art, Math, History



POPULAR!

BE A AGES 11-14 SURVIVALIST

**UWM AT WAUKESHA FIELDSTATION
JUNE 24-27**

Have you ever wondered how Bear Grylls really survives in the woods? What can you eat when you are stranded in the woods? How will you find safe drinking water and navigate your way out of the woods? In this outdoor camp, students ages 11-14 will experience practical, hands-on survival skills while learning about the woods around them! Throughout the week, students will learn how to filter water, build a shelter, navigate with a compass, learn which plants are safe to eat when rations are low, and even how to survive a zombie apocalypse! Survivalists will be given all the supplies they need to survive this 3 – hour tour...well 4 – day camp! Camp will meet on-site at our UWM at Waukesha Field Station, W349 S1480 S. Waterville Rd, Oconomowoc.

Subject areas covered: Science, Engineering, Math, History



NEW STAFF PICK!

BE AN ARCHEOLOGIST

JUNE 24-27

For years, archaeologists have studied past civilizations to understand how to improve our future. This summer, students will be taken to UWM at Waukesha's very own dig site (don't worry, it's right here on campus!) where they will learn excavation basics, interpret artifacts of old, deduce and write historical stories, evaluate fossils, explore archeological principles in Minecraft, and learn about real life digs from an on-campus professor!

Subject areas covered: Science, Technology, Engineering, Art, Math, History, Writing



BE A WIZARD

JULY 8-11

Embark on an enchanting return to the Wizarding World as Year 2 unfolds at Hogwarts! Immerse yourself in a captivating week filled with a fresh array of magical subjects. Get sorted into your Hogwarts house and craft your very own magic wand, then investigate an assortment of magical plants in Herbology (don't forget your earmuffs!). Behold the dangers of a Dragonologist as you uncover knowledge about the mighty dragons! Engage your intellect by solving puzzles using the forgotten wizarding languages of Ancient Runes and Arithmancy. Fear not, for you can give your brain a respite while excelling in Muggle Studies. Join your classmates in a real-life game of Quidditch and compete for victory in the House Tournament! Finally, research strange and mystical animals in Care for Magical Creatures and even experience some critters firsthand! So, don your robes and bring your cauldrons, and join us on this extraordinary quest to become wizards!

Subject areas covered: Science, Technology, Art, Math, History, Writing



RATED: OUT OF THIS WORLD!

BE AN ASTRONOMER

JULY 8-11

Since the beginning of time, humans have dreamed about what lays beyond the stars. This week, students will learn about all the planets in our solar system through hands-on experiments! Learn about the sun's UV light through art, explore how heat impacts Mercury and Venus's surface, create a Mars rover with SCRATCH coding, predict if there is an ocean on Jupiter's moon's icy surface, and more! As we journey through the solar system, students will gain insights about each planet, who discovered them and how, and what unique properties they are made of. At the end of the week, students will work together to develop a marketing campaign advertising their planet as a space destination! A surprise guest speaker will be bringing an out-of-this-world activity and will be sharing personal astrophotography photos taken from his own observatory.

Subject areas covered: Science, Technology, Art, Math, History, Writing



BE A AGES 8-10 SURVIVALIST

**AT THE UWM AT WAUKESHA FIELDSTATION
JULY 15-18**

Have you ever wondered how Bear Grylls really survives in the woods? What can you eat when you are stranded in the woods? How will you find safe drinking water and navigate your way out of the woods? In this outdoor camp, students ages 8 to 10 will experience practical, hands-on survival skills while learning about the woods around them! Throughout the week, students will learn how to filter water, build a shelter, navigate with a compass, learn which plants are safe to eat when rations are low, and even how to survive a zombie apocalypse! Survivalists will be given all the supplies they need to survive this 3 – hour tour...well 4 – day camp! Camp will meet on-site at our UWM at Waukesha Field Station, W349 S1480 S. Waterville Rd, Oconomowoc.

Subject areas covered: Science, Engineering, Math, History



NEW!

BE AN ARCHITECT

JULY 15-18

Architecture naturally lends itself to engineering and math, but did you know it can also include art, history, and science? This week, learn what it takes to be an architect and leave a lasting impression on the landscape of a town or city! From building a bridge to creating a skyscraper and everything in between, students will get a hands-on look at how each are different and how they are similar. Students will explore historic buildings through Minecraft, learn about the varieties of bridge structures and compete to build the strongest bridge with LEGOs. They will identify residential styles in Wisconsin, who created them, and design their own stained glass. To end the week they will build their own treehouse with a variety of materials! To top it off, we will have a visit with a local architect.

Subject areas covered: Science, Technology, Engineering, Art, Math, History



NEW! BE AN ANATOMIST OR PHYSIOLOGIST

JULY 22-25

The human body is an amazing thing. From holding you upright to transmitting sensory signals to your brain, it's a wonder how it all works! This week, students will look at biology through anatomy and physiology and learn about how the systems in our body work together to function each day. Students will explore how skeletal systems work by making an articulated hand and spine structure, use play-doh to map out muscular groups, make a respiratory system with everyday objects, make simulated blood, create a brain structure hat, and so much more! Take a ride on our magical summer camp bus as we travel through the human body!

Subject areas covered: Science, Engineering, Art, Math, History



STUDENT PICK! BE A GAME DESIGNER

JULY 22-25

Have you ever wondered how board game designers come up with their themes and unique ideas? Why do they set rules and board layouts the way they do? Join us this week as we dissect the game design process from beginning to end (and sneak some mathematics into the strategies and creation of their game!). Some of the best and most memorable games are Role Playing Games with strong character development. Using Dungeons and Dragons as their example, students will focus on the theatrical roleplay and technical background of a character. From there, we will develop the character's abilities, gear, fighting strategy, how they explore their environment and more! Throughout the week, students will also explore what coding games are like through Minecraft EDU! Whether your student enjoys art, coding, Minecraft, board games or using their imagination, they will find new ways to develop their skills this week!

Subject areas covered: Technology, Art, Math



CRIME BUSTER!

BE A FORENSIC SCIENTIST

JULY 29- AUG 1

In this classic case of “who dun it”, students will explore the world of forensic science! This unique camp sends participants on a top-secret mission with thought-provoking, hands-on scientific activities as they work as a group to solve an unsolved mystery case! Participants will become detectives as they examine various clues left at the crime scene. They will examine and compare clothing fibers, hair samples, fingerprints, footprints, and handwriting samples as they discover how to find overlooked details at the scene with their newly acquired observational skills! The group will learn about blood and ink evidence, as well as how DNA profiling plays an important role in solving crimes. Once our detectives have gathered the scientific evidence, they will be able to solve this unsolved case!

Subject areas covered: Science, Engineering, Art, Math, History, Writing



LIKED! BE A SOCIAL MEDIA INFLUENCER

JULY 29- AUG 1

According to LinkedIn, content creators have become a top growth career, with opportunity growth across the globe. Do you have what it takes to make your career on social media? This week students will learn what it takes to be a successful social media influencer over multiple platforms. Students will start with a notable historic figure and build a mock social media site. Through each platform, students will explore how to use a video camera, edit videos, make platform banners, build scripts, chart algorithms, track followers, and most importantly, how to market themselves successfully to highlight their best attributes. Students will also explore internet safety and current social media influencers and what helped them be successful.

Subject areas covered: Science, Technology, Art, Math, History, Writing





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