

SUMMER PROGRAMS

# Making Summer Count!

June 10 – July 26, 2024



UNIVERSITY OF HAWAII AT MĀNOA | COLLEGE OF EDUCATION

## SUMMER PROGRAMS

 @COESUMMERPROGRAMS |  @coesummerprograms

 [coe.hawaii.edu/summerprograms](http://coe.hawaii.edu/summerprograms)

Enroll Now!



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# CALENDAR

	SU	M	T	W	TH	F	SA
JUNE	9	10	11	12	13	14	15
			HOLIDAY	CORE SESSION			
	16	17	18	19	20	21	22
		CORE SESSION					
	23	24	25	26	27	28	29
		CORE SESSION					
	30	1	2	3	4	5	6
		CORE SESSION			HOLIDAY		
JULY	7	8	9	10	11	12	13
		CORE SESSION					
	14	15	16	17	18	19	20
		SUMMER ADVENTURES, SESSION A					
	21	22	23	24	25	26	27
		SUMMER ADVENTURES, SESSION B					

# ABOUT CRDG SUMMER PROGRAMS

We are pleased to announce that the former CRDG Summer Programs is now the "COE Summer Programs." The shift to "COE Summer Programs" is more than a name change; it symbolizes our commitment to aligning with the College of Education's mission and values, emphasizing high-quality educational experiences that are deeply rooted in the principles of our college. We are dedicated to providing exceptional educational opportunities that are both enjoyable and reflective of the values that define the College of Education.

In a variety of courses designed for curious young minds, students are immersed in hands-on STEAM activities, like building and programming robots, designing roller coasters from recyclables, or competing to build the best catapult to explore the exciting side of learning. Art, animation, drama, and journalism courses combine fun and creativity to cultivate students' imaginations. Field trips will take students beyond the classroom where student scientists will build research techniques at labs and natural sites or aspiring artists can meet working professionals. Inquiry-based instruction and hands-on learning in the classroom, laboratory, field, studio, and theater are the cornerstones of our program. Classes are led by qualified teachers and teacher-assistants to ensure a safe learning environment. Join us in fun-filled learning!

Dean of the College of Education . . . . . Dr. Nathan Murata

**Administrative Staff**

Program Director . . . . . Dean Lodes  
Program Manager . . . . . Alycia Fujii  
Program Coordinator . . . . . Matthew Chun  
Program Assistant . . . . . Sydney Carey  
Marketing Coordinator. . . . . Nicole Gannet

# PROGRAM INFORMATION

- All classes meet on the University Laboratory School campus.
- Supervised areas will be available from 7:30 a.m. to 5:30 p.m.
- No classes will be held on June 11 (Kamehameha Day) or July 4 (Independence Day).



## Meal Plans

We are offering summer lunch service through Lanakila Kitchens and the USDA's Summer Food Service Program. See our website for pricing and details. *Full day students who do not purchase a Lunch Meal Plan must bring lunch daily. Students will not be allowed off-campus to purchase lunch.*

### Daily Hot Lunch

Includes a hot entree, such as chili or shoyu chicken, along with a starch, vegetable, fruit, and milk for each day of the specified program. Daily juice and snacks will be available for Meal Plan students. Lunch menus will be posted to our Parent's Corner in May.

### Food Allergies

Lanakila Kitchens can accommodate most food allergies with the submission of a doctor's note. They are not able to accommodate severe nut allergies as all food is prepared in a facility that handles nuts. Vegetarian meals can be provided upon request.

There will be no Daily Breakfast plan this year.

# REGISTRATION AND PAYMENT

## Registration Schedule

Registration and full payment must be received by the deadlines to receive discounts or avoid fees.

**March 31: Last day for Early Registration Discount^**

**April 28: Refund Deadline for Core Programs**

**May 12: Last Day for Core Programs Registration**

**June 2: Refund Deadline for Summer Adventures**

**June 16: Last Day for Summer Adventures Registration**

^Early Registration Discount: Applies to Core Programs and Summer Adventure classes. Registration must be completed by deadline.

## Tuition

### CORE PROGRAMS — June 10–July 12 (5 weeks)

Morning program (8:00 am–11:45 am) . . . . .	\$800
Afternoon program (12:30–3:15 pm) . . . . .	\$770
Meal Plan: Hot Lunch for 5 weeks. . . . .	\$100

### SUMMER ADVENTURES (8:00 am–3:15 pm)

Session A — July 15–19 (8:00 am–3:15 pm). . . . .	\$550
Session B — July 22–26 (8:00 am–3:15 pm) . . . . .	\$550
Junior Entrepreneurs — July 15–26 (8:00 am–3:15 pm) . . . . .	\$950
Ticket to a New Language Journey	
July 15–26 (8:00 am–3:15 pm) . . . . .	\$950
Meal Plan: Hot Lunch for 5 days . . . . .	\$20 per week

### AFTER-SCHOOL PROGRAM

June 10–July 26 (3:15–5:30 pm*) . . . . .	\$120 per week
*Fee will apply for late pickup	

## **How To Register**

- Visit our website at [coe.hawaii.edu/summerprograms](http://coe.hawaii.edu/summerprograms) to view our course listing and submit a registration.
- Submit a separate registration for each student.
- Registration is not confirmed until full payment is received.

Program confirmations will be sent via email once your registration has been processed (this may take up to a week.) Additional information, including supply lists and the handbook, will be available in May.

## **Course Information & Grade Levels**

- There are no prerequisites for any of our classes.
- Course offerings, times, and descriptions are subject to change. Please visit our website for the most up-to-date information.
- Listed Grade levels indicate the grade students will enter in fall.
- Grade levels are suggestions to help parents select appropriate courses. Course content will target the listed grades, but students may enroll in classes a grade or two above or below if they are able to keep up with the activities and are socially prepared to be with students who are not their age.

## **Discounts & Promotions**

### **Early Registration discount**

Register by March 31 and receive 10% off Core Programs and Summer Adventure classes. Registration and full payment must be received by the deadline to qualify.

## **Closed (Full) Classes**

If space becomes available in a closed (full) class, we will reopen the class for new registrations on our website.

## Canceled Classes

A class may be canceled for any reason (low enrollment, scheduling issues, etc.). Final decisions will be made following the close of registration. If your course is canceled, you will be contacted by email and allowed to switch to any open course. If a suitable class is not available, you are eligible for a full refund of the paid tuition of the canceled class (see Refund Policy).

## Refund Policy

Withdrawal requests received by the deadline are eligible for an 80% refund of your paid tuition. No refunds will be issued after the stated deadlines. See Registration Schedule for deadlines.

Full refunds will only be given for closed or canceled courses (see Cancellations).

As a state agency, we require non-UH employees to complete a WH-1 tax form to receive a refund by check. Completed WH-1 forms must be received by the last day of Summer Programs (July 26, 2024).

**NO REFUND will be issued if we do not confirm receipt of your WH-1 form by the last day of the program.**





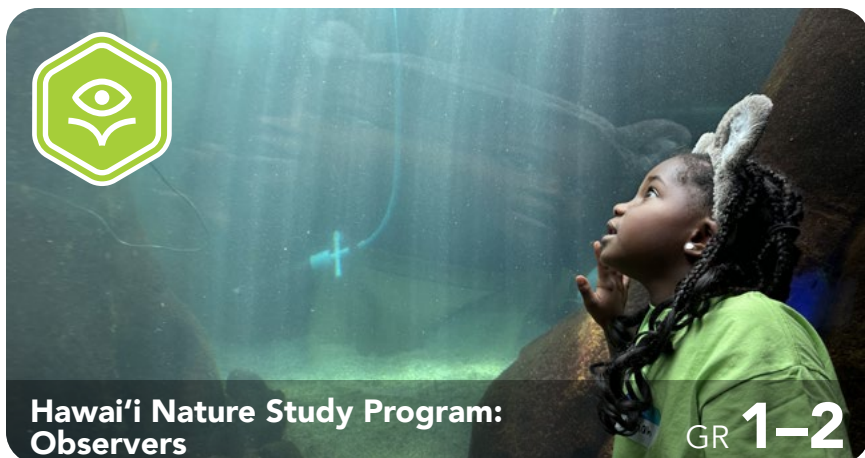
# CORE MORNING PROGRAMS



June 10–July 12

**8:00–11:45 am**





## Hawai'i Nature Study Program: Observers

GR **1–2**

Through activities from CRDG's Hawai'i Nature Study program, Hawai'i's outdoor environment becomes the students' classroom and laboratory. Students will explore the world of plants, insects, small animals, and Hawai'i's reef and shore. Investigations into different organisms will follow their life cycles, test their responses to various stimuli, observe their different behaviors, learn what places them in different groups, and determine what foods or nutrients they require. The learning experience is enriched through the integration of art, group projects, and games. If permissible this year, field trips will explore tide pools, gardens, streams, and laboratories.



## Full STEAM Ahead **NEW**

GR **1–2**

In this interactive class students will expand their interest in STEAM—science, technology, engineering, arts, and mathematics. Students will design, plan, and execute fun and engaging hands-on projects such as learning about states of matter through our slime experiment, exploring real world solutions to natural disasters, building a solar oven to make delicious s'mores, and more!

## CORE MORNING PROGRAMS



### Summer Games: Let's Play Sports

GR **1–2**

By incorporating active play and good sportsmanship, Summer Games fosters a healthy learning environment for young athletes. Participants will learn the fundamentals of different sports such as soccer, basketball, flag games, scooter games, and tennis (actual sports covered may vary). Students will also participate in games, activities, and challenges to improve their coordination and ability, develop their confidence, and practice teamwork. This course prioritizes safety and requires appropriate dress (shorts, t-shirts, and sport shoes, such as athletic or jogging shoes). Sunscreen recommended.



### Artist Studio: Creator Space

GR **1–4**

Creator space is a mixed media studio art class where we will explore and learn about different art elements and techniques with an emphasis on using recycled materials. Each week, we will create original art pieces built around a theme or concept. At the end of their five weeks, our young artists will have a basic understanding of the different elements of design (line, shape, color, size/scale, texture, composition, and hierarchy) and how to apply them.

## CORE MORNING PROGRAMS



### Hawai'i Nature Study Program: Explorers

GR **3–5**

Through activities from CRDG's Hawai'i Nature Study program, Hawai'i's outdoor environment becomes the students' classroom and laboratory. Students will explore the world of plants, insects, small animals, and Hawai'i's reef and shore. Investigations into different organisms will follow their life cycles, test their responses to various stimuli, observe their different behaviors, learn what places them in different groups, and determine what foods or nutrients they require. The learning experience is enriched through the integration of art, group projects, and games. If permissible this year, field trips will explore tide pools, gardens, streams, and laboratories.

*Students do not need to have taken previous courses to enroll.*



### Musical Performance: Shooting Stars **NEW**

GR **3–5**

In this beginner Musical Performance course, students will learn the art of musicality and the ability to perform for a live audience. This fun and upbeat course will help the students to develop confidence both on and off the stage by engaging them in exercises that promote self-expression through musical performance and to develop their musical styles and aptitudes through singing and rhythm games. They will have weekly opportunities to perform for their peers and engage in mock auditions which will help to develop the ability to perform in either a solo or group setting. They will be introduced to many different musical styles and cultures and will work in collaboration with the director to put together a diverse showcase. This course is a student/director collaboration effort. By allowing the students to choose music that they enjoy and relate to, we are fostering a positive environment wherein they can develop a love and passion for self-expression through music. The conclusion of their efforts will culminate in a Musical Showcase, where the students will be able to share their talents and efforts with friends and family.



## CORE MORNING PROGRAMS



### STEM Workshop: Science Fun Fair **NEW**

GR **3–5**

Join us this summer for an exciting journey into the world of STEM our own Science Fun Fair! Delve into the wonders of science as we explore a variety of hands-on experiments and projects designed to spark curiosity and ignite a passion for learning. There's slime! Oobleck! Plant experiments! Physics challenges! Games! Field trips! Maybe even some food science! This STEM summer course promises to be an adventure ride as each week we will focus on a different theme that ends in your very own science fair experiment or engineering challenge! So get ready to think critically, problem-solve creatively, and unleash your inner scientist as we embark on a summer of exploration and discovery!

*IMPORTANT: Notify the office of any food sensitivities or dietary restrictions as sampling food may be an optional part of this class.*



### Culinary Kids: A Fun and Flavorful Cooking Adventure **NEW**

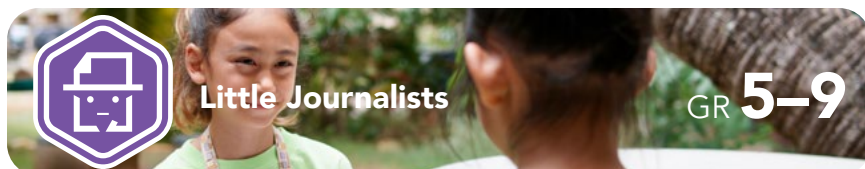
GR **3–6**

In this class, students will be taught the fundamentals of cooking, including techniques and safety practices in the kitchen and cooking environment. They will be introduced to the background behind some of the dishes we make and their cultural relevance. As we build our culinary repertoire, students will create a class cookbook that includes the different recipes made in class.

*IMPORTANT: Notify the office of any food sensitivities or dietary restrictions as sampling food may be an optional part of this class.*

*This class will have a maximum enrollment of 40 students with 2 teachers.*

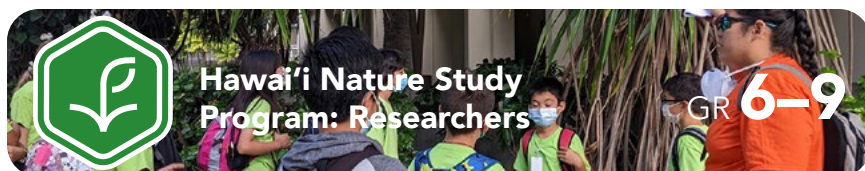
## CORE MORNING PROGRAMS



### Little Journalists

GR **5–9**

Experience what it's like to be a working journalist in this collaborative, hands-on course. Students will develop critical research skills by conducting interviews, gathering information, and examining a wide range of sources. Over the course of the program, they will become young journalists—writing articles and captions, capturing interesting and informative photographs, creating layouts, and, most importantly, meeting deadlines. Using all of their newly acquired skills, students will produce a weekly digital newsletter for distribution to every Summer Programs family and teacher.



### Hawai'i Nature Study Program: Researchers

GR **6–9**

Through activities from CRDG's Hawai'i Nature Study program, Hawai'i's outdoor environment becomes the students' classroom and laboratory. Students will explore the world of plants, insects, small animals, and Hawai'i's reef and shore. Investigations into different organisms will follow their life cycles, test their responses to various stimuli, observe their different behaviors, learn what places them in different groups, and determine what foods or nutrients they require. The learning experience is enriched through the integration of art, group projects and games. If permissible this year, field trips will explore tide pools, gardens, streams, and laboratories.

*Students do not need to have taken previous courses to enroll.*



### Minecraft®: Adventures in Creating and Coding **NEW**

GR **6–9**

Minecraft® is one of the most popular open-world video games, providing limitless opportunity to build, discover, and problem-solve. In this interactive course, students will participate in a virtual learning adventure within the Minecraft® environment. Working in collaborative groups, students will harness their creativity and problem solving skills to tackle a series of design and coding challenges such as hour of code challenges, group-world making, and build challenges that will allow them to express their creativity & practice their computer science skills through guided Minecraft Education lessons.



# CORE AFTERNOON PROGRAMS



June 10–July 12

**12:30 pm–3:15 pm**





### Introduction to Robotics with Lego® WeDo

GR **1–2**

The Lego® Education WeDo 2.0 system is designed to provide young students a simple introduction to robotics and mechanical design. This course uses Lego® WeDo to allow students to explore and develop science, technology, engineering, and math, as well as language arts and social studies skills through project-based activities. Working in teams, students will use these skills to design, create, and program moving models, all while enhancing their creative and problem-solving abilities.



### STEM Workshop: Journey to the Stars

GR **1–2**

Our young astronaut recruits will have a blast this summer on this wild adventure through space. After learning what it means to be an astronaut, students will leave the Earth behind and head to the stars. Through creative hands-on projects and group activities, we will view life on a space station, learn about lunar landings, investigate other planets, and study the stars. Join us on an adventure that is out of this world!

*IMPORTANT: Notify the office of any food sensitivities or dietary restrictions as sampling food may be an optional part of this class.*



## CORE AFTERNOON PROGRAMS

A photograph of three young girls in an art studio. They are sitting at a table with various art supplies like markers, pencils, and paint. One girl in the foreground is smiling and holding a small red clay animal. Another girl in the background is pointing towards the camera. A third girl is partially visible on the left. A white hexagonal icon with a cat face and musical notes is overlaid on the top left of the photo.

**Artist Studio: Animals in Art** NEW GR **1–4**

Learn to draw and paint various animals, in an "all levels welcome" art class. We will be using basic shapes to draw the foundation of various animal bodies, and develop the rendering through drawing and painting. We will culminate our class with a clay animal activity. Students with more experience may choose to develop their animals into characters for a comic book or to complete a large painting over the session. Students will decide as a class which animals they would like to study.

A photograph of three students sitting at a table, each with a laptop. They are playing the game Minecraft. The screens show different Minecraft worlds with various structures and landscapes. A purple hexagonal icon with a Minecraft logo is overlaid on the top left of the photo.

**Minecraft®: A Virtual Learning Adventure** GR **3–5**

Minecraft® is one of the most popular open-world video games, providing limitless opportunity to build, discover, and problem-solve. In this interactive course, students will participate in a virtual learning adventure within the Minecraft® environment. Students will approach gameplay from a new angle, working in collaborative groups to tackle projects and learning how to think critically about their own work. Students will create themes and storylines and meet their assigned objectives. More experienced players will be encouraged to delve deeper into game design and development, modding, and level design.

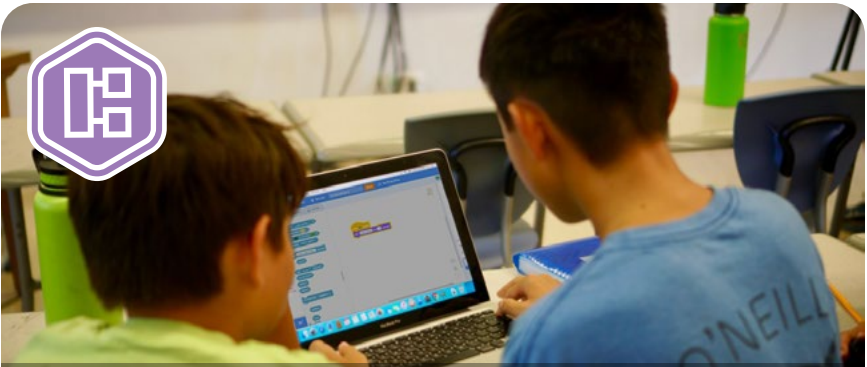
## CORE AFTERNOON PROGRAMS



### STEM Workshop: Science Olympics

GR **3–6**

In this hands-on class, students will exercise their creative minds, strengthen their engineering and communication skills, and apply STEM knowledge to real world applications. Students will be divided into teams to prepare for events related to scientific processes and thinking skills, science content knowledge, and application of science and technology. Teams will work together to solve a problem (egg drop, music makers, gummy bear catapult), or construct vehicles (planes, boats, cars) or structures (towers, bridges, etc.). At the end of each exploration phase, teams will compete to see who performs best in the challenges!



### Creative Programming with Scratch

GR **3–5**

Students will be introduced to the basics of programming through projects that explore creative arts. Using elements of design, drawing, music, and dance, students will create interactive art, stories, animations, games, and more using a programming language developed by MIT Media Lab called Scratch. This course will encourage students to imagine new possibilities of what they can do with computers, express themselves creatively with new technologies, and explore computational ideas through personally meaningful projects, all while learning valuable computer programming concepts.

## CORE AFTERNOON PROGRAMS



### Artist Studio: Creator Space Advanced

GR **5–9**

Creator Space Advanced is geared towards students who enjoy creating art by hand. This studio class builds on pre-existing student knowledge and is collaborative and project-driven. Individual pieces will be inspired by weekly prompts and demonstrations where we will use a variety of techniques and materials. This studio environment is designed to support and inspire our artists.



### Unlimited Adventure: Dungeons, Dragons, and Tabletop RPGs **NEW**

GR **6–9**

Come learn to play Dungeons & Dragons or other table top role playing games (TTRPGs)! TTRPGs can best be described as collaborative storytelling or a verbal video game. Players design their very own characters complete with their own unique abilities, backstories, and personalities. The players then must work together to explore fantastical worlds, escape traps, defeat foes, and complete quests. As a team, the players learn valuable skills such as communication, teamwork, and creative problem solving all while building a world of their own and being the hero in a fantastical tale. Players will also learn to appreciate the rich storytelling in RPGs by writing their own campaigns and then turning them into a short story or comic book. Whether you are a D&D veteran or never played before, this course will teach you how to do character creation, interactive roleplay, and game design. By the end, each of you will be prepared to be a game master and capable of running your very own quests.





### Robotics with VEX

GR **7–9**

Using the power of the VEX Robotics® as a base, students will design and build their own moving robots to complete a set of goals and compete head to head with other students in friendly competitions. Students will learn about engineering and engineering problem solving in an engaging, hands-on manner that will motivate and inspire them to complete each project. This class is suitable for all students with varying learning styles and levels.

*No previous robotics experience is required.*



### Drama: Just Act – Acting Gym

GR **7–9**

Build your acting “muscles” in this acting gym! We welcome students of all abilities to practice the fundamentals of performing on stage and on film, including how to audition for roles. Emphasis will be placed on how to hold a script during a cold read, how to memorize lines and perform naturally in a prepared scene, and how to release oneself from inhibitions through improvisational exercises. In particular, students will learn how to integrate the three forms of acting: acting with one’s dialogue, acting with one’s facial expressions, and acting with one’s body, all while having fun! As students gain performance experience, they will also gain confidence in their speaking and presentation abilities. At the culmination of the course, students will present a production for staff, faculty, fellow students, family, and friends.



# SUMMER ADVENTURES



**Session A** July 15–19 8:00 am–3:15 pm  
**Session B** July 22–26 8:00 am–3:15 pm

Students who do not purchase a Lunch Meal Plan must bring lunch daily. Students will not be allowed off-campus to purchase lunch.

Maximum enrollment: 14 students per session

Field trip locations mentioned are tentative.



## Seekers

GR 1-2

Students will engage in weekly field trips and daily physical education, art projects, science experiments, and other activities focused around a central weekly theme. Through project-based learning, students will apply critical thinking, problem-solving, teamwork, and self-management skills to solve real-world scenarios.

**Session A: Our Wild Animal Adventure** We will go on a wild journey around the world to learn about different types of animals and their habitats. From the giraffe of the savannah to our local Nēnē Goose, students will research all about an animal of their choice and the habitat in which they live to help them create their very own animal habitats. We will also take a field trip to Honolulu Zoo. The home of many different and amazing animals!

**Session B: To Infinity and Beyond** Have you ever dreamed of going to space? Or learning the various aspects of our solar system? In this class, we will become our very own astronomers! We will learn about the different parts of our solar system, studying the planets, moon phases, and constellations. Students will also get to construct marshmallow constellations and 3D solar systems. Our local planetarium at Bishop Museum will take us on a journey through time and space.



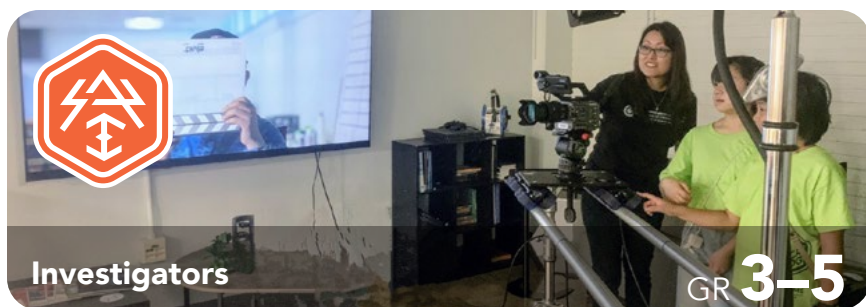
## Junior Challengers

GR 1-3

This course is designed to physically challenge students in a variety of environments and activities. Students will participate in team games, explore scenic hiking trails, read and follow a map, practice teamwork and sportsmanship, and more.

**Session A & B** schedule will be available in May

## SUMMER ADVENTURES



### Investigators

GR 3-5

Students will be part of a structured learning experience around a weekly theme. Hands-on activities will explore science, art, and engineering concepts. We plan to take one or two field trips to further explore our theme.

**Session A: Riding the Waves—Light and Sound** Students will learn through hands-on activities about light and sound waves. These will include the use of art, music, photography and science. Students will learn how light helps with vision and photography by making pinhole cameras, and they will then learn how sounds are related to music by creating sand art using sound. On Friday, we will end the week with a dance party to celebrate all we have learnt about light and sound.

**Session B: Where We Live—Plants and Animals** Students will learn about plants and animals by exploring nature through excursions. We will immerse ourselves in nature and learn about the interconnectedness of plants, animals, and the environment around them. We will use nature to make art but also see the art in nature. Finally, we will choose our favorite animals and give them special superpowers to adapt them to their opposite habitats. This will be displayed in a Diorama of Super Animals made by the students.



### Challengers

GR 4-9

This course is designed to physically challenge students in a variety of environments and activities. Experience many of the natural hidden treasures on and around our island through a variety of vigorous physical activities and adventures. Students will explore scenic hiking trails and caves, slide down cascading waterfalls, learn to navigate with a compass, read and follow a map, and more. Students will also learn water safety skills through fun swimming, snorkeling, paddling, and diving activities.

**Session A & B** schedule will be available in May



## TWO-WEEK STUDIO SESSIONS

July 15–26


**Ticket to a New Language Journey**
**NEW**
**GR 4–9**

This two-week immersion class for English as a second Language (ESL) students will be filled with language lessons and fun, engaging activities that include group projects, field trips, food sampling, yoga practice, and exciting adventures that will provide students ample opportunity to practice their conversational English. This class will include the 4 skills of language acquisition: reading, writing, listening, and speaking. Class will be conducted in English. To enroll in this class, students must have completed at least 2 years of English language study and be able to communicate in English well enough to participate in class activities.

*IMPORTANT: Notify the office of any food sensitivities or dietary restrictions as sampling food may be an optional part of this class.*


**Junior Entrepreneurs: Mini Marketplace**
**NEW**
**GR 6–9**

Students will form their own companies— conceptualizing, creating, marketing, manufacturing, and selling their own products. They will learn the basics of marketing and economics including how to design their merchandise, create and promote their brand, and keep track of their expenses and profits. The course will culminate in a fun mini-marketplace event where students will sell their products to the Summer Programs students and staff. Families are encouraged to join us!



# AFTER SCHOOL PROGRAM



Weekly from  
June 10 to July 26

**3:15–5:30 pm**



## After-School Program

GR **1–8**

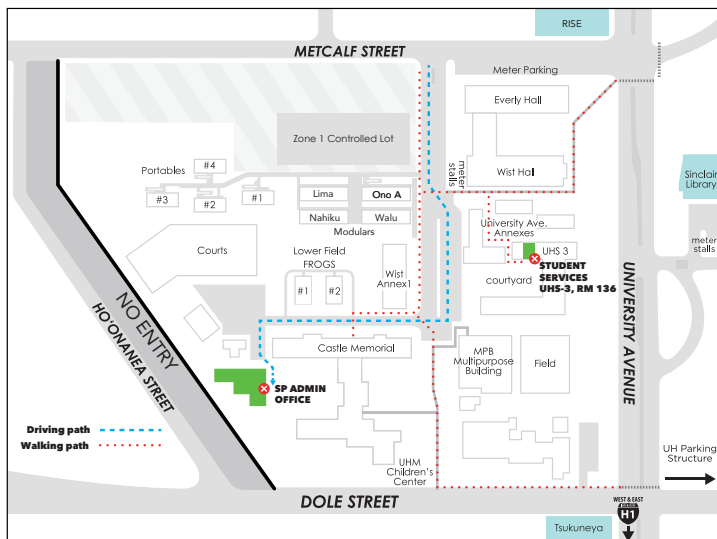
CRDG Summer Programs offers an after-school program for students who are enrolled in our full-day and afternoon classes.

Our after-school program engages students in a variety of fun and educational activities—outdoor competitions, indoor games, movie days, cooking, science activities, crafts, and more—all in a safe and supervised environment. Students should bring their own snacks.

*IMPORTANT: Notify the office of any food sensitivities or dietary restrictions as sampling food may be an optional part of this class.*

The program has no registration limit. Late fees will apply for pick-up after 5:30 pm.

# CAMPUS MAP



## COE Summer Programs 2024

(on the University Laboratory School campus)

**June 10–July 26, 2024**

University of Hawai'i at Mānoa  
College of Education Summer Programs  
1776 University Avenue, CMA 101  
Honolulu, HI 96822

**Phone:** (808) 956–8176

**Email:** [coesp@hawaii.edu](mailto:coesp@hawaii.edu)

**Website:** [coe.hawaii.edu/summerprograms](http://coe.hawaii.edu/summerprograms)



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