SUMMER PROGRAMS

Making Summer Count!

June 9– July 25, 2025

Enroll Now

UNIVERSITY OF HAWAI'I AT MĀNOA | COLLEGE OF EDUCATION

SUMMER PROGRAMS

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CONTENTS

CALENDAR

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

ABOUT COE SUMMER PROGRAMS

The College of Education Summer Programs at the University of Hawai'i at Mānoa continues its 50-year history of engaging students entering grades 1–9 in summer education, exploration, imagination, and adventure. We are dedicated to providing high-quality educational experiences that are both enjoyable and deeply rooted in the principles and values that define the College of Education.

In a variety of courses designed for curious young minds, students are immersed in hands-on classes that explore the exciting side of learning—building and programming robots, designing roller coasters from recyclables, observing native plants and animals as student scientists, or developing coding skills via immersive video game challenges. Classes in art, animation, drama, and journalism combine fun and creativity to cultivate students' imaginations. Field trips will take students beyond the classroom to interact with real-world examples, research at natural sites, or meet working professionals. Inquiry-based instruction and project-based 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

SP Administrative Staff

Program Director . . . . . Dean Lodes
Program Manager . . . . . Alycia Fujii
Program Coordinator . . . . . Ollin Trejo
Program Assistant . . . . . Sydney Carey
Counsellor/Student Services . . . . . Emree Sialana
Marketing Coordinator. . . . . Nicole Gannet
Curriculum Coordinator . . . . . Aparna Cheerath

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 NEW

Based on parent feedback, this summer we are offering summer lunch service through Sodexo. 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, fruit and/or vegetable, and beverage for each day of the selected program. Lunch menus will be posted to our Parent's Corner in May. During Summer Adventures, meal plan students who are off-campus (field trip) for lunch will be given a to-go meal, such as a sandwich.

FOOD ALLERGIES

Sodexo can accommodate most food allergies and vegetarian meals upon request.

REGISTRATION AND PAYMENT

Registration Schedule

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

MARCH 16

Last day for Early Registration Discount*

APRIL 27

Refund Deadline

MAY 11

Last Day for Registration

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

Tuition

CORE PROGRAMS — June 9–July 11 (5 weeks)

Morning program (8:00 am–11:45 am) $880

Afternoon program (12:30–3:15 pm) $800

Meal Plan: Hot Lunch for 5 weeks $165

SUMMER ADVENTURES

Session A — July 14–18 (8:00 am–3:15 pm) $550

Session B — July 21–25 (8:00 am–3:15 pm). $550

Junior Entrepreneurs — July 14–25 (8:00 am–3:15 pm). . . $1,050

Explorations in English — July 14–25 (8:00 am–3:15 pm). $1,050

Meal Plan: Hot Lunch for 5 days. . . . . $40 per week

AFTER-SCHOOL PROGRAM

June 9–July 25 (3:15–5:30 pm*) . . . . . $120 per week

*Late pickup fee is $10 for every 15 minutes after 5:30 pm.

How To Register

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

Registration confirmations will be sent via email once your registration has been processed (this may take a week or more during our busy periods). Additional information, including field trip schedules, lunch menus, and the handbook, will be available in May.

Course offerings, times, and descriptions are subject to change. Please visit our website for the most up-to-date information.

Course Requirements and Grade Levels

- Attendance is not mandatory, but some classes are better able to accommodate students who anticipate missing a week or more consecutively. Contact us for information.
- Classes will be conducted in English. For most classes, students will be expected to communicate (including read and write) at grade level.
- Listed Grade levels indicate the grade students will enter in fall.
- Courses content will align to the listed grades. Students may enroll in classes one grade above or below if they are able to keep up with the work and are socially prepared to be with students who are not their age.

Discounts & Promotions

EARLY REGISTRATION DISCOUNT

Register by March 16 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.

Refund Policy

Contact us by the refund deadline to receive an 80% refund of your paid tuition. No refunds will be issued after the stated deadlines (see Registration Schedule). Full refunds will only be issued for canceled courses.

Payments by credit card will be refunded back to the card used.

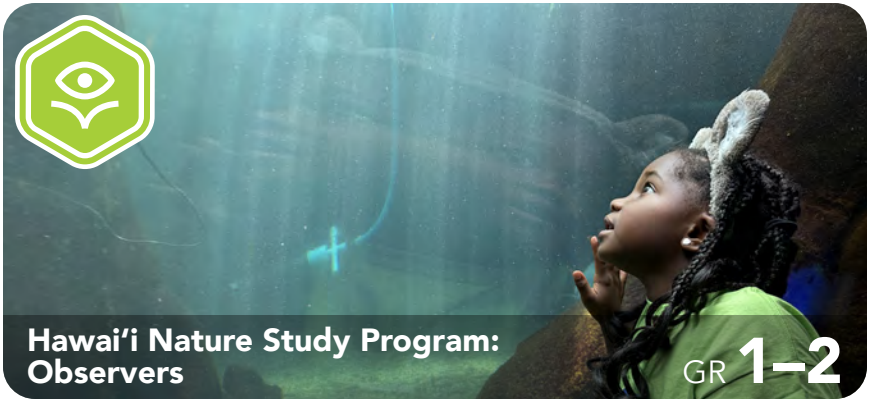
Payments by cash or check will be reimbursed by mailed check. UH employees must provide their UH ID number and mailing address. Non-UH employees must submit a WH-1 tax form.

No refunds will be issued if your WH-1 form or UH employee information is received after the last day of Summer Programs (July 25, 2025).

Core Morning Programs

June 9 -July 11

8:00-11:45 am



Hawai'i Nature Study Program: Observers

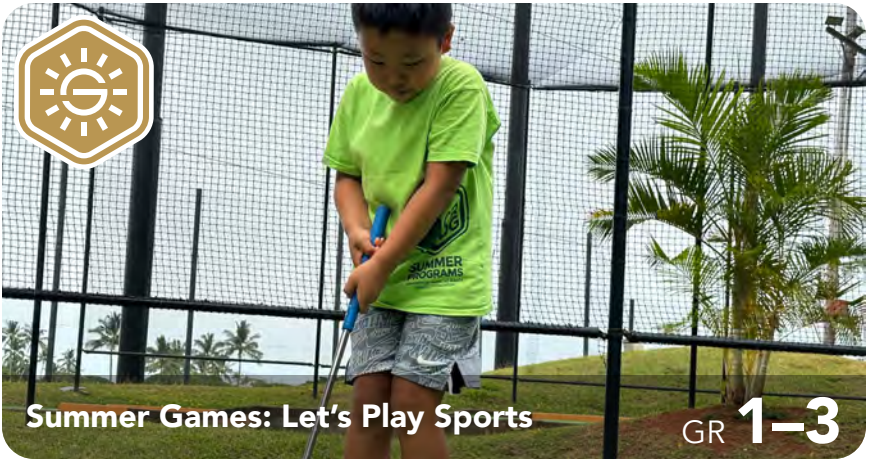
GR 1–2

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

GR 1–2

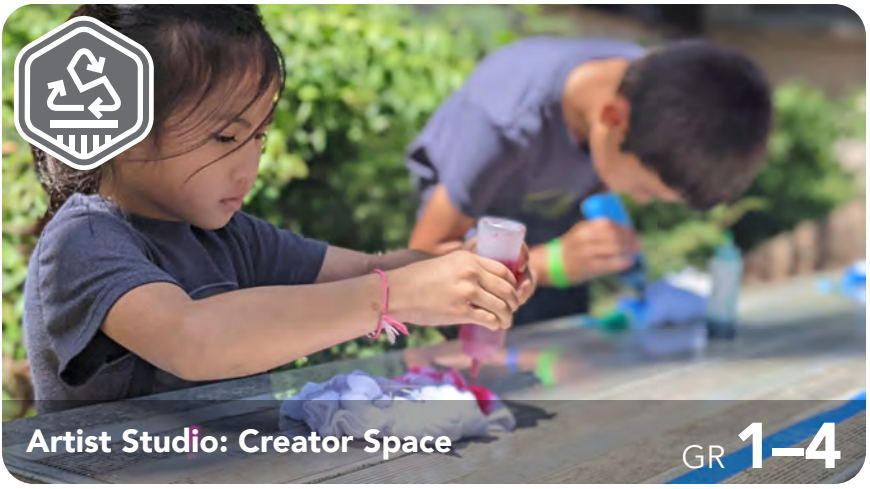
In this interactive class students will expand their interest in STEAM—science, technology, engineering, arts, and mathematics. Students will design, plan, and execute fun and engaging hands-on projects such as learning about states of matter through our slime experiment, exploring real world solutions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



Summer Games: Let's Play Sports

GR 1–3

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.

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. Field trips will provide opportunities to explore tide pools, gardens, streams, and laboratories.

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

Robotics with LEGO® EV3

GR 3–5

This course, tailored for incoming 3rd-5th grade students, will dive into robotics using LEGO® EV3 kits. Focusing on teamwork and creativity, the program introduces students to basic design principles, problem-solving, and block-based coding through hands-on activities. Each week starts with a fun team-building exercise, fostering collaboration and excitement. The class culminates in a mini competition during the final week, allowing students to showcase their creations. By relating lessons to real-world applications, this engaging course inspires young learners to think critically and develop a passion for robotics.

No previous robotics experience is required.

Culinary Kids: A Fun and Flavorful Cooking Adventure

GR 4–6

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: For this class, students must be within the listed grade levels to enroll (completed grade 3 and entering grade 4 through entering grade 6). Notify the office of any food sensitivities or dietary restrictions as sampling food will be a part of this class

This class will have a maximum enrollment of 40 students with 2 teachers. Tuition for this class includes an additional $25.00 fee to cover the food costs.

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. Field trips will provide opportunities to explore tide pools, gardens, streams, and laboratories.

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

Minecraft®: Adventures in Creating and Coding

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.

The Leadership Lab **NEW**

GR **7–9**

Join us this summer for a transformative journey to develop the confidence and empathy essential for effective leadership. Through interactive workshops and hands-on activities, you'll build skills in emotional intelligence, conflict resolution, and facilitation—key tools for becoming one of tomorrow's leaders. You'll guide group discussions, set and achieve meaningful goals, and embrace diverse perspectives while enhancing communication and collaboration. The course will end with a community service project, where you and your fellow leaders will put your newfound leadership abilities into meaningful action, making a positive impact in our community. This program is perfect for aspiring leaders eager to unlock their potential and inspire change.

Core Afternoon Programs

June 9 -July 11

12:30-3:15 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.

Artist Studio: Animals in Art

GR 1–3

Learn to draw and paint various animals, in an "all levels welcome" art class. Students will have the opportunity to explore various art mediums while learning about different animals and their natural environment. The class will be focused on exploring creativity and creating depth and context in their portrayals of animals. We will be using a wide variety of art supplies as well as mixing them within projects. The class will range from pencil and paper sketches to creating a 3D model of an animal using clay.

Minecraft®: A Virtual Learning Adventure

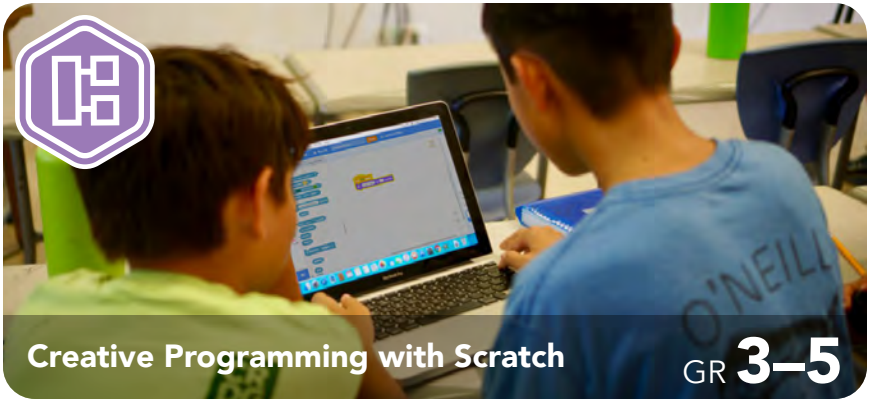
GR 3–5

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 through projects such as group/team builds challenges, presentations, and various class-driven projects.

STEM Workshop: Science Olympics

GR 3–5

In this hands-on class, students will engage their creativity, enhance their engineering skills, and apply STEM concepts to real-world challenges. Divided into teams, students will tackle a series of exciting building projects that require critical thinking, collaboration, and problem-solving. Each week, teams will design and construct structures, vehicles, or machines based on specific challenges, such as building the strongest bridge, designing a balloon-powered car, protecting an egg from a high drop, launching a paper airplane, or creating a tower that can hold weight. After completing each project, teams will compete to see whose design performs the best in the challenge. This course is a fun, interactive way for students to strengthen their teamwork, communication, and scientific knowledge while applying their learning through hands-on experiences!



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.

Musical Performance: Shooting Stars

GR 4–6

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.

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.

Dive into the exciting world of graphic design, where creativity meets problem-solving. In this hands-on class, students will learn the basics of design by taking on fun challenges—craft eye-catching product packaging, create a personal logo, and designing dynamic posters. Students will work with various design software, including Adobe Illustrator and Canva. This class is intended to spark imagination and help bring ideas to life.

Unlimited Adventure: Dungeons, Dragons, and Tabletop RPGs

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 V5

GR 7–9

This course is designed for incoming 6th-9th grade students will explore robotics using VEX® V5 kits. The program focuses on teamwork, creativity, and real-world problem-solving, with lessons that teach basic design principles and coding transitions from block-based to written code. Each week begins with a team-building activity to foster collaboration, leading up to a mini competition in the final week. Students will develop technical skills while applying their knowledge to hands-on projects inspired by real-world applications. This competition-style class provides an engaging environment to inspire creativity and critical thinking.

No previous robotics experience is required.

Summer Adventures Program

Session A
July 14–July 18

Session B
July 21–July 25

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.

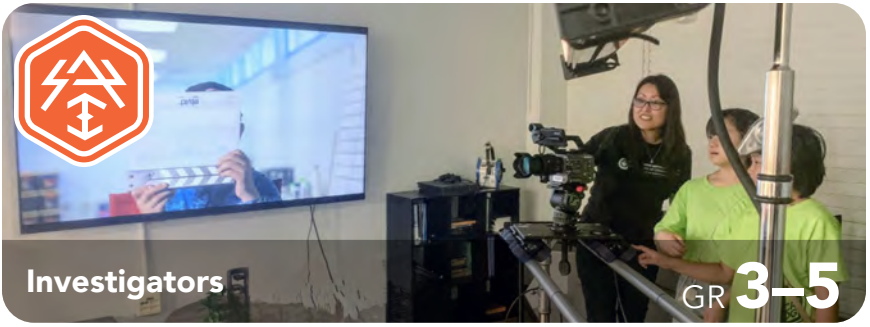
Session A: Voyaging in the Vast Pacific We will find out about the ancestors of the ancient Polynesians and how bravely they traveled the treacherous oceans and discovered and colonized our islands. Imagine yourself as the adventurer, travelling by double-hulled canoe, with your supplies, crewmates, and animals. What will you encounter? How will you survive? How would you save the same oceans in the future? Join us in this expedition across the ocean.

Note: This class will take a scientific (not cultural) approach to our oceans.

Session B: Ocean Animals Let's go on an adventure to learn about the animals that live in the skies above and the waters below our vast oceans. We will study a variety of ocean animals including birds, sea turtles, fish, marine mammals, and many others. How are they important to our Earth? What is happening to their environments? And, most importantly, how can we save them?

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



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: Building for the Better—Weather Related Hazards
Students will learn through hands-on activities about weather related hazards and how they affect our communities. This class will include the use of art, math, and science. Students will learn how weather affects communities and ways to prevent or lessen the impacts from severe weather. By the end of the week, students will come up with solutions and create a diorama or model of their solution to share.

Session B: Peace and Tranquility—Community Sound Garden
Students will learn how music can improve our emotional wellbeing. We will explore different sounds and how they affect our emotions. Students will come up with ideas and implement them to create a community sound garden, including what kinds of sounds and instruments will be included. Students will create their instruments, and on Friday they will have the opportunity to share and try out each other's instruments.

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 14–25

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!

Join us for an exciting two-week immersion class designed for English as a Second Language (ESL) students! This program combines language lessons with engaging activities, offering ample opportunities to practice conversational English. Students will participate in group projects, field trips, and volunteer work that highlight nature and sports. They'll learn self-defense through Jiu-Jitsu at Kahala Jiu-Jitsu and appreciate nature with hands-on experiences at Waihe'e Wai Farms, where they'll discover how taro and other crops are grown. Throughout the course, we'll focus on the four essential language skills: reading, writing, listening, and speaking, all conducted in English. We look forward to a fun and educational experience!

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

After-School Program

June 9 -July 25

3:15-5:30pm

After-School Program

GR 1–8

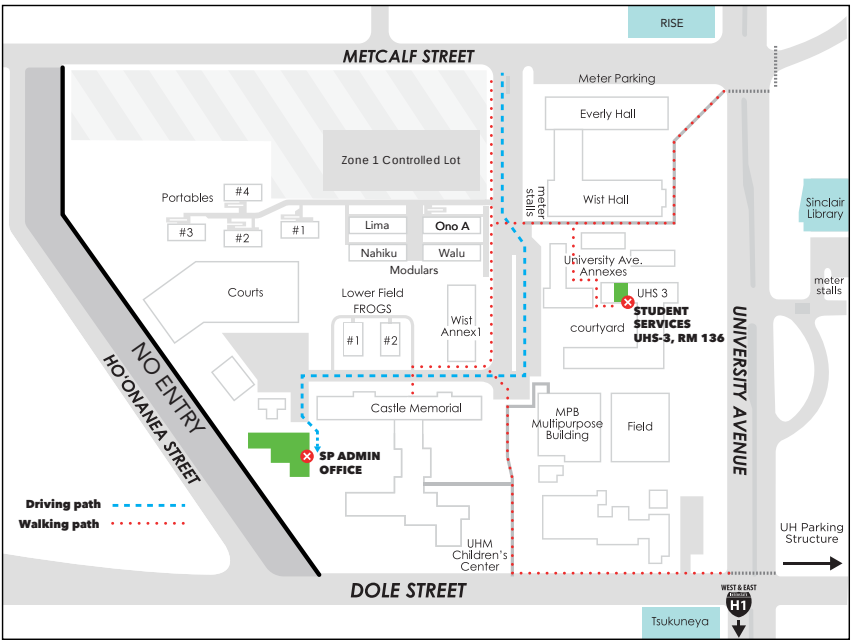
COE Summer Programs offers an after-school program for students who are enrolled in our full-day and afternoon classes.

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 2025

(on the University Laboratory School campus)

June 9–July 25, 2025

University of Hawai'i at Mānoa
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SUMMER PROGRAMS