SUMMER PROGRAMS

June 8 – July 24 2026

Make Summer Count

Learning That's Fun!

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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

PROGRAM INFORMATION

Location and Schedule

- All classes meet on the College of Education and 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) and July 3 (Independence Day).

Course Requirements and Grade Levels

- Attendance is not mandatory, but some classes are better for students who anticipate missing a week or more consecutively. Contact us for information.
- Classes will be conducted in English. Students will be expected to communicate (including read and write) in English at the recommended grade levels.
- Listed Grade levels indicate the grade students will enter in fall.
- Course 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.

Meal Plans

Daily lunch service will be provided 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.*

Lunch Meal Plans include 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. 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 15: Last day for Early Registration Discount*

APRIL 26: *Refund Deadline*

MAY 10: 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 8–July 10 (5 weeks)

Morning program (8:00 am–11:45 am) $900

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

Meal Plan: Hot Lunch for 5 weeks. $165

SUMMER ADVENTURES

Session A — July 13–17 (8:00 am–3:15 pm). $600

Session B — July 20–24 (8:00 am–3:15 pm). $600

Junior Entrepreneurs — July 13–24 (8:00 am–3:15 pm). $1,050

Explorations in English

Elementary — July 13–24 (8:00 am–3:15 pm) $1,050

Secondary — July 13–24 (8:00 am–3:15 pm) $1,050

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

AFTER-SCHOOL PROGRAM

June 8–July 24 (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 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 longer during our busy periods). Course information, including field trip schedules, lunch menus, and the student handbook, will be available in May.

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

Early Registration Discount

Register by March 15 and receive 10% off Core Programs and Summer Adventure classes. Registration and full payment must be received by the deadline to qualify.

Closed (Full) and Canceled Classes

If space becomes available in a closed class, it will reopen for new registrations on our website. Registration is first come.

A class may be canceled for any reason (low enrollment, scheduling issues, etc.) up to a week after the close of registration. If your course is canceled, you will be contacted by email and allowed to switch to an available 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

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.

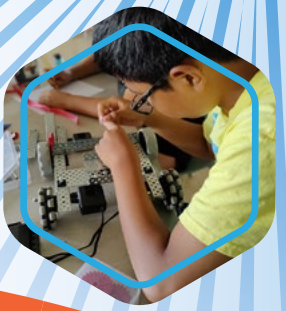
Payments by credit card, will be refunded to the billed card.

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 24, 2026).

June 8–July 10

8:00–11:45 am



Core Morning Programs

Maximum enrollment: 25 students per session unless indicated.
Field trip locations mentioned are tentative.

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. Students will observe various animal life cycles, identifying their parts and structures, learning how they grow and survive in different habitats, and discovering what makes each group of organisms unique. The learning experience is enriched through the integration of arts and crafts, projects, and games. Field trips will provide opportunities to explore tide pools, gardens, streams, and laboratories.

Full STEAM Ahead

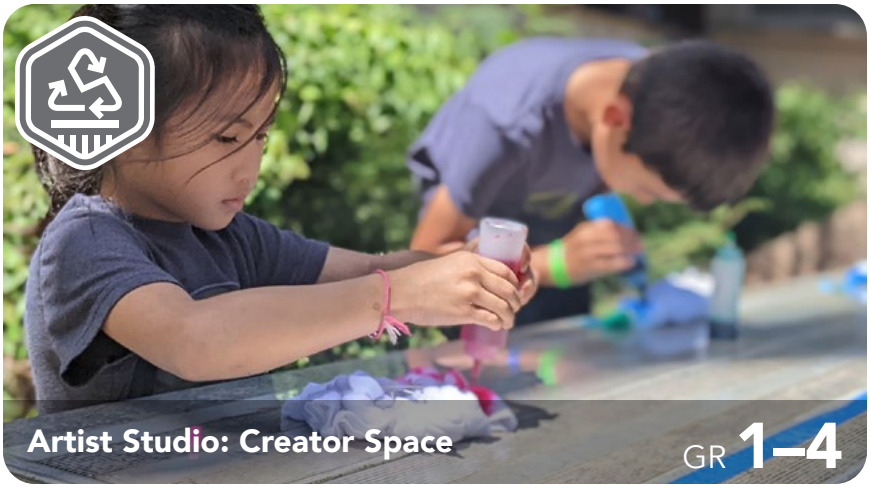
GR 1–2

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

Through active play and an emphasis on good sportsmanship, Let's Play Sports creates a fun and supportive learning environment for young athletes. Participants explore the fundamentals of various sports, such as soccer, basketball, flag games, scooter games, and tennis (specific activities may vary). Students will engage in games, drills, and challenges designed to build coordination, enhance skills, boost confidence, and strengthen teamwork. Safety is a top priority, so appropriate attire is required (shorts, t-shirts, and athletic footwear). Water and Sunscreen are 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

Grab your field journal and magnifying glass; it's time to become a nature explorer! Through activities from CRDG's Hawai'i Nature Study program, students will discover the amazing native, endemic, and introduced plants and animals that call Hawai'i home, from the tiniest insects to the wonders of our tide pools and reefs. Each day brings a new adventure as we journey outdoors to investigate life cycles, behaviors, and adaptations of all the creatures in our unique island ecosystems. Students will develop scientific thinking skills through data collection, classification, and experimentation. We'll make our own habitat dioramas, design posters of our favorite native species, and learn how Hawaiian culture teaches us to mālama 'āina (care for the land). With exciting field trips to gardens, zoos, tide pools, and more, students will experience science in action and see the world around them like never before!

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

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!

NEW Let's Dance: Beginning Choreography

GR 3–6

Step into the world of dance and discover how to make your own moves! In this beginner-friendly class, students will explore the basics of dance, choreography, and improvisation through fun, creative movement activities. This course will help students learn spatial and bodily awareness, musicality, and to strengthen their creativity. Each week includes energizing warm-ups, improv activities, and opportunities to design original dance routines—both solo and in groups. Students grow from dancers to choreographers as they design unique pieces that reflect their creativity. The class culminates in a special performance where dancers showcase their original creations for family and friends!

Culinary Kids: A Fun and Flavorful Cooking Adventure

GR 4–6

Students will be taught the fundamentals of cooking, including techniques and safety practices in the kitchen and cooking environment. They will also learn the chemistry of cooking through activities that demonstrate what happens to mixtures when heat or cold is applied or when ingredients are combined to form reactions that lead to new flavors and textures. Through this culinary adventure, students 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 2 teachers and a maximum enrollment of 40 students. Tuition includes an additional $25.00 fee to cover food costs.

NEW Little Journalists: Multimedia Storytelling

GR 5–9

Do you have a story to tell? Want to explore photography or filmmaking? In this class, students become young reporters, photographers, and filmmakers — learning how to share the stories that matter most in their world. Our young journalists will discover how to tell true, respectful, and powerful stories through images and sound. They'll learn how to frame photos, write scripts and captions, interview others, capture video, and edit short stories—all while practicing journalistic values like honesty, empathy, and kuleana (responsibility). Over the course of this class, we will produce our own short photo story and video project to share at our final "Little Journalists Showcase." No prior experience is needed — just curiosity, creativity, and a story to tell!

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. Field trips provide opportunities to explore tide pools, gardens, streams, and laboratories. The learning experience is enriched through exploration and hands-on research. Students will apply their learning by creating a personalized, informative activity book to share with family and friends and continue the learning. Join us this summer as we explore hard concepts through fun exploration, field research experiences, and creative arts.

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.

June 8 – July 10

12:30–3:15 pm

Core Afternoon Programs

Maximum enrollment: 25 students per session unless indicated.
Field trip locations mentioned are tentative.

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

Calling all dinosaur enthusiasts—get ready to dig into the amazing world of dinosaurs! In this hands-on adventure, young paleontologists will explore how fossils form, what Earth looked like millions of years ago, and the incredible creatures that once roamed our planet. We will be living, breathing, and seeing dinosaurs all five weeks and beyond! Whether you love science, dinosaurs, or prehistoric times, you'll learn investigative skills, how to ask research questions, and put together clues to learn more about both the prehistoric world and the modern world around us.

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.

NEW Storybook to Stage: Bringing Picture Books to Life

GR 1–4

Students will be taught how to perform stories through several performance styles: readers theater, puppetry, and skits. The course will begin with students learning to use their voice as the "actor" in readers theater. Next, they will be introduced to various kinds of puppetry (finger puppets, stick puppets, and hand puppets) on different stages. For our third style, students will learn stagecraft techniques to use in skits. Students will also create backdrops, props, and costumes to enhance their dramatic storytelling performances. As they build their stagecraft repertoire over the first three weeks, they will choose one of our performance styles to create and perform a story of their choosing. Friends and family are invited to our final evening performance to see their "stars" on the stage.

Minecraft®: A Virtual Learning Adventure

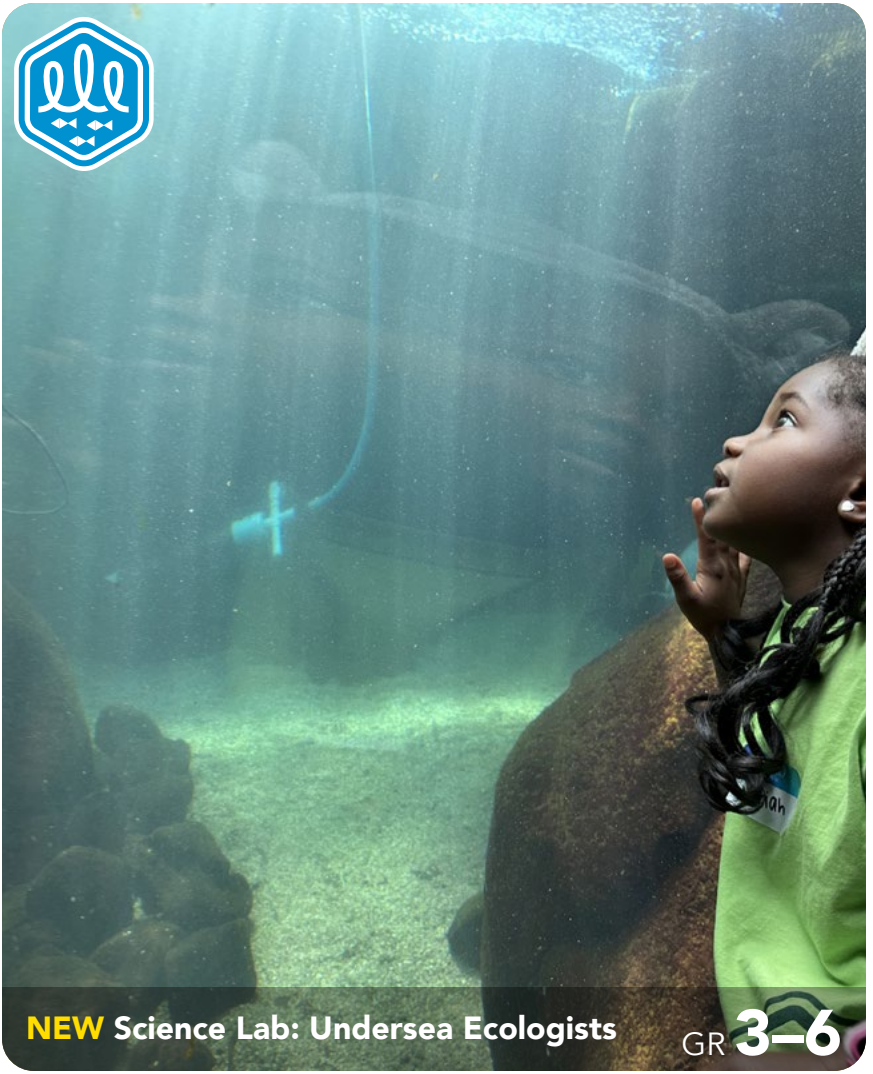
GR 3–5

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.

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. For students who have previous programming experience, we will expand on the covered topics to learn more about game development and design.



NEW Science Lab: Undersea Ecologists

GR 3–6

Let's dive into the magical undersea world to explore the plethora of plants and assortment of animals that inhabit our island's oceans. Through hands-on activities, crafts, and exciting off-campus adventures, our student ecologists will study Hawaii's marine life and the relationships between them. Each week will build on each other. We'll launch off with lessons on the ocean's tides and salinity, followed by studies on seaweed and how it supports the ocean. Next we'll submerge to analyze the animals that eat the seaweed like small fish, sea urchins, and more. We'll dive deeper to the dazzling apex predators like sharks. Finally, we'll wrap up our underwater adventure by examining how sea cucumbers and other animals survive on "nature's trash" from the ocean floor. Students will leave this class with an understanding of how marine plants and animals work together and the importance of each to our ocean ecology.

NEW Passport to Art: A Journey Around the World

GR 4–6

Pack your creativity as we journey around the world! Each week, we'll visit a new part of the world to explore how people express themselves through art, stories, and celebration. From Japanese woodblock prints and colorful Indian Rangoli designs to African Ndebele Houses and Hawaiian weaving, students will experiment with fun art techniques and learn about the cultures that inspire them. By the end of our adventure, students will have a passport full of art and memories from their global journey.

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.

NEW Sleuth Academy for Junior Detectives

GR 6–9

Step into the world of crime-solving and forensics in this action-packed summer program, where YOU become the detective! From dusting for fingerprints and decoding secret messages to analyzing clues and solving thrilling mysteries, you'll learn the real science behind crime scene investigations. Work with your team to crack cases, uncover hidden evidence, and test your spy skills through exciting hands-on activities. Think you have what it takes to solve the ultimate mystery? Enroll now and put your detective instincts to the test!

Robotics with VEX EXP

GR 7–9

This course is designed for incoming 6th-9th grade students to explore robotics using VEX® EXP 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.

Session A
July 13–July 17
Session B
July 20–July 24
8:00 am–3:15 pm

Summer Adventures

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.

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: Rainforest Animals of Hawaii and South America Students will journey through the rainforests found on the Hawaiian Islands and in South America. With our new knowledge on the diversity, adaptations, and differing environments that make rainforests unique, students will study the needs and means of survival of rainforest animals to create environments that allow them to thrive. Students will also explore ways to battle extinction, destruction of the forests, and find ideas to save rainforest animals.

Session B: Journey to Mars We're heading on a journey to the red planet. Who do we bring? What do we bring? How do we prepare for the journey? What do we do once we are there? Our student scientists will be using all of their knowledge and ideas to construct their own colony on Mars. It will be an environment that is comfortable for them (resembling their homes on Earth in a way), is livable, and also allows our young scientists to explore what lies beyond planet Earth and our moon.

This course is designed to physically and mentally engage students in a variety of environments. Activities will place an emphasis on map reading skills, teamwork, and exploration. Students will participate in team games, explore scenic hiking trails, read and follow a map, practice teamwork and sportsmanship, and more.

Session A & B will have different activities.

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: Body Detectives At 9:00 Monday morning, a patient walks into the Body Detectives Medical Office presenting with some unusual symptoms, and it is up to our medical detectives to work together to solve the case! Each day, we will perform various modeling and hands-on activities to uncover clues about a different body system, from the beating heart to the amazing brain to gather evidence about what may have gone wrong. Students will get the opportunity to learn skills in first aid as well as using medical instruments to take vitals of our patients. By the end of the week, our medical detectives will have collected evidence, recorded observations, and used critical thinking to present a diagnosis and show how the human body's systems all connect to keep us healthy!

Session B: Planet Protectors Join the mission to protect our planet! Students will explore how our actions impact Hawai'i's environment and discover creative ways to keep it healthy. Through hands-on, science, art, and design projects, they'll learn about renewable energy, recycling, and protecting native wildlife. From building solar ovens to creating upcycled art, students will see how science and creativity can make a real difference. The week concludes with a "Green Expo," where our Planet Protectors showcase their eco-friendly inventions and share their ideas for a brighter, greener future!

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 will have different activities.

Two-Week Studio Sessions July 13–24

Junior Entrepreneurs: Mini Marketplace 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!

This class will have 2 teachers and a maximum enrollment of 28 students.

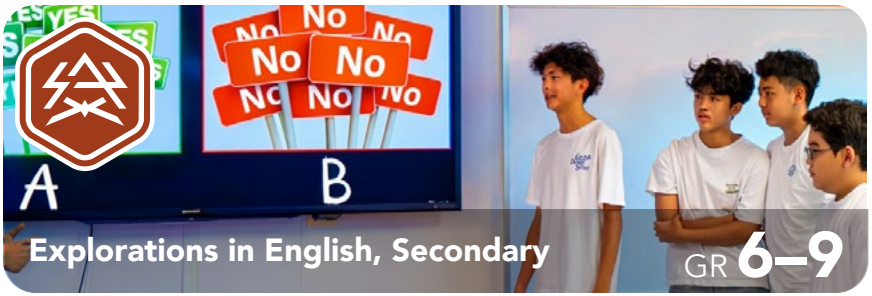
Explorations in English, Elementary

GR 4–5

Join us for two exciting weeks of English through games, music, movement, and creativity! This course is designed for upper elementary students who want to build their English skills while having lots of fun with friends. In Week 1, students will focus on listening and speaking through active games like fruit basket, charades, freeze dance, and more. They'll also enjoy fun ways to introduce themselves, move with emotions, and talk through rhythm and play. In Week 2, the focus shifts to reading and writing. Students will read aloud, make crafts, draw, and write picture diaries. They'll also work on group story projects, go on treasure hunts, and play language games like English Shiritori and mystery-solving activities. Special field trips will enhance our exploration and use of English in a real-world setting!

All activities are hands-on, interactive, and designed to make English fun and meaningful. Whether speaking in a game or sharing a drawing, students will use English in ways that feel natural and exciting.

Students must have completed at least 2 years of English language lessons to enroll. The course will be conducted in English.



Explorations in English, Secondary

GR 6–9

Photography makes learning fun, creative, and visual—perfect for English language learners! In this class, students will learn the four essential language skills: reading, writing, listening, and speaking, by taking and discussing photos. We will focus on vocabulary, writing and speaking in sentences, and building confidence. Students will describe and discuss the colors, objects, actions, feelings, and places depicted in the photos. Additionally, participation in field trips around Hawai'i will allow further opportunities to practice their conversational English as well as their new photography skills! By the end of the two weeks, students will create a small photo project to share with classmates and families.

Students must have completed at least 2 years of English language lessons to enroll. The course will be conducted in English.

June 8 – July 24

3:15–5:30 pm

After-School Program

Maximum enrollment: 25 students per session unless indicated.
Field trip locations mentioned are tentative.

After-School Program

GR 1–8

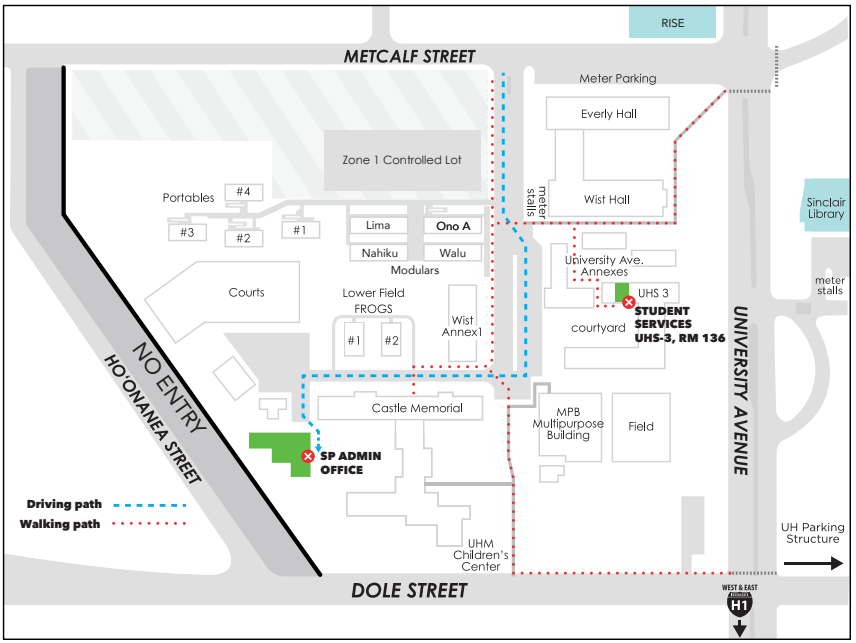
COE Summer Programs offers an after-school program for students who are enrolled in our full-day and afternoon classes.

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 2026

(on the University Laboratory School campus)

SUMMER PROGRAMS

June 8–July 24, 2026

University of Hawai'i at Mānoa
College of Education Summer Programs
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