



HISTORY



AND MORE!



Welcome to **KIDS University!**

Summer Camps, June 12-July 27, 2018

KIDS U has been providing high-quality camps for more than 20 years.

- **Fun and Educational** — Select from 46 different themed camps with small class sizes.
- **Learn from the Experts** — Classes are taught by certified teachers, graduate students and experts in their fields.
- **Think University** — Camps introduce youth to the college experience and provide high-tech resources.



Extended Studies
University of Nevada, Reno

Register today at www.KIDSU.unr.edu

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SUMMER



GAMES



ADVENTURE



ART



CRAFTS



DANCING



WRITING



MATH



HISTORY



SCIENCE



FIELD TRIPS



AND MORE!

THEMED MORNING CAMPS 2018

Adventures Through Middle Earth

(Grades 4-8; Week 2)

Take a journey through the magical land of Middle Earth. Meet hobbits, elves, dwarves — watch out for orcs! You will help Frodo get the One Ring into the volcano and save the world from the Lord of the Rings.

Alley-HOOPS!

(Grades 2-4; Week 7) (Grades 5-8; Week 6)

Dribble, shoot, SCORE! Learn from a member of the Wolf Pack's great basketball team. You'll work on basketball skills and fundamentals in tournament play, 5-on-5 and hot shot competitions. For boys and girls of all abilities: Bring your game and see you on the court!

Broadcast News (Grades 5-8; Week 1 and 6)

Breaking news! This just in! Get ready for a fun-filled week both in front of and behind the TV camera. Learn the ropes of broadcasting with "Broadcast News," KIDS University's own news show.

Bullseye! (Grades 4-8; Week 3 and 6)

Go for the bullseye! Learn how to shoot a bow and arrow by certified instructors. You'll learn about safety, basic form, shot cycle and execution. Then test your skills with exciting archery games. All of your equipment will be provided. We'll take a daily trip to Wasting Arrows.

Chain Reactions

(Grades 2-4; Week 3 and 5) (Grades 5-8; Week 2 and 6)

The famous cartoonist/engineer Rube Goldberg used to design numerous machines that did wacky things. You'll discover how to engineer your own machines that perform comical sequences of complex actions and reactions that can crack eggs, turn out lights, ring bells and amaze your friends. Parents will be invited to watch the machines in action on Friday!

Choc-a-Lot!

(Grades 2-4; Week 4 and 6) (Grades 5-8; Week 3 and 7)

In this sweet camp, you will make (not bake) delicious chocolate treats. Create your favorites such as s'mores, pudding, chocolate-covered pretzels and decorative pops. You'll play games and learn about the world of chocolate. Take home recipes of your chocolate creations.

Coding from Scratch

(Grades 4-5; Week 4 and 6) (Grades 6-7; Week 1 and 7)

Have you ever wanted to make your own computer game? In this fun and creative camp, you can learn everything you will need to create interactive software in Scratch, an accessible and visual coding language designed at MIT. Learn how to create brilliant new programs that will amaze your friends!

WACKY WEEKLY

Dress-Up

Dress up on Friday like your favorite characters!

Crazy Chemistry (Grades 5-8; Week 5 and 7)

Discover the "magic" of chemistry! We'll safely explore chemical reactions that help you make invisible ink, write secret messages and reveal them. You'll also learn how reactions can send rockets flying, turn pennies green and make excited electrons glow.

Creative Dance — Head to Toe!

(Grades 2-4; Week 3) (Grades 4-6; Week 5)

Shake it up! Twist and shout! Channel your inner dancer and be ready to get your groove on. We'll use balance, coordination and body control to express ourselves in different sizes and scales of movement, from our own personal space to the entire dance floor, and discover the physical artistry of self-expression. Parents will be invited to a dance recital on Friday.

Earth-Shakin' Science (Grades 2-4; Week 5)

Discover the exciting elements of our planet and learn about the rocks and minerals that make up Earth. We'll also take a trip to the Terry Lee Wells Nevada Discovery Museum and find out what makes our planet rattle and roll.

Exploring Pirate Island (Grades 2-5; Week 1)

Ahoy and avast, ye mateys! What do you know about pirates? Did you know they still exist today? We'll create treasure maps, sea monsters, model ships, pirate flags and much more in our quest to learn the history of pirates, what they wore, how they talked and how they lived. We'll even become pirates!

Five Cultures, Five Dances

(Grades 2-4; Week 1)

In five days, we'll visit five parts of the world to learn about the people, their languages and five of the dances they use to express their cultures. Lessons learned from Mexico, Ireland, Italy, Germany and Kenya will enrich your brain and widen your world!

FUNdamentals of Acting

(Grades 3-5; Week 5 and 7)

Discover the fun in acting! Acting is a great tool to build confidence, poise and self-esteem. Discover character development, scene study and stage presence. Parents will be invited to an acting showcase on Friday.

Groovin' in the '60s! (Grades 3-5; Week 2)

Set your creative spirits free in this groovy class gone modern. Learn the history of tie-dyeing and tie-dye a piece of clothing to add to your wardrobe. We'll make soaps, candles and other creative crafts made famous throughout hippie history.

It's on Track! (Grades 4-8; Week 1 and 7)

Are you faster than a speeding bullet? Join the KIDS U Track and Field Team to find out! Learn about being a track athlete, how to warm up, prepare for practice and competition, and how to use track and field equipment. We'll hold our own Track and Field Meet so you can put your skills to the test.

Jump 2B Fit! (Grades 2-4; Week 2 and 6)

Explore the fun skills of rope jumping. This class will put you through your paces as you learn amazing jump-rope tricks sure to dazzle your family and make you star of the playground!

KIDS U's Got Talent!

 Join us July 19.

Hey, talented KIDS U campers:
Join us for a fun-filled talent show.

Kick-Start Soccer

(Grades 2-4; Week 5)

Soccer isn't just a game — It's a lifestyle! Discover techniques and tricks to advance your skills, all while learning about nutrition, safety and much more. Gear up to play the game, learn new variations and have fun!

KIDS in Space (Grades 2-5; Week 3 and 6)

Boldly go on a trek into space science, with explorations of solar energy, the Solar System, meteors, comets and stars. You'll build a solar oven, locate constellations and find out more about NASA's space travel, astronauts and life on a space station. Blast off! Take a field trip to the Fleischmann Planetarium.

KUGA Tour! (Grades 2-4 and 5-8; Week 2)

Join the KIDS U Golf Association's nearly pro tour and learn the fundamentals of golf, including technique, rules and etiquette. Test your skills at the Grand Sierra Resort driving range and play a round at the Wild Creek Golf Course! Bring your clubs or you can borrow ours.

Music Makers (Grades 4-6; Week 1 and 6)

Explore what it means to be a musician. We will learn how to read basic music, learn about music history and explore instrument families. Campers will interact with the University of Nevada, Reno's music department staff and students.

On Deck! (Grades 2-4 and 5-8; Week 4)

Hey batter, batter! Baseball, softball and wiffle ball get lots of coverage this week as you play in hot-potato games, home-run derbies and base-stealing contests, and learn the skills and fundamentals of America's favorite pastime. Learn from a member of the Wolf Pack's softball team.

Paint It! Animal Extravaganza

(Grades 5-8; Week 4)

Learn how to use patterns, mix colors and use the correct brushes to create different effects, as you express your inner artist. Create a different animal painting each day. You will paint horses, cats, a flamingo and an owl in their colorful habitats. Each day, take home your masterpiece to share with family and friends.

Paint It! Under the Sea

(Grades 5-8; Week 3)

Learn how to use patterns, mix colors and use the correct brushes to create different effects, as you express your inner artist. Explore the beauty of ocean life and create a unique and fun painting. Bring the picture alive with fish and sea creatures swimming and colorful undersea plants dancing in the currents. At the end of the week, you'll take home your masterpiece to share with family and friends.

Passage to Ancient Egypt

(Grades 2-5; Week 1 and 3)

Pack your bags and get your passport! Our archaeological travels to ancient Egypt will take us down the Nile and into the pyramids to explore secret passageways to the Pharaohs' tombs. Meet King Tut, some ancient gods and a few mummies who'll drop by. Feast at the Pharaoh's palace and create artful memories of your visit!

Rock Climbing for Beginners

(Grades 6-8; Week 4 and 5)

Scale the walls, climb and belay. You'll gain basic safety skills and movement techniques while you climb the walls. We'll take a daily trip to Rock Sport!

Rock Climbing — Intermediate

(Grades 6-8; Week 7)

After you've mastered Rock Climbing for Beginners, challenge yourself with intermediate climbing. You'll get instruction on improving your technique. We'll take a daily trip to Rock Sport! *Please note: Completion of Rock Climbing for Beginners, above, is required before you can take this class.*

Swim Gym

(Grades 2-4; Week 4 and 7) (Grades 4-6; Week 2 and 5)

Train like an Olympian with a swim coach! In your skill-based group, you'll learn the four Olympic strokes, triathlon techniques, and drills and water games. Jump in!

Tasty Tidbits (Grades 2-4; Week 2 and 7)

Enhance your brain and your taste buds by making (not baking) tasty food items using math! You'll estimate and subtract, add and divide, then measure it up to stay healthy and active.

The Write Stuff (Grades 3-8; Week 5)

An Unfortunate Camp with Lemony Snicket

This surely dreadful camp will contain the most perilous predicaments that only the bravest of campers will be able to endure. Courageous young authors will compose their own tales of unfathomable trepidation. Using words, performance and art, campers will concoct villains, create macabre settings and conspire heart-curdling conflicts. Consider carefully the quill and beware of signing up for this course. Fictional fear certainly will follow.

The Write Stuff (Grades 3-8; Week 3)

Percy Jackson Adventures

Explore the adventures of the heroic Percy Jackson and experience the origins of Greek mythology. You will design crests and create artistic depictions of heroes, as well as write about their adventures. Percy followers also will create a character who, like Rick Riordan's hero, has direct ties to Greek mythology.

The Write Stuff (Grades 3-8; Week 2)

Return to Hogwarts

Using selections from J.K. Rowling's novels and her recent play *Harry Potter and the Cursed Child*, campers will enjoy the imaginary adventures of wizardry and fantastic beasts by creating poetry and stories of their own. Compose a recipe for a potion, analyze characters, plot against villains and explore the rich language of Rowling's world.

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Totally Amazing Insects

(Grades 2-4; Week 4)

Come on a bug hunt! Spend a week discovering the world of insects such as butterflies, ladybugs, dragonflies and beetles. We'll even raise and release ladybugs and butterflies!

Viking Ventures

(Grades 5-8; Week 3)

Fasten your shields, explorers — we're sailing north! Explore the land, culture and language of Vikings. Craft shields, ships and helmets while learning about the lives and customs of the ancient people of the North.

Wacky World of Sports!

(Grades 2-4 and 5-8; Week 1)

Gear up for some awesome nontraditional sports and games, and play Walleyball, Cross Fire, It's a Mess, Crab Soccer, Up for Grabs and other crazy creations!

ALL-DAY THEMED CAMPS

8 a.m.- 3:30 p.m.

Cadet Rocket

(Grades 3-6; Week 1 and 7)

Dreaming about being an astronaut or planning to become a rocket scientist? Join the Rockets as a cadet. In this class, you'll learn the basics of building a rocket as well as safety procedures. Then construct a model rocket and fly it on Wednesday! Congratulations, you've been promoted to captain! Design and build your own model rocket and fly it on Friday! Parents will be invited to the rocket launches on Wednesday and Friday.

CSI: The Science of Justice

(Grades 5-8; Week 1 and 3)

Delve into real-world forensic science — the application of science to criminal law — to investigate and solve the fictitious murder of Sharon, a University of Nevada, Reno student. You'll be the detective to process the crime scene, and collect and analyze evidence using tools and scientific procedures. Then use the clues to narrow the list of suspects and present your findings in a fictitious trial to nail the guilty party! On Friday, you'll visit a courthouse to present your case. *Please note: both weeks will investigate the same case.*

Health Care Heroes (Grades 3-5; Week 1)

Sutures & Superpowers

What makes a superhero so super? Those superpowers! Become a health care hero, ready to save lives and make people better. Learn all about the different superpowers you need to be a health care hero — from the heroes in our community themselves. Learn how to suture, perform a dissection and become a doctor for a day. Are you ready? Grab your cape, and let's go!

Health Care Heroes (Grades 5-8; Week 2)

A Trip Through the Human Body

Become a health care hero! Take a tour through the human body and learn what it takes to save lives. Explore major organ systems, perform a dissection and become a doctor for a day. Real health care heroes from our community will visit our class to share their healthcare superpowers. Are you ready? Grab your white coat, and let's go!

Jedi Academy

(Grades 2-4; Week 5) (Grades 4-6; Week 6)

Do you have dreams of becoming a Jedi Knight? Padawans, grab your lightsabers because now's your chance! Learn the light side of the force by one of our Jedi Masters in our own Jedi Academy.

In a FLASH! — Basics

(Grades 5-8; Week 2 and 4)

Have you played a Flash game on your web browser and wished you could make it do something different? Well, now you can! Learn the basics of ActionScript, the scripting language of Flash programming, and start creating your own games!

In a FLASH! — Advanced

(Grades 5-8; Week 5)

Have you played games like Mario, Metroid or Sonic the Hedgehog? Once you've learned the basics of ActionScript in our In a FLASH! — Basics class, it's time to go to the next level with side scrolling, ActionScript's versatile engine to build tons of awesome games! *Please note: In a FLASH! — Basics is recommended.*

It's All Greek to Me!

(Grades 5-8; Week 5)

Come explore the magic of Ancient Greece, where you will learn about gods, goddesses and mythical monsters. Build edible ruins, concoct mythical creatures and compete in your own Olympic Games in an outfit of your creation!

KIDS U Zoo

(Grades 2-5; Week 3 and 7)

Explorers wanted! Travel and discover the native animals and their habitats from all seven continents. From the desolate desert to deep in the rainforest, you'll get to know different creatures and create your own Safari Guide of your journey. Be creative and design your own imaginative animal and habitat. Take a field trip to Animal Ark animal sanctuary.

Mischievous Math New Curriculum

(Grades 2-4; Week 2 and 6)

Put down your pencils and get ready to learn hands-on! Dive into geometry, algebra, graphing, fractions, money counting and word problems. From a marshmallow toothpick challenge and Fruit Loops graphing to polygon monsters and fractions with M&M's, we'll explore math in fun and creative ways.

Supercharged Science

(Grades 3-5; Week 3 and 6)

Explore the awesome power of science. Learn about weather as you experiment with lightning, tornados and rainclouds. You'll even create your own crystal snowflake. Discover how the human body works by making paper bag lungs, mechanical hands, brain hats and cell models. Supercharged fun!

Witchcraft and Wizardry 101

(Grades 4-6; Week 4 and 7)

Grab your wand and take a journey to Hogwarts School of Witchcraft and Wizardry! Compete in a house cup competition, explore the magical world of *Harry Potter* and learn more about author J.K. Rowling! Don't worry — mischief will be managed!

Seven weeks of summer fun on the University campus!

KIDS University Weekly Themes — Choose ONE Per Week



HALF-DAY THEMED CAMPS

8 a.m.- Noon

Themed morning camps.

Cost per week: \$155,
unless otherwise noted (Week #~ 4: \$124)



FULL-DAY THEMED PLUS

8 a.m.- 5:30 p.m.

Themed morning camps, plus
afternoon recreational activities.

Cost per week: \$215,
unless otherwise noted (Week #~ 4: \$172)

FREE Before
and After Care:
7:30 a.m.- 5:30 p.m.

Available for full-day
and all-day campers.
Afternoon activities include:
swimming, water wars,
dance parties, sports, game
room and crafts.





ALL-DAY THEMED CAMPS

8 a.m.- 3:30 p.m.

Campers can take part in all afternoon
recreational activities from 3:30-5:30
p.m., except swimming.

Cost per week: \$275
(Week #~ 4: \$220)

Week	Theme 1	Theme 2	Theme 3	Theme 4	Theme 5	Theme 6	Theme 7	Theme 8	Theme 9	Theme 10	Theme 11	Theme 12
Week June 12-15 (No camp Monday, June 11)	Five Cultures, Five Dances (grades 2-4)	Wacky World of Sports! (grades 2-4)	Passage to Ancient Egypt (grades 2-5)	Exploring Pirate Island (grades 2-5)	Music Makers (grades 4-6)	It's on Track! (grades 4-8)	Broadcast News (grades 5-8)	Wacky World of Sports! (grades 5-8)	Coding From Scratch (grades 6-7)	Health Care Heroes (grades 3-5) 8 a.m.-3:30 p.m.	Cadet Rocket (grades 3-6) 8 a.m.-3:30 p.m.	CSI: The Science of Justice (grades 5-8) 8 a.m.-3:30 p.m.
Week June 18-22	Tasty Tidbits (grades 2-4)	Jump 2B Fit! (grades 2-4)	KUGA Tour! (grades 2-4) (\$245 full-day, \$185 half-day)	Groovin' in the '60s! (grades 3-5)	The Write Stuff Return to Hogwarts (grades 3-8)	Swim Gym (grades 4-6)	Adventures through Middle Earth (grades 4-8)	Chain Reactions (grades 5-8)	KUGA Tour! (grades 5-8) (\$245 full-day, \$185 half-day)	Mischievous Math (grades 2-4) 8 a.m.-3:30 p.m.	In a FLASH! — Basics (grades 5-8) 8 a.m.-3:30 p.m.	Health Care Heroes (grades 5-8) 8 a.m.-3:30 p.m.
Week June 25-29	Chain Reactions (grades 2-4)	Creative Dance (grades 2-4)	KIDS in Space (grades 2-5)	Passage to Ancient Egypt (grades 2-5)	The Write Stuff Percy Jackson Adventures (grades 3-8)	Bullseye! (grades 4-8) (\$265 full-day, \$205 half-day)	Viking Ventures (grades 5-8)	Choc-a-Lot! (grades 5-8)	Paint It! Under the Sea (grades 5-8)	KIDS U Zoo (grades 2-5) 8 a.m.-3:30 p.m.	Supercharged Science (grades 3-5) 8 a.m.-3:30 p.m.	CSI: The Science of Justice (grades 5-8) 8 a.m.-3:30 p.m.
Week July 2-6 (No camp Wednesday, July 4)	Totally Amazing Insects (grades 2-4)	Swim Gym (grades 2-4)	Choc-a-Lot! (grades 2-4)	On Deck! (grades 2-4)		Coding From Scratch (grades 4-5)	Paint It! Animal Extravaganza (grades 5-8)	On Deck! (grades 5-8)	Rock Climbing for Beginners (grades 6-8) (\$212 full-day, \$164 half-day)		Witchcraft and Wizardry 101 (grades 4-6) 8 a.m.-3:30 p.m.	In a FLASH! — Basics (grades 5-8) 8 a.m.-3:30 p.m.
Week July 9-13	Earth-Shakin' Science (grades 2-4)	Chain Reactions (grades 2-4)	Kick-Start Soccer (grades 2-4)	FUNDamentals of Acting (grades 3-5)	The Write Stuff An Unfortunate Camp with Lemony Snicket (grades 3-8)	Creative Dance (grades 4-6)	Swim Gym (grades 4-6)	Crazy Chemistry (grades 5-8)	Rock Climbing for Beginners (grades 6-8) (\$265 full-day, \$205 half-day)	Jedi Academy (grades 2-4) 8 a.m.-3:30 p.m.	It's All Greek To Me! (grades 5-8) 8 a.m.-3:30 p.m.	In a FLASH! — Advanced (grades 5-8) 8 a.m.-3:30 p.m.
Week July 16-20	Choc-a-Lot! (grades 2-4)	Jump 2B Fit! (grades 2-4)	KIDS in Space (grades 2-5)	Coding From Scratch (grades 4-5)	Music Makers (grades 4-6)	Bullseye! (grades 4-8) (\$265 full-day, \$205 half-day)	Broadcast News (grades 5-8)	Chain Reactions (grades 5-8)	Alley-HOOPS! (grades 5-8)	Mischievous Math (grades 2-4) 8 a.m.-3:30 p.m.	Supercharged Science (grades 3-5) 8 a.m.-3:30 p.m.	Jedi Academy (grades 4-6) 8 a.m.-3:30 p.m.
Week July 23-27	Tasty Tidbits (grades 2-4)	Swim Gym (grades 2-4)	Alley-HOOPS! (grades 2-4)	FUNDamentals of Acting (grades 3-5)	It's on Track! (grades 4-8)	Choc-a-Lot! (grades 5-8)	Crazy Chemistry (grades 5-8)	Coding From Scratch (grades 6-7)	Rock Climbing Intermediate (grades 6-8) (\$265 full-day, \$205 half-day)	KIDS U Zoo (grades 2-5) 8 a.m.-3:30 p.m.	Cadet Rocket (grades 3-6) 8 a.m.-3:30 p.m.	Witchcraft and Wizardry 101 (grades 4-6) 8 a.m.-3:30 p.m.

A \$25 cancellation fee will be charged for participant-initiated cancellations made one week or more prior to the start of camp. No refunds will be given less than one week before the start of camp.

The University of Nevada, Reno is an Equal Opportunity/Affirmative Action, ADA institution. A portion of program fees may be used to pay hosting expenses. Produced by Extended Studies Marketing Dept., 2/18.

Important Information for Parents!

Register online at www.KIDSU.unr.edu. Please use your child's name when registering. If you are registering more than one child, you will need to register each child separately under their name.

Complete information for camp registrants, including the KIDS U drop-off/pick-up location on campus, the weekly schedule, mandatory health and waiver forms to fill out and return, and what to bring to camp, will be available online by May 1 at www.KIDSU.unr.edu.

Questions?

Please call (775) 784-4046.

We are available

8 a.m.- 6 p.m.

Monday-Friday

