



Summers-Knoll Camps Summer 2015 Camp Guide

Summers-Knoll Camps Mission

Our camps are designed to open children's minds, pique their curiosity, and engage their intrinsic desire to learn by doing in the spirit of discovery. We learn through hands-on explorations of art, science, and the outdoors in a safe space that nurtures each individual child's emotional, social, and intellectual development.



Frequently Asked Questions

1. How can I contact Summers-Knoll School/Camps?

Summers-Knoll is located at 2203 Platt Road, Ann Arbor, Michigan 48104. Our phone number is 734.971.7991. Please send any camp-related questions to skcamps@summers-knoll.org.

2. How can I register for camps?

All of our registration is done online, via UltraCamp. To register, visit <http://summers-knoll.org/camps/summer>.

3. When does camp start? When does camp end?

Camp day begins at 9:00am and ends at 3:30pm

4. Is extended day care available?

Morning Care is available from 7:30am until 8:45am each day for \$8.50.

After Care is available from 3:45pm until 6:00pm each day for \$15.00.

5. What are your policies on payments, discounts, and other registration-related concerns?

For policies on payment, discounts, and other pertinent information, please visit the Summers-Knoll website at <http://summers-knoll.org/camps/policies>.

Escape Camps

The mission of our Escape Camps is to provide children with the opportunity to travel to local parks, museums, preserves, and other exciting destinations in order to facilitate experiential learning, harnessing the wealth of opportunity this region has to offer. As campers enjoy exposure to new places, ideas, and people, they will learn to trust one another, develop connections to their peers, and gain the new perspective that comes from experiencing new places. Escape Camps will travel, by bus, to a different destination each day.

Outdoor Explorations (entering grades 1-9) June 15-June 19, \$288, 9:00am-3:30pm

Kick off summer vacation with a week of outdoor explorations in Michigan's incredible parks. We'll learn to use compasses as we navigate the trails, go geocaching through forests, learn to tie different types of knots, and practice different shelter-building techniques. Celebrate the freedom of summer with us as we adventure through the woods.

Wet and Wild (entering grades 1-9), June 22-June 26, \$288, 9:00am-3:30pm

If your idea of a good time is splashing through local pools and lakes, then this is the camp for you. We'll visit splash pads, spray zones, and beautiful beaches as we enjoy gorgeous summer weather with our friends. Don't forget your swimsuit, towel, and sunscreen because this is one week of water fun that you won't want to miss.

Experiences in Art (entering grades 1-9), June 29-July 3, \$288, 9:00am-3:30pm

This is your chance to learn, in person, about great works of art. From museums to galleries to studios, we'll take tours, meet artists, and get up close with master works of art. Armed with a sketchbook and a pencil, campers will delve into the history and the present as they see, in person, classic works from around the world and new, innovative pieces being created right here in our own community. Please note that this is a camp designed to give campers opportunities and new ways to experience art. Campers will not be given skill-based "lessons."

Science Adventures (entering grades 1-9), July 6-July 10, \$288, 9:00am-3:30pm

This is the ultimate camp for young scientists. In order to get answers to our questions and test our hypotheses, we'll travel to local museums, laboratories, and other scientific destinations. Join us as we spend the week solving problems and pushing the limits of our inquiring minds. If "Why?" and "How?" are your favorite questions, then this is the camp for you.

Behind the Scenes (entering grades 1-9), July 13-July 17, \$288, 9:00am-3:30pm

In this theater-based camp, we'll travel to local theaters to meet actors, take backstage tours, and learn about the magic of the theater. From opera to puppets to costuming and set design, we'll learn about what goes into a production and how all of the different players and parts work together. Campers will meet with local theater professionals, participate in workshops, play improv games, and get a sense of the magic that happens before the curtain even goes up. Whether you're a budding thespian or a devoted audience member, you'll love this "behind the scenes" glimpse into the wonder of the theater.

Wet and Wacky (entering grades 1-9), July 20-July 24, \$288, 9:00am-3:30pm

Summer is swim time! Splash your way through the dog days of summer. From wild waterslides to sensational spray parks to the natural beauty of so many of our local lakes and beaches, we'll be splashing under the sun all week long. Grab your swimsuit, towel, and sunscreen because this week is going to be seriously wet and wonderful.

Go, Team (entering grades 1-9), July 27-July 31, \$288, 9:00am-3:30pm

Swing, batter, batter, swing! If you love to play organized sports and you love to cheer for your favorite teams, then this is the camp for you. Join us as we get up close and personal with local teams and hone our own skills. From cheering for a baseball game to getting to go behind the scenes of a stadium or arena, this is an awesome week to be a Michigan sports fan and team player. Grab your favorite team t-shirt and join in the fun.

Water Works (entering grades 1-9), August 3-August 7, \$288, 9:00am-3:30pm

Beat the heat with your friends at SK as we journey to all sorts of awesome water destinations. From water slides to lazy rivers, we'll spend the week at pools, water parks, and beaches as we soak up the sun. Speaking of sun, don't forget your sunscreen, swimsuit, or towel because you'll definitely need all three this week.

On the Wild Side (entering grades 1-9), August 10-August 14, \$288, 9:00am-3:30pm

Join us for a week of hiking, canoeing, and swimming as we journey through Michigan's wilderness. We'll take advantage of our incredible parks and lakes as we go hiking, canoeing, and adventuring. We'll end the week with a bonfire and s'mores at the beach. Wonders await in our own proverbial backyards so get out your field guides and join in the fun.

Soak up the Sun (entering grades 1-9), August 17-21, \$288, 9:00am-3:30pm

If your idea of a great summer involves hiking, canoeing, fishing, and swimming, then join us for this end-of-summer classic. We'll relish the dog days of summer and savor time with our friends as we soak up the sun's rays while having all sorts of good old fun. You won't want to miss this week of tried and true summertime favorites.

Wet and Wonderful (entering grades 1-9), August 24-August 28, \$288, 9:00am-3:30pm

Do you like to swim? Run (safely) through fountains and sprinklers? Hang out on beautiful beaches? If so, then this is the camp for you. Each day, we'll travel to a beautiful wet and wonderful destination. Bring your swimsuit, towel, and sunscreen and celebrate the last week of summer with us.

Theme Camps

The mission of our Theme Camps is to provide children with immersive dramatic experiences. To this end, they become characters in their favorite tales. Both campers and teachers live in the world of the stories, as characters, engaging in intensely creative play. Theme Camps challenge young minds to live the literature beyond the book by collaborating in a magical experience that is both theatrical and thought-provoking. Theme Camps all take place on the Summers-Knoll campus with excursions into neighboring County Farm Park.

King Arthur's Court (entering grades 1-3 and entering grades 4-5), July 6-July 10, \$335, 9:00am-3:30pm

For one special week, Summers-Knoll will be transformed into the mysterious castle of Camelot. Come to King Arthur's Court and live each day in the legendary adventures of Camelot's knights and ladies as we uphold the values of honor, chivalry and righteousness. Learn the noble arts, take part in exciting quests, make music with the minstrels, and magic with the mages. At the end of the week, we will hold a Medieval Feast, presided over by the King himself. If you've ever dreamed of living in the time of dragons and unicorns, if you've ever yearned for the days of chivalry, then step into this world of legend with us.

Squires of Camelot (entering grades 6-9), July 6-July 10, \$200, 8:30am-3:30pm

Young knights-in-training will spend this week engaging in the creative process through role playing and story creation. Even if you've not studied with King Arthur in the past, you're welcome to join us for the challenge and privilege of serving as one of the court's squires. Squires' special privileges include leading in the creation of the world of Camelot (on Sunday, July 5), attending morning staff meetings (at 8:30am), leading quests with the young pages, and cooking/serving the royal banquet on Friday afternoon (during the regularly scheduled camp day). The week will end with a Squire to Squire Joust and celebration as Squires are promoted by the King himself. Participation in the "Junior Assistant" camp (held June 15-19) is suggested but not required for Squires. Please note that if you have one child in this camp and another child in another camp this week, your second child will not be charged for Morning Care when you drop your Squire off at 8:30am.

Hogwarts (entering grades 1-3 and entering grades 4-5), July 13-July 17 and July 20-July 24, \$335 per week, 9:00am-3:30pm

Here is your chance to enroll at the most famous wizarding school the world has ever known. After being sorted by the Sorting Hat, you'll attend classes with charmingly eccentric teachers who will be thrilled to share their magical skills with you. Weave strange and fantastical spells as the powers of sorcery fill you from head to toe and the magical miasmic mists fill you with wonder. This week will end with a scrumptious feast. If all of this sounds simply magical to you, then hurry along to Platform 9 $\frac{3}{4}$ right away to board the train to Hogwarts! Note: Campers may sign up for one or both weeks of Hogwarts. Activities will be different each week and will be different from past summers.

Prefects of Hogwarts (entering grades 6-9), July 13-July 17 and July 20-July 24, \$200 per week, 8:30am-3:30pm

As the oldest students at Hogwarts, prefects “rule the school” as they help to bring this magical place alive. In addition to assisting professors with their classes and guiding younger students, prefects will also be given special assignments and privileges, such as participating in the creation of the world (on Sunday, July 12), attending morning staff meetings (at 8:30am each day), developing and running the shops in Hogsmeade, and preparing the Friday feast (during the regularly scheduled camp day). Prefects will help develop plot lines, share some of the secrets of the school with the younger students (only *some* of the secrets, of course), and even help teach special courses, like Arithmancy or Muggle Studies. The week will end with a special celebratory magical experience for Prefects only. Participation in the Junior Assistant camp (held June 15-19) is suggested but not required for Prefects. Please note that if you have one child in this camp and another child in another camp this week, your second child will not be charged for Morning Care when you drop your Prefect off at 8:30am.

Star Wars (entering grades 1-3 and entering grades 4-5), July 27-July 31, \$335, 9:00am-3:30pm

Enter the Order of the Jedi and explore new galaxies as you fight for peace and justice. Whether you are a youngling, a padawan, or a Master, becoming a Jedi requires a profound commitment and an astute mind. This week, we’ll train in the ways of the Jedi through mythology and story. We’ll even write our own Star Wars stories and make original movies to share with our friends. This week will end with a delicious feast (fit for a Master, of course).

Jedi Knights Adventure (entering grades 1-3 and entering grades 4-5), August 3-August 7, \$335, 9:00am-3:30pm

Jedi Knights Adventure is a training program for those who are interested in gaining a deep understanding of the ways of the Force at our Summers-Knoll Jedi Temple. We will journey to the farthest corners of the galaxy and encounter strange life forms who will show us new ways to connect with the Force. If you’re hoping to solve the mysteries of the Jedi Quest, then this is the training camp for you. This week will end with a delicious feast. Please note that this camp is open to all campers and that campers do not need to have attended Star Wars camp in order to enjoy Jedi Knights Adventure.

Middle Earth Adventures (entering grades 1-3 and entering grades 4-5), August 10-August 14, \$335, 9:00am-3:30pm

With *The Hobbit*, *Lord of the Rings* and *Silmarillion* as our inspiration and our maps as our guides, join us for an adventure in Middle Earth. We’ll solve riddles, decode runes, and travel through lands of lore. What awaits us at the Misty Mountain? Who will we meet in Rivendell? We may find friends in the elves and dwarves we meet along the way and we may find less friendly creatures when we encounter trolls, goblins, or giant spiders. We’ll end the week with elevelenses, complete with lembas bread and other delectable treats.

Action Camps

The mission of our Action Camps is to provide children with the chance to engage their brains and their bodies in hands-on, exploratory learning activities that open young minds through creative and imaginative play. Campers will learn to cooperate, share, listen to one another, and solve challenges together as our highly skilled teachers provide them with exciting activities that encourage them to learn in the spirit of discovery. Action Camps all take place on the Summers-Knoll campus.

Junior Assistants (entering grades 6-9), June 15-June 19, \$240, 9:00am-3:30pm

Junior Assistants (JAs) will be trained to be Squires and Prefects during King Arthur and/or Hogwarts camps. During this week of training, campers will complete a CPR/First Aid training course, learn conflict mediation skills, and develop and practice child care skills. Junior Assistants will also learn principles of costuming, set design, and narrative structure as they decide how to transform the school space into Camelot or Hogwarts and develop story lines for camps. JAs will also learn culinary skills as they find and test recipes for upcoming Theme camp feasts. This camp is suitable for any middle school child looking for a great hands-on learning and team-building experience. Upon completion of this camp, JAs will receive a certificate of completion and CPR/First Aid certification.

Math Merchants I (entering grades K-1; minimum age 4 years, 6 months), June 22-June 26, \$278, 9:00am-3:30pm

If you like to pretend that you're running a bakery or you like to make crafts for your friends, then this is the camp for you. During this week, we will create our own businesses and prepare for Friday's marketplace. On Monday, we'll decide on our businesses. From Tuesday through Thursday, we'll work to turn our business ideas into realities. We'll practice counting, learn about how people exchange money for goods and services, and practice working with others. On Friday, we'll open up the city for business (to other campers and to parents). Join us for this engaging week of inventive and creative play.

Math Merchants II (entering grades 1-3), June 22-June 26, \$278, 9:00am-3:30pm

If you've ever dreamed of running your own business, then this is the camp for you. On Monday, we'll visit the supply store and, using a given budget, decide what "purchases" we'll have to make. Then, we'll work to turn our business ideas into realities as we create our goods and learn about good customer service. On Friday, we'll open up our stores for business (to other campers and to parents). This is one week of imaginative creative endeavors that your aspiring businessperson won't want to miss.

Young Entrepreneurs (entering grades 4-5), June 22-June 26, \$278, 9:00am-3:30pm

Calling all young entrepreneurs: If you've got an idea for a small business and you'd like to learn how to turn your ideas into action, then this is the camp for you. We'll learn about the design process from brainstorming through development and feedback and back again. Then we'll put our new knowledge into action as we create business plans and develop our products or services. On Friday, we'll open up our businesses to the rest of the campers (and our parents) and give them our best sales pitches. Take your plan from the page to the storefront during this exciting week of Young Entrepreneurs.

Innovation and Imagination (entering grades 6-9), June 22-June 26, \$278, 9:00am-3:30pm

If you're a young person with a great idea, this is the week to make it happen. Join us as we develop a business plan, create a sales pitch, and create a commercial or a website for your brilliant product or service. On Friday, you'll have a chance to pitch your idea to a panel of businesspeople in a "tips from the pros" session where they'll hear your thoughts and give you some pointers. Come to camp and get ready to share your brilliance with the world!

Leonardo's Challenge (entering grades 1-3), June 29-July 3, \$278, 9:00am-3:30pm

If you accept Leonardo's challenge, then join us and become an apprentice to Leonardo da Vinci himself as you develop solutions to problems using machines and the principles of physics. From structures that fly to structures that float, from painting to writing to mapmaking and beyond, young Renaissance men and women will have a chance to build up, take apart, and push the boundaries of what's possible. Whether you have a flair for the arts or you're a young inventor (or both!), you won't want to miss this weeklong apprenticeship with one of the world's most legendary minds.

Game Design I (entering grades 4-5), June 30-July 3, \$278, 9:00am-3:30pm

Are you a game maker? Do you enjoy playing games, solving puzzles, and accepting challenges? If so, this is the camp for you. First, we'll try out new games together and figure out what it is that keeps us coming back to our favorites. Using what we've learned, we'll design and begin to build our own board or card games. Roll the dice, shuffle the cards, and create your own adventure during this week of gaming action. Please note that this is a screen-free camp.

Game Design II (entering grades 6-9), June 30-July 3, \$278, 9:00am-3:30pm

This camp is for older gamers who love the challenge and thrill of a new game. Using elements of games we already love, we'll develop original board, card, or live action role playing games of our own. Over the course of the week, we'll go through the design process (from brainstorming to prototyping to testing to revising and more developing) and work with others to build awesome games. Please note that this is a screen-free camp.

Through the Looking Glass and Into Wonderland (entering grades K-1; minimum age 4 years, 6 months), July 13-July 17, \$278, 9:00am-3:30pm

Peculiar creatures, amazing adventures, and classic characters come alive as we fall down the rabbit hole together. Unbirthday parties, croquet, and an odd assortment of animal friends abound. The beloved tales of Alice and her friends will come alive as we reenact our favorite scenes with songs, poems, riddles, games, and races. Hunt the Jabberwock. Play chess with found objects. Have jam yesterday and jam tomorrow, but never jam today. Draw with mirrors, imagine impossible things, but whatever you do, don't be late for your very important date with this curiouser and curiouser week of camp.

Painting a Picnic: Food in Art and Art in Food (entering grades 6-9), July 27-July 31, \$278, 9:00am-3:30pm

This camp will include kitchen science as we attempt to perfectly recreate the delicacies found in masterpieces (and create culinary masterpieces of our own). From Impressionist paintings of picnics to the Dutch still life painters to Arcimboldo's portraits (made of fruit, vegetables, and plants) to Wayne Thiebaud's depictions of cakes and pies in cafeterias, we will study the art, cook the food, and create our own original culinary and fine art. Please note that this camp will include cooking in a nut-free kitchen but that children may be exposed to gluten, eggs, and dairy.

Mad Scientist Rally (entering grades K-1; minimum age 4 years, 6 months), August 3-August 7, \$278, 9:00am-3:30pm

First, we'll create our mad scientist alter-egos and put on our magic safety goggles. Then, let the experiments begin! From fizzy potions to magnetic fields to bubbles and crystals, be prepared to get messy as we learn all about the wonderful world of science. Join us for a week of puzzles and challenges as we hypothesize about the universe and then put our hypotheses to the test.

Curious Epicures (entering grades 6-9), August 3-August 7, \$278, 9:00am-3:30pm

What better way to learn about different cultures than through their food? In this camp, we'll delve into the world's cultures by learning about -- and cooking -- the food. Campers will be exposed to a variety of types of cuisine as they try their hands at delicacies from around the world. Please note that this camp will include cooking in a nut-free kitchen but that children may be exposed to gluten, eggs, and dairy. This camp may also include field trips to local culinary destinations.

The Art of Sport (entering grades 6-9), August 10-August 14, \$278, 9:00am-3:30pm

We've combined art and athletics for a week of beautiful creation, friendly competition, and serious fun. Each morning, we'll examine different concepts related to figure art, such as shadow play, using geometry to draw people, and the way that different artists and movements have depicted the human form throughout history. After lunch, we'll engage in friendly team games of soccer, basketball, dodge ball, baseball, or even a game of our own invention. Afternoons may also include individual athletic pursuits, such as yoga or dance. If you're interested in art, sports, and the ways in which the two are connected, this is the camp for you.

Discovering Faeryland (entering grades K-1; minimum age 4 years, 6 months), August 17-August 21, \$278, 9:00am-3:30pm

Enter the secret world of the faeries as we discover the magical realms of the little people. With our fairy wings on, we'll go out looking for Good Folk in the woods and explore the rich history of faery folklore. We'll read faery stories, make treasures and gifts, and build faery homes for our mythical friends. Join us for this mystical and enchanted week with new friends, big and small.

Adventures in Faeryland (entering grades 1-3), August 17-August 21, \$278, 9:00am-3:30pm

Join us for magical adventures in faeryland as we learn about the secret world of the little people. We'll make faery wings, go on faery journeys in the woods, and read mythical tales of faeries from all over the world. As we leave gifts and letters for our friends each day, we'll learn more about the ways of the tiny people and their world. We will then use what we've learned to write our own faery stories and make our own faery art.

Exploring Faeryland (entering grades 4-5), August 17-August 21, \$278, 9:00am-3:30pm

Delve deep into the worlds of faeries in poetry, drama, and art in this exploration of faeries and their mysterious ways. From acting out Shakespearean faery scenes to capturing faeries' auras through digital photography manipulation, we'll look deep in the woods for clues to the secrets of the sprites. Unlock the faery doors and see what ethereal surprises await you in this mystical, magical week of faeryland.

Flight I (entering grades K-1; minimum age 4 years, 6 months), August 17-August 21, \$278, 9:00am-3:30pm

If you've ever dreamt of flying, this is the camp for you. Learn about fascinating flights, from paper airplanes to boomerangs, and then work to build your own flying structures. We'll experiment with balloons, kites, and parachutes as our ideas (and our creations) soar through the air. Whoosh! Was that a bird, a plane, or a flying saucer? Come find out during this exciting week of Flight camp.

Flight II (entering grades 1-3), August 17-August 21, \$278, 9:00am-3:30pm

If you're wild about paper airplanes and awed by vehicles that fly, then come join us for a week of learning how they work. In the morning, we'll learn about the science of flight, develop our own plans, and set to work on our models. In the afternoon, we'll set flight to our ideas as we play games and conduct experiments with our flying creations. If you're a budding astronaut, pilot, or you just like to make things move, then this is the camp for you.

Storytelling (entering grades 6-9), August 17-August 21, \$278, 9:00am-3:30pm

This is a camp for kids who like to tell stories. How do we tell our own stories? How do we find our voices? We'll look at ways others have shared stories throughout time, practice different modes of storytelling, and make our voices heard. From poetry to scrapbooks to spoken word to songs and other media, we'll explore ways to tell our stories and learn to listen, deeply, to the stories of others. There will be a story session for friends and families at the end of this camp so that our storytellers can share their words and ideas with their community.

Summer 2015 At a Glance

Week 1 June 15-June 19	Week 7 July 27-July 31
Outdoor Explorations (entering grades 1-9)	Go, Team (entering grades 1-9)
Junior Assistants (entering grades 6-9)	Star Wars! (entering grades 1-3)
	Star Wars! (entering grades 4-5)
Week 2 June 22-June 26	Painting a Picnic (entering grades 6-9)
Wet and Wild (entering grades 1-9)	
Math Merchants (entering grades K-1)	Week 8 August 3-August 7
Math Merchants (entering grades 1-3)	Water Works (entering grades 1-9)
Young Entrepreneurs (entering grades 4-5)	Mad Scientists Rally (entering grades K-1)
Innovation and Imagination (grades 6-9)	Jedi Knight Adventure Camp (entering grades 1-3)
	Jedi Knight Adventure Camp (entering grades 4-5)
Week 3 June 29-July 3	Curious Epicures (entering grades 6-9)
Experiences in Art (entering grades 1-9)	
Leonardo's Challenge (entering grades 1-3)	Week 9 August 10-August 14
Game Design I (entering grades 4-5)	On the Wild Side (entering grades 1-9)
Game Design II (entering grades 6-9)	Middle Earth Adventures (entering grades 1-3)
	Middle Earth Adventures (entering grades 4-5)
Week 4 July 6-July 10	The Art of Sport (entering grades 6-9)
Science Adventures (entering grades 1-9)	
The Court of King Arthur (entering grades 1-3)	Week 10 August 17-August 21
The Court of King Arthur (entering grades 4-5)	Soak up the Sun (entering grades 1-9)
Squires of King Arthur (entering grades 6-9)	Discovering Faeryland (entering grades K-1)
	Adventures in Faeryland (entering grades 1-3)
Week 5 July 13-July 17	Exploring Faeryland (entering grades 4-5)
Behind the Scenes (entering grades 1-9)	Flight (entering grades K-1)
Through the Looking Glass and Into Wonderland (entering grades K-1)	Flight II (entering grades 1-3)
Hogwarts School of Witchcraft and Wizardry (entering grades 1-3)	Storytelling (entering grades 6-9)
Hogwarts School of Witchcraft and Wizardry (entering grades 4-5)	
Prefects of Hogwarts (entering grades 6-9)	Week 11 August 24-August 28
	Wet and Wonderful (entering grades 1-9)
Week 6 July 20-July 24	
Wet and Wacky (entering grades 1-9)	
Hogwarts School of Witchcraft and Wizardry (entering grades 1-3)	
Hogwarts School of Witchcraft and Wizardry (entering grades 4-5)	
Prefects of Hogwarts (entering grades 6-9)	