

MARINE ADVENTURES

Embark on a sea life adventure. Explore our local salt marsh and meet its inhabitants. Discover the interesting life cycles of fish, birds, crabs, clams as well as other animals that call the salt marsh home. Dress for getting wet and muddy. Ages 12-14 Session 1; Ages 9-11 Session 2.

TV BEHIND THE SCENES

Lights, camera, action! This is your chance to experience what goes on in the creation of television production both behind the scenes and in front of the camera. You will be the news team, the camera crew and the stars as you produce different types of television shows in the studio as well as on location visiting the other Summertime Adventures programs. Students will receive a DVD copy of their finished projects. Ages 9-14 Both Sessions

FUN WITH FOODS

Do you like to cook? Enter the world of culinary arts. This class covers basic food preparations with an emphasis on healthy choices. Students will prepare and sample breakfasts, lunches, dinners, desserts and snacks. Learn some new skills, be creative with foods, enjoy taste test, and have fun! Ages 9-11 Session 1.

MECHANICAL CREATIONS

Inventive creativity will be the focus of this program as students use metals, wood and more to form practical, personalized and "ready to use" projects. Students will become familiar with planning and design techniques as well as traditional hand tool and power tool equipment used in bringing an idea to reality. Make and take projects include wind chimes, and a working lamp with a variety of activities planned for the week. Ages 12-14 Session 1; Ages 9-11 Session 2.

The Summertime Adventures for Kids

Is a "hands-on" summer experience for young people ages 9-14. Class offerings have been designed to share exciting, creative, enjoyable and educational experiences in a variety of areas. Each class has been tailored to designated age levels and a variety of classes are offered in two, one-week sessions in July.

Cape May Tech teachers will staff and administer all classes held on our campus

Session 1: July 15-18
8:45am -12:30pm

Session 2: July 22-25
8:45am -12:30pm

Contact the Adult & Continuing
Education office at
609-380-0241 and visit
www.capemaytech.com



Cape May County Technical School

188 Crest Haven Road
Cape May Court House, NJ 08210
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A STRATEGY GAMES ODYSSEY

Engage in an adventure which will enhance your critical thinking skills through fun and friendly competitive strategy games from all around the world. Students will enjoy planning a variety of easy to learn (but sometimes hard to master) games all in the spirit of good sportsmanship. Bring back Family Game Night as you master game offerings, such as: Chess, Checkers, Connect 4 Othello, Blokus, Quoridor, Shuttles, Rumis, Stratego, Fire and Ice, Abalone, Rumikub and many, many more. Ages 9-14 Both Sessions.

MAKERSPACE 101

Do you like to invent things using new, used or re-purposed materials? Welcome to Makerspace- a place where people come together to complete projects while learning new skills such as sharing ideas, critical thinking and problem solving. This class will support the STEAM initiatives (Science, Technology, Engineering, Art & Math) by creating hands-on activities including Art Bots, Cardboard Creations, Duct Tape Re-purpose; Computer Coding & 3D Printing, Kite Making Rubber-band Cars, Tech Take-Apart and more! Ages 9-14 Session 1.

CARPENTRY FOR KIDS

Are you looking for adventure in experiencing the fun of working with wood? Enjoy planning and creating a variety of personal projects while learning the basics of woodworking. Proper and safe use of hand tools as well as some power tools will also be highlighted. All projects will be suitable to take home and use. Ages 9-11 Session 1; Ages 12-14 Session 2

CRIME SCENE INVESTIGATION

Do you like a good mystery? Are you always trying to figure out who committed the crime and how they committed it? Now is your chance to put your crime solving skills to work as part of a crime scene investigation team. You will: investigate a crime scene, collect and analyze evidence, identify and arrest a suspect and participate in a criminal trial. There is a mystery out there waiting to be solved! Will you be the crime scene investigator that will solve it?

Ages 9-11 Session 1; Ages 12-14 Session 2.

ADVENTURES IN ART & PAINTING

Let your imagination flow! In this class painting on wood pallets and other surfaces to create your artistic masterpieces will be the focus. Pick a subject, prep the surface and paint your creation. You may choose your own subject in an area of animals, flora, nautical and many others. Various colors and textures can be applied to enhance your project. No experience necessary and there are no limits to you creativity!

Ages 9-14 Session 1.



ROBOT WARS

This Robotics and Engineering camp consists of an introduction to designing, building, programming and competing with robots. Students will use the VexIQ robotics system (maker of Hexbugs) to design various robots that can manipulated different game objects to score points against opponents. This course is intended to be very hands-on and educational in a fun, competitive environment in which all students have the option to participate. The last day of camp will include a robotics tournament between teams.

Ages 9-11 Session 1; Ages 12-14 Session 2.

TAKING FLIGHT WITH DRONES

Your adventure in coding will take flight as students learn to program with Scratch, and create programs to manipulate drones in flight. Programming will culminate in a Drone flight obstacle course with students as the pilots.

Ages 12-14 Session 1; Ages 9-11 Session 2.

ADVENTURES IN AUDIO: THE WORLD OF RECORDING STUDIOS

This adventure will take you into our real recording studio, as you work with creating and editing sound, making your own recordings, acting as DJ, on-air talent and even doing some Karaoke. See how sound effects and music work in video and create your own versions. Musical talent is not a requirement, but any students who play instruments are welcome to bring these for recording sessions.

Ages 9-11 Session 1; Ages 12-14 Session 2.